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Indy Jones and the Fate of Atlantis - the example. Exclusive goodies are up for grabs in this US Gold "giveaway". Whip open p.66 for the full details.

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Like this month only different - but how?

Here we go gathering games in May 92

POWERPLAY

Hello and Goodbye!

Take a deep breath and get ready for what promises to be the best Commodore Format to date. There's so much stuff we wanted to bring you we're a bit out of control.

But despite all this we're a fast cat. Besides long-term CF designer Lam Tung (who has worked on issues 1 - 200) is joining us to join our sister mag, Amiga Format. He promised to make his last issue a bit of a corner and it looks like he's kept his word. There are pages packed with reviews of the best full-price and budget games around. A look at the best in the long-running G-LOC files into action and Covergirl plays these into to reveal all. The most eagerly anticipated release so far this year, though, has to be Dream's Space Crusade. The follow-up to their brilliant comparison of the

board game HeroQuest. It blends RPGs and Atari-style space wars, and the first review is here in CF!

For the technically inclined, inside info starts back, supported by an in-depth look at utility cartridges to help you decide which one to buy and how to get the best from it. Write in a regular visit, there's a sideways look at the world of games heroes by guitarist Stuart Campbell. With Compos, letters and poems, we think Lam's going out on a high note - dig in and see if you agree! Cheers (and a big Lam).



Stuart Campbell

54 NO MORE HEROES

SPECIAL INVESTIGATION

What does a game hero do when their game is all played out? What happens if they get a Spring? What happened when Jack the Nipper grew up? Super sleuth Stuart Campbell goes undercover to solve the curious case of the vanishing sprite

super-heroes. Read his shocking exposé of sprite stars on the slippery slope on p.52



39 CART TO CART

Thinking of getting a utility cartridge to spend some of your programming (or add volume to all of your) games, playin' have you already got one, but are unsure of its power? Then press reset and enter p.39 for an in-depth look at these wonder widgets.



plus p60 Indy compo

Indy Jones is but a few days away and US Gold have gone into giveaway mode. Win a brilliant Indy bag in our expert Indiana Jones and the Fate of Atlantis competition. For the full details of what's up for grabs - and quite how to go about grabbing it - turn to p.60.

TESTED!



36 BUDOKAN

Electronic Arts

The martial arts are founded on honor, skill and inner strength. Electronic Arts' new test 'em-up seeks to capture this subtlety while retaining the essential brutality of hand-to-hand combat. There are few ancient arts to practice and use, but can they supply the depth of gameplay that other punch-outs lack? Slow gradually to the talented old man on the other side of the mat and quickly turn to p.38 - before he kicks your head in!

16 SPACE CRUSADE

GREMLIN

Last year Gremlin shook the gaming world with their near perfect conversion of MIB's HareQuest. Now they are trying to repeat this promising success with Space Crusade. Can a mix of high-tech weaponry, shiny aliens and rock-hard marines fascinate the buggish computer gameplay magpie? Look and lead for the first full review. More in the docking bay now. The fight begins on p.16.



64 BONANZA BROS

US GOLD

His name's Rodo and the other ones called Mido. But who the hell are they? US Gold have been promising the dear-ferocious duo for a while now, but will the wait have been worthwhile. Come-time looks all on a p.64 when the two men break into a building near you in a search for some vital evidence. Will they be this month's most wanted game-stars, though?



POWER PACK 20



MAZE MANIA

21st Century Entertainment
A 'Ripper' brilliant maze challenge with some truly hair-tearing puzzles. Flipps the hero must beat black holes and badies to score those bonus points. It's a test of jumping, dodging and thinking ahead. Don't panic! Or, then, F&M!



ANT ATTACK

Grandstar Video
3D wilderness in extreme. Massive loads of innocent folk from the mandibles of giant ants - armed only with grenades! Save the day, save your friends, but most importantly, **SAVE YOURSELF!**

CATALYPSE

Genesis
Last month's Conker is this month's demo. A whole level of laser death awaits in this convulsing shooting war in metal-planet-land. And this is the best-est one of three! Let's rock!

THE BOD SQUAD

Zeppelin
A demo so spiffy we just had to put it on the Powerpack. Gasp at the smooth moving sported Sweson at the sweet control and curse your-



COVERGIRL POKER

EMOTIONAL PICTURES

Strip poker makes another appearance on the computer games circuit this time with the help of the Daily Sport! What's most important though the prizes or the gameplay? The Covergirl Poker's cards are dead on p.38. Is it a winning hand or will it be you who loses your shirt? Don't take a gamble, check out the review!

20 tape to disk

Want a disk version of CD20 Powerpack? Turn to p.4 for full details on our latest tape-to-disk transfer offer. NOW!



QUICK START

FULL GAMES

MAZE MANIA

Joystick in port 2. Rush around each maze like a complete looney. Every tile you run across will change colour. Get three of the same colour and you're won. But some change to the wrong colour first. Oh, and there are aliens around as well. Huh.

ANT ATTACK

Joystick in port 2. A load of your rhubarb have been kidnapped in the ancient city of Antebesban. You must enter the 3D world and rescue them. Being careful not to tread on the toes of the nasty ants who live there.

DEMOS

THE BOD SQUAD

Joystick in port 2. Bounce around an Egyptian pyramid, looking for your long lost son. But beware - there are holes, traps and possible splinter, waiting to catch you out.

CATALYPSE

Joystick in port 2. Enter the steel planet if you're brave enough. Kill thousands of aliens if you're quick enough. Buy a Caribbean island if you're rich enough. It's all here (except for the Caribbean island).

NO LOAD ZONE!

If your CD tape isn't loading, perhaps it's your tape reader! Buy loads of other games. If they work okay, you might be unlucky enough to have a faulty cassette. Don't panic! Gemini put the cassette into a strong jiffy bag (just gathering glasses for this), bang in an S&P as well. Doubly seal the bag and stand it on:

Alpha Audio Video Ltd, Harrow,
Halesfield 14, Telford
Shropshire TF1 4DD

500 MTP send your dull tape to Commodore Format. We'll just use it as target practice. SO send the tape to Alice, who will send you a mocking replacement as soon as they can.

POWER PACK 20

Space - the final front ear. Bod the alien comes from there, Catalypse takes you there, and Maze Mania is sort of based there. Only Ant Attack isn't a space-related thing. Brill, eh?

THE BOD SQUAD

DEVELOP

Joystick in port 2

The aliens are here. Extreme calls: time taken over. It's time for Bod the toughest, extra-breasted to do his funny, bloody thing courtesy of the completely excellent Powerpack tape you've just ripped off the cover of this 'new magazine'.

Right. What you're getting with The Bod Squad is a playable mega preview of a game that Zippin' are going to release in a



As our Taira Quindles, around, he comes into contact with the initial parts of this great planet of Bod. He can jump over them, wait for them to get out of the way, or he can kill them. To fire bombs, just push the joystick in the direction you want to shoot and then let the fire button.

Collecting a potion at the bottom right of the level allows Bod to fly. It's an incredibly useful feature, and one you can re-use loads of



His family are missing and he's stranded millions of miles from home. What does Bod do? He gets out his pants. What a nerd, months or less. So as well as being an explorer, it's also very much a work-in-progress view of the game.

But even at this stage, it's

rather brilliant, as you'll find out. The plot (such as it is) is rather simple and strangely touching. Bod (who you'll be playing as on Earth with his children, doing a bit of sight-seeing. The kids, though, have been kidnapped (because they're 'cute' ones. Oh never mind). Anyway,

they're scattered all over the world and Bod, suitably distressed, has to go and find them. Of course, the full game will have loads and loads of levels. Although a demo, you can still explore a pretty big part of Bod's world.



Bod starts off by entering the pyramid. That being the high tech might be a good place to start, he thinks. (Bit of a clue, that.)

times. But make sure you're doing something safe when your flying powers run out. If you're not bothered with the flying bit, you can jump using the joystick. Pull down then press up quickly to do extra big jumps.

You'll need to activate switches (by pressing first, push blocks around and jumping floors. All are vital if you want to find the kid. Some walls will give way if you fire



Because it's not an Egyptian pyramid and you'll find too, to get your children, remember and big volcano. But honestly no alien powers.

at them, too. Have fun and remember, if aliens do exist, they're probably not half as stupid-looking as Bod. They're probably very angry with all the computer games in which they seem to get wiped out, and they're probably on their way in a fleet of battle cruisers from Alpha Centauri right now.

ANT ATTACK

GRANDSLAM VIDEO

Joystick in port 2

The mysterious city of Antchester is a dangerous place. Despite having a rather silly name, it's a town you wouldn't want to visit unless you've got a helicopter, 12 tanks, and a fleet of aircraft carrying submarines armed with nuclear missiles. Well, at least a gun.

The plot is chilling in its simplicity. It's also remarkably un-sexist. It's just about the only game that allows you to play either a boy or a girl.

Whichever you play, the basic idea is the same. You must enter the fenced city and rescue as many of the two-up people as you can. When you find one, you have to go right next to him/her, touch him/her and stand there for a second. The third person will then give you a grateful message.



How comes the tough bit. You've got to get both yourself and the rescued too back to the main gate. But Antchester is packed full of ants. They wander around, steering anybody they meet. And they can run as fast as you. If you're staidful with the old joystick, you should be able to avoid most of them.



But once you've got some walking in tow, it suddenly becomes tougher. Your little person is controlled with the joystick. You simply push the joystick in the direction you want to go.

If you get completely surrounded by ants, it's time to use your special weapon: hand grenades. These are thrown by pressing the keys S, D, F and G. G is for short range grenades and D throws them the longest distance. You have to get the range right, because if you miss, the grenades explode harmlessly. If you chuck a longer range one against a low wall, it can go up over it and stepping off the ground is the only way for an enemy chance to remain safe. But they'll need to come down if they want to go home.



This bit is known as the 'antepitochosis'. Why? Well, it's something to do with those ancient Greek rulers.

HAVE ANOTHER GO!

down the other side. You only have a limited number of grenades, though.

Another thing that can make life miserable is the view changer. The 3D is dead realistic and stuff, but sometimes you disappear from view behind a building. Simply hit F1 to F14 to change the isometric viewpoint. You can do this at any time, but it can get confusing. So remember exactly where you are, and where the wall is or you'll be up pretty quick.

Pressing key 1 restores the current rescue attempt and pressing PRSTOPL restores the entire game. Oh yes, and the scanner turns green when you're heading in the right direction (towards the person to be rescued). And that's about it. It's a stomping game, and one which should delight any feminists.

CATALYPSE

GENIES

Joystick in port 2

How thoroughly do you read the last issue of CPT? Here's a quick quiz to find out. 1) What is Catalypse? 2) What did it feature? 3) Can you explain the plot in less than 200 words?

If you can answer these questions, it'll save me a lot of time explaining the whole thing again. If you can't (oops! No prizes), here goes.

Right. You're in deep space. A mysterious planet, made entirely of bits of rusty Ford Genies, has materialised on your scanner. You decide to investigate it just in case there are any



interesting things on it. Bingo! There are. So you decide to go and destroy them.

You've got a whiffy little spacecraft that buzzes along at a fair old zip. It starts off with just pitiful forward firing lasers. You've got to collect better weapons later on. As you explore the planet (which, rather conveniently, scrolls gently across the screen), you find most things spinning off-hope things. If you shoot these, they stop spinning and turn into all sorts of goodies. There's a more powerful spread laser, a dood craft which is indestructible and which you can't destroy (unless you lose a life), and a weapons pack for the drill. Very handy indeed.

So now you've got some better weaponry, it's time to enter the evil zone. Floating inside, you instantly get attacked by several fleets of defender craft. It's time to duck and dive, jab and recoil. Use the joystick and hold the fire button down (there's a soft

ware auto fire (AF), so you don't need a joystick when using this). Then you just wiggle the stick around the screen until you're in the correct firing position for the enemy formations attacking you. Sounds easy? Not for long! Well, it isn't particularly.

In fact you think it's a real tough one.



But I've got the big laser now. Let's go down there. Remember! Water! No underwater death, sorry!

Now you

Some nice little things. Not they are hidden in the mountains. Are you brave enough to get them? Or are you just desperate?



Get your revenge on T46 with some serious firepower. Watch with delight as he explodes into bits (or is he dead? - T46.)

EURO FOOTBALL CHAMP

Things are hotting up in the football world. Europe is waiting for the English, Welsh and Scottish to prove that they're the best three teams in the EEC. Euro Football Champ couldn't really be coming at a better time. James Leach tackled Domark and Teque about it.

Usually, it only takes one half-decent football result for the CFF team to go soccer-crazy. Even a goalless draw between Bath City and Yeovil Town in the Vanuati Conference League will have us leaping up and down on our seats, waving our scarves.

So I was looking forward to seeing Euro Football Champ a lot. The Teque coin-op has, in recent months, taken the soccer by storm. The reason isn't too hard to see. It's incredibly competitive, incredibly fast and it can get brutally violent. In fact, the guys at Teque are so into it, they've got a championship running on.



Domark, the Teque office coin-op, with prize money of £25 for the overall winner!



Abdul Rashid, left, Dean Lester, right, and there, in, other friend in the middle, waving outside Teque Tower, which dominates the London skyline, and can easily be seen for miles around.



The coin-op view of the pitch from a 3D-ish sideways angle. It wouldn't have worked too well on the 64, so there's a much quicker top view instead. The traditional arrow appears over the player you're controlling and points in the direction he's supposed to be running in. Dead useful this because the play occurs horizontally rather than vertically.

Of course, there'll be a starting two-player option, but if you play alone, you launch into a championship with six rounds versus the computer. You can choose one of 12 international teams, and the team stripes are shown accurately. If you select two players and the same team, you both end up on the same side, playing the computer. It's a unique feature, and is absolutely brilliant to play.

HOW IS ALL THIS CRAMMED INTO A 64?

Dean Lester, head from one of Teque, and Abdul Rashid, the 64 coder, are the main whizz-bangs.

"We decided before we started that the best idea would be to make the

game as playable as possible first, and the design to look and feel like the coin-op second.

"Too many coin-op conversions try to be so like the original that they look similar at the end, but are completely unplayable. We wanted Euro Football Champ to play first, fairly. So we worked on that first, then added in as many of the coin-op's shatter effects as we could afterwards.

"It proved impossible to keep the 3D views of the coin-op and make the game run quickly, so we opted for a clearer top-down view. This doesn't affect the gameplay, except to keep it whizzing along at an excellent rate.

"All the fouls are in, as are the rapid actions in attacks. When an incident occurs, the camera zooms in on the action for a closer look. It's one of the things we liked about the coin-op. Name me another game that does that!

"We've also kept in all the teams, including Brazil (weird, considering it's a European Championship). In fact, everything that's unique and best about the coin-op, I think we'll be able to put into the 64 version.

"One final thing - in Japan, the coin-op was called not Teque Hero and had some bizarre Japanese speech in it. We won't be trying to include that! (How do they know it was Teque? Eh?)

HOW TO INJURE THE OPPOSING SIDE

Instead of the normal tacking tactics, Euro Football Champ allows you to injure your opponents in a variety of interesting ways.

1. The under-crouch.

This is a sliding tackle with a difference. Instead of reaching forward to the ball, your man goes for the Achilles' heel of the other player. The guy usually goes down like a sack of spuds. You then collect the ball, wash it and hope that no-one does it to you.

2. The punch.

Have you simply connected your fist with the face of your opponent. If you've done it right, he'll have trouble seeing, and will waste the ball for you.

3. The lunge.

Choose a player and run at him full pelt. The collision (if he hasn't got out of the way)

will push his lungs to one side of his chest. He'll forget about the ball for a while.

4. The neck snap.

This is the best move. You leap at an opponent, raise your knee in mid-air, and land with your full weight on his unprotected throat. He'll then do a convincing impression of someone who needs to go to hospital. Meanwhile, you whip the ball out from under his crumpled and bleeding body.



Linker rushes up to the goal. He gets ready, kicks, but still he's forgotten the ball.



Texas misfield play, as two world-class teams try to kick each other to death.



Pole used to turn a ball on a defender, but then they learned codes from the pitch.



Goal like old man said. Yes, it's the goalie. He's the only guy on the pitch who isn't carrying a firearm with a calibre of .44.

Each team has a star player, too, whose face appears on the screen each time he gets the ball. He's quicker, slicker and better than everyone else, so will usually be the top goal scorer.

The guys have actually managed to program in a fair bit of artificial intelligence, which makes the computer players (and yours) behave in a realistic and sensible manner. Obviously, they're not all Linkers, but at least they do try to be in the right place at the right time. This means that you don't get annoyed all the time because there's nobody in the right place for your cross.

One of the major things about the game is the violence (see panel). Although there's a lot, it's a bit slow, so if you're quick you can do the most terrible fouls on players (whether they've got the ball or not). If you knock them down, they're out of the running for several seconds.

Take my word that Euro Football Champ is the best game they have produced to date. It certainly looks excellent, and the gameplay is a dream. So, watch out for the full review.

Game
Publisher
Release
Contact

Euro Football Champ
Domark
June
0800 740 0000



Bruce Strakerhouse is currently appearing on British, in trouble at the Arsenal Road. Playhouse Theatre Workshop in Plymouth.

SNIPPETS

ONE MAN WENT TO MOW

Score have gained the licence to The Lawnmower Man. This strange film is about a society where a mower who gets tangled into a virtual frenzy. Plenty of over-the-top graphics, and the odd story line, worth a try. The game should be very good, but for the \$4 in early 1992.

HOT OFF THE EXPRESS

Parsons has also got its second under the belt. Off the Express, the PC of the Transport world, is published by Infinity, and comes in the usual photocopied format. It costs £11.45 and issues 1 (which is PC-patched coverage, an interview with the legendary Portland footie, and a feature on the latest move). For further details, send an S.A.S. to: Off the Express, 1, Tollymore Road, Penarth, South, CF23 5BA.

TO BZ

Binary Zone, one of the best PC CD-ROM magazines, have started with its own version of their Public Domain releases. For full details send them an S.A.S. However, they have also changed their policy from the one published in BZ, so from now on it will be Portland Road, Cardiff, Wales, CF23 5BA.

OOPS!

Sorry to US. One who thought they were producing, Indiana Jones and the Temple of Aztec. The planner pitched and the playing field with the company's magazine for the 1992.

CALLING ALL CODERS

These folks, ever so successful CodeMaster types want to employ you. Yes, you. But only if you're not a member of writing code games in machine code. If you are, drop a line to the Codes at the address: Four Nations, CodeMasters 208, Appleton, London, E11 1JG. If you're not, then you're not a coder. So, give it a go. Code!

TAPE! FANTASTIC!

The producers of LightTap, the disk magazine for the curious Coder, have been so impressed with the response from tape users that they are to produce.

LightTap on a 6-monthly basis. The April issue is available on 29 May 92, £4.95 and will contain the very best from LightTap 64. The most able and items on S.A.S. at: LightTap 64, Dataquest Publications, 7 Finsbury Close, Valley Drive, Hove, East Sussex, BN1 9AA.

THE BOD SQUAD

Somewhere in the vastness of space and the immensity of time there must be some incredibly stupid-looking aliens living quite happily on other planets. Just occasionally they visit us and cause havoc.

And Deppie have one such tale to tell...
 And and his children are on a gamut
 eight-seeing four of this cosmos when the
 unlikewise happens. And decides to visit
 Earth. And all humans, being pretty mean
 and nasty, do the only thing we can: the
 most cruel of all, kill.



overlapping and takes a little pressure.
[Tina sighs.]

Done it? Great graphics aren't they? And the way that Edd seems to have real weight and momentum is astounding. Apparently, there are over 100 screens of animation for Edd alone, so that explains why the price is so steep.

Black Ops 2 will be available on PlayStation 3, Xbox 360, PlayStation 4, Xbox One, and PC.



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Journal of Internal Medicine 255: 381–391



There are tons of levels to light through, each with a spurious amount of planning needed, if you're to get through successfully. Switches on this level need to be flicked in order to open up certain corridors, and lots of the walls can be shot and blown open.

All this makes for a brilliant action platform game. Lots of jumping, lots of pushing and lots of secrets to get through. No wonder we put it on the crossover CD, and keep your eyes peeled for the full E3 review in the next issue. Should be a corker.

Abstract

Name	The Bad Squad (featuring Bo Diddley)
Publisher	Zappos
Release	May
Price	\$2.99
Contact	604.885.7130

STEG THE SLUG

Winter falls over the wild land of Warwickshire. Nothing stays. Nothing, that is, except a slug called Stag. So let's creep up on it, armed only with a salt-cellar and a 12-gauge auto-loader (the ideal weapon for hunting slugs).

As you'd expect when thinking with visualization like humans, you also use specific symbols.



Shing has a small hall of little Shing (few walls, actually). They want a fair amount of hotel, and Shing has noticed that a system whereby he can direct children (which, for some reason or another, they seem to like doing) towards their room.

The skill and judgement comes in when the buttons shift towards things that might put them (such as spiked, baddies and, er, more baddies). They must test around the screens as fast as he can, which isn't very quickly at all. Trying to get the buttons safely to Pyropolis (as his children are so extremely cold).

At the bottom of each tent is a lot of bottles that pump the bubbles in the water. Thermophiles, exotic bugs, and nitrous oxide injection modules all help to make Soap the hottest place this side of Salisbury. He's even got access to a fully Hydrex air-spark (as if a bug could really use a jet pack) without having any hands or limbs of any sort. www.bugs.com

So once again, those cheery CodeMasters types have created a humorous character with which to delight and rile the game-buying public. (Step is a novel idea and it already looks cooler than a plinky bass on full of worms. Watch, say for the



full review, which are huge in his delivering in these pages in the next month or two (depending on those perfectionist editing people). And remember, he's an gastroep, so take Stew with a pinch of salt.

11/11/2019 11:11:23

Game	Slag The Bug
Publisher	Codemasters
Release	May
Price	£5.99
Contact	01283-814-155



**Price
Buster**

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UNDER ATTACK!

Each ring on the spinner shows how many computer games can easily be released so you could win them. And when they reach the C/P center they will be in the shape!

ARSENAL FC

Thames

They're hanging on in the top half of the First Division this. Arsenal is coming to a C/P near you later this year.



NIGEL MANSSELL

Granite Graphics

What's wrong with today and tomorrow? Nigel Mansell's new car.

CREATURES 2

Thames

Can you believe it? Some demon levels have been added to the game, so it's going to be even better! We want Creatures 2 with more... more... more...



PARASOL STARS

Ocean

Those cheeky, juvenile little, as children star and Bob are competing towards their inevitable fate with the swirling C/P from Can Parasol Stars be better than Rainbow Islands?

BRIDES OF DRACULA

Genre Games

So you didn't notice the Count was a woman? Under cover of darkness, the hideous vampire stalks her prey while his multiple wives wait in the car.



What is a Lam Tang? Is it (a) a spicy oriental drink made by dumping sand and small pebbles in a milkshake? (b) A sharp spear used by ninja in combat with the fearful walruses of Hokkaido? Or (c) CF's Art Assistant (and the only surviving original CF member)? Yes, the answer is b). Anyway, the Lam is off, so we all bought him presents. Read on to find out what.

POWERPLAY

TRENTON WEBB



Trenton spent ages looking for a present for Lam. He came back with a huge, heavy parcel. "It's a ride-in lawn mower! I [glares] Lam's mom and she didn't mention that top mower one, so I [sneers] he doesn't. It's great. It's got eight gears, a basket for the cuttings and even headlights!"

JAMES LEACH



"I managed to get him one of those foot X-ray machines you used to find in shoe-shops. I'm pretty sure Lam hasn't ever seen an image of the bone-structures of his feet, so with this he can show his foot-bones to his little friends. Content. The only problem is the ten ton power generator it needs to be hooked up to."

STUART CAMPBELL



Sometimes Stuart is always careful with his new parties, so we didn't expect him to buy something expensive. So we were surprised when he presented Lam with a brand-new Sony Walkman. It looked really good, with a built-in radio, Dolby B, C, D, E, and F and a special Simon Baker auto mode button.

ANDY ROBERTS



Andy decided to go for the 'humorous' gift idea. Here he is. "I couldn't resist it. I got Lam a pair of huge cycle clips for when he's cycling with his shorts on. Also a luminous survival dial for telling the time at night, a solar powered torch, a black lightbulb to make the room darker and a slight fuel!" He ha ha Andy.

ROGER FRAMES



Roger said this: "I'm aware that some might call me [sneers] with my drink! But when it comes to Lam, I had to splash out in line style." Roger gave him three broken cassette tapes, a ball of fluff from under his bed, an unripe corned and a hand-blown lot of paper masquerading as a CD-note. Bonfire.

CATHY PARNHAM



Cathy went looking for 'lawn' presents for our Chinese friend. "I gave him a warm cardy, a selection of tea, a set of matching smoke-alarms, an immobiliser for his car, some antiseptic, matching his/hers shoe trees, an antique pencil sharpener from Spain, and a big hug!"

PAUL LYONS



Paul, always something of a Pappy, got Lam a book on how to stimulate hair-growth. Lam read it, sat down and concentrated hard on extending his mop. Did it work, Lam? "My hair didn't grow much, but I certainly attained a higher state of consciousness and gave myself a noticeable as well," he said.

LINDA BARKER



Linda has had a strange time. Let her tell it in her own way. "When I was out looking for a present for Lam I bumped into this weird guy. When I checked my ball movements later, it had gone [sneers] with my spunky new Walkman! I wouldn't mind, but my jeans keep falling down now!"

BITS 'N' BOBS

Commentator Parnham's review system is as simple as only we can make it. There's more 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

- Impressive points** - 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 star 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.
- Disappointing points** - (Clever, eh?)

The highest rating a game can get is 100 per cent.

If you see a game review featuring this symbol, it means it's rated more than 80 per cent, so it's an 'official' review and we urge you to save up until you can buy it.



GAME ICONS

To make life easier for you we've knocked together a few 'tell-it-to-glance' icons. Things you see 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 tells what the control mechanism.
- MOUNTAINS** - If you can see a mountain, it means there are difficulty levels.
- OCTOPUS** - Multihood, the game is in bits if the octopus appears (Pappy users beware).
- GOALIE'S SHIRT** - This means there's a save option available (grace).
- BLOCKS** - You can prove to all your friends how good you are at a game by using a hi-score table.
- PAWS** - Pappy. Yes, it's a bad gag, we know. Well you try and think of a better one!



Confusion reigns as the Marines are jumped by an alien. Don't panic (as that old joke of Don's Army would yell).



These gawky guys are closing in on the survivors, the aliens. Be very afraid. Be completely terrified, in fact.



These sneaky aliens have blocked the quarter with rubble. Marbles out, kids. We'll clear this in no time!

SPACE CRU

It's getting late. You're 18 million miles from home, half your guys are injured, you've got no more ammo and about 60 aliens are closing in. Welcome to the Space Marines.

It's a Corker!

tone ships are called space-bucks. And they're dangerous places, filled with all sorts of nastiness.

Realizing that space is a pretty dangerous place, filled with dangerous creatures with pointed teeth and claws, the humans created the Space Marines. And this is where you come in. You are in charge of up to three robot-hard units of these guys. Your masters tell you to carry out various missions, such as extermination, rescue, destruction or, er, total annihilation. Realistic, you agree to do these.

The first you must do is select your weapons (see the panel list). As well as these firearms, you can use grenades, bionic bits and other explosives.

The game is played on a 40x40 square "board", and depending on which phase you're playing, the view is either 2D or 3D. There are 12 missions to choose from. Each has got a specific goal, so it's not just a case of running around blasting aliens at random.

Of course, if you've played *HeroQuest*, you'll be pretty familiar with the control system of *Space Crusade*. Each team member has movement points, which decrease as you wander around. There is also one free phase per turn, so when combat occurs, the Marines can start blasting away. Like the board game, you can gain the benefits of Order Cards, which tell you where or fire twice in one turn. These add a lot to the control elements.

Movement of your guys is carried out on a clear top-down view, with the squares marked. To the side of it is a large map of the entire ship. As you move around, you can scan the area for aliens. If alien-bots appear, tool up and move out. It's dead exciting once you get a contact, and planning the assault or ambush is great.

All the boring bits (slow rolls, sight-lines etc) are done for you, so just choose your target, move in and use some serious tactics and firepower.

Each guy has a different weapon, some with immense destructiveness, so plan your

Twenty-five millennia ago, mankind headed for the stars. But it took thousands of years to get anywhere near them because spacecraft then were incredibly slow and complete rubbish. They also leaked.

But all it took was one remarkable scientific mind, working away in his laboratory late one night, to invent the Warp Drive. It was a major breakthrough. This enabled spacecrafts to travel faster than the speed of light. So, technically, we could go anywhere we wanted without having to wait for years to get there.

But Warp Drive is a weird thing. Ships in it have disappeared without reason, and emerged centuries later, millions of years from their destinations. These lechered and

Things you'll need to know



Here, a suicide android has attacked. He got too fast into the room before our plucky Marines noticed him and promptly fired him full of anti-matter (or something).



Surrounding the enemy is almost a given move. Especially when another Marine has got a long-range sight on him, too.



The resultant explosion causes near-misses all round for the Marines, but the alien dies spectacularly well.

CRUSADE

attacks carefully. Once you're in position it's time to open fire. Again, all your possible targets are highlighted, so it's easy to do.

Once you fire, the view switches to a spunky 3D effect. You see your guys blasting and the alien taking some serious hits. If you've done it right, he explodes and vanishes. Time to move on with the next.

Everything in the game is co-ordinated using the joystick, so it's both easy and flexible, leaving you to concentrate on your strategies. Brilliant indeed.

There are loads of different aliens, so although you can pinpoint them on the scanner, you don't know what sort they are. You might find a pancy druid, or it might be a massive ED-209-like Dreadnought. If it is, run away. They're hard to nail.

The best thing about Space Crusade is it's not too fussy to use and the excitement level is incredibly high. Do you split your team into separate groups? Keep them together? Work with the other human players

or try and get the objective by yourself? If you do achieve your objective, you'll get a promotion and a bit of R'n'R before moving on to the next scenario. You can save and load your best squads, too.

Space Crusade is an excellent tactical combat game. There's plenty of blasting, lots of skillful planning and loads of nail-biting suspense. And when you eventually manage to corner the terrifying Dreadnought and blow its tin legs off, it's absolutely magnificent.

ALAN DICKSON

Game	Space Crusade
Publisher	Gremlin Graphics
Cassette	£10.99
Disk	£19.99
Reflex	Map
Contact	0742 782 422

POWER RATING

THE DOWNERS...

- The plots don't move very quickly.

100

92%

- Great atmosphere. Best of alien worlds simulation.
- Excellent sound effects, just like in real space.
- Good working. The air of suspense builds up as you wonder around.
- Top choice is clear and nice to look at.
- 3D view is not as clear, but worth using.
- Loads of different weapons and aliens.
- And tons of missions, with expansion packs promised.
- LOAD and SAVE function is particularly useful.
- Plenty of weapons to experiment with.

...AND THE UPPIERS



Of course, the Commander gets the best stuff.



It's fun, supplying your Marines with guns.

POWERTEST 17

Join the gun club

The Space Marines are allowed to have any weapons they choose. They usually stick to the stuff they know best, though. And dangerous stuff it is!



Boltor

This is an automatic weapon which fires a stream of small-calibre explosive shells. Excellent for blowing up things like doors, windows and pot plants.



Boltor Pistol

A quieter hand-held version of the Boltor, this is more suited to use in confined spaces, where it's difficult to operate a long, bulky machine gun.



Missile Launcher

This launches missiles, surprisingly. If they hit, they blow up the target severely. If they miss, they sometimes damage something else, often leaving the target intact.



Assault Cannon

Very heavy weapon. Whatever you aim it at, missiles in a cloud of steam instantly obliterate the target and in point it is blown, and makes sure all parts are safely tucked inside.



Plasma Gun

This, as you know, is a great weapon for the plasma. It's a great weapon for the plasma, and blows up even the toughest target.

Commodore Repairs

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GameBusters

Does WWF have you pinned in a Malaysian Death grip? Don't give in, the masked marvel Andy Roberts is vaulting over the ropes ready to deal it a deadly gamebusting drop kick!

WWF WRESTLEMANIA (JCEAN)

Several million people (he means 10 - 10) have written in to point out the 'easy' way of defeating most opponents...

At the start of the round, move your button chapper down to the bottom of the screen, making sure that his feet are visible between the bottom and middle ropes. The other guy should follow you to the bottom. Now, without moving up or down, turn towards your opponent (he should start shaking) and typing **EEEE** five times. He cannot move while you are turning left or right, so repeat this action until his enemy reaches zero. Then just get him down to go on and win the bout - easy, eh?



3D CONSTRUCTION KIT (COVER GAME)

Our demo game, taken from the fabulous 3D Construction Kit, was a tad difficult. But luckily, we have the complete solution - courtesy of Ian Andrews (head honcho of Inprowest).

DIZZY'S EXCELLENT ADVENTURES (JCOCKMASTERS)

Here are some handy Action Replay POKEs for owners of this aggro-ordinary compilation.

KING SNAIL
POKE 37633, 175 (2 lives)
POKE 32814, 175 (Weapons)

SPELLBOUND DIZZY
POKE 8394, 175 (2 lives)

DOWN DOWN THE HOLE
POKE 40938, 175 (5 lives)

DOWN PRINCE OF THE HOLMFOK
POKE 8339, 175 (5 lives)
POKE 10423, 175 (Shields)

From the start, enter the house and make your way to the computer room. Shoot at the keyboard to make the teleport operational, then leave the room and turn right, then right again. Go along the corridor and down through a trapdoor. Continue along this corridor and into the room at the end.

Shoot the pyramids to the left and right of you, and collect the combination to the safe. Reverse your steps and leave the house, then go through the door opposite. Shoot the wall in front of you - it will fall up - and go through the door in the far wall. Shoot the hole in the wall face, then go back into the door you just came through.

Press **F** and enter the teleport, then search for the triangle - shoot it to disable the force field. Go through the door on the right, use **F** to break up, and shoot the rail holding the block and the block moves over the lower. Now shoot the block to crash the lower. Go through the door on the left, shoot the plains one by one, then enter the door at the top.

Walk along the path and enter the next door, then go down the steps and look behind them - shoot the triangle. Now stand on the platform and shoot the other triangle. Find the safe dial and shoot it to open, collect the exit pass. Go back into the teleport room and enter the teleport, look up the palm tree and shoot the animal - use it for extra energy.

Now climb the palm tree and collect the key, open the chest, then enter it. Go back to the house, go through the door in the right-hand wall, then shoot the square on the right-hand wall... and you're done it!

SUPER LEAGUE (FOOTBALL)

If you find yourself shoot of a few scudies more often than not, why not heed this sound advice from Ross and Gorman Johnston. Firstly, load the game and pick your team. Go to the 'Club Players' section and give two players EXACTLY the same name. Now, call the first player in the barlist opportunity, then try to call the other player. The play

menu will appear. You will be credited with the money, but the player will still remain in your team! Use this cheat all weekend to build up a huge cash supply, but don't spend it all on sweets.

HUDSON HAWK (JCEAN)

Here is an exclusive cheat made courtesy of the programmer Robbie Timmer. On the title screen, before it flips to the hi-score table, push the joystick UP, DOWN, LEFT, RIGHT, and then RIGHT, LEFT, DOWN, and UP. The screen should flash to indicate that the cheat mode is active - infinite bullets are yours.

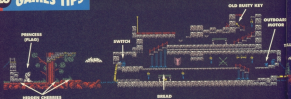
DEAR GAME BUSTERS

Every month we will be devoting this column to non-gamereplaying problems. If you're a novice when it comes to computing, and don't understand **POKEs**, **loadings** or **cheat modes**, or if you can't get one of our **POKEs**/listings to work, then simply drop us a line at Dear Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

This month's letter is from Derek Dean who lives in Wolverhampton...

"In CPTG on games page 22, what do I do to 'break it with the snigger and then 'reset' the game? I seem to have tried all the keys - in three consecutive combinations of days required? Please excuse my inexact words, ignorance and all that. We can't wait for the next issue of Commodore Format to play through our letterbox, so do your best!"

The 101 **POKEs**' feature was for use with Action Replay cartridges and similar items. As far as the AR is concerned, when the game has loaded you should press the **LEFT** button to 'break' the game and bring up a menu. Select the '**POKEs**' option and enter the ones you want from the magazine. When you have finished, pressing **F2** will restart the game with infinite lives (or whatever the **POKEs** were for). If you don't own an Action Replay cartridge, you cannot use the **POKEs** - it's as simple as that.



DIZZY PRINCE THE YOLKFOK

Are you so dizzy your head is spinning? Prince of the Poke Folk, Andy Roberts, goes for walkabout in downtown dizzyland. If you don't want egg on your face, try this for size!

From the start, collect the LEAVES, MATCHES and JUB of WINTER, then drop them next to the door in that order. Go L, L, get PICKLED, R, R, R, get CAGE, R, get DRY BRIDGE KIT from the cloud, D, use pickaxe next to rocks, drop peddle, L, U, get WIGGITT, D, R, R, R, talk to Ferryman - he will take the muggle.

Go R, drop cage near Fluffie, U, R, go to right-hand ledge and jump L, drop DRY

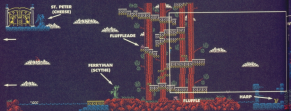
bridge kit, R, jump over to the Towers (falling route on map), get HAM, L, L, U, U, L, jump on to wheel, jump L, give help to ST. PETER, get CHEESE, jump R, drop cheese in cage, get CAGED FLUFFLE, L, L, L, U, L, L, L, L, drop eared Buffle on rocks.

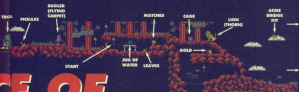
Go L, U/R, get OUTBOARD MOTOR, L, U/L, U, R, get KET, L, D, R, D/R, R, R, R, R, D, R, R, give outboard motor to Ferryman, get SCYTIE, R, U, U, jump over to the Towers, drop SCYTIE by spike

both, R, get BUGLE, U/L, U, R, R, R, U, use key to open door, drop key, D, U/L, L, L, get FROGGERS, R, R, D/L, L, L, D, R, D/L, L, L, L, L, U, L, use hammer on Lion's head, get THORNS.

Drop bugle, R, D, R, R, R, U, U, jump over to the Towers, R, U/L, U, R, R, R, U/L, drop them on left of screen, R, D/L, get SPANISH, L, L, D, R, D/L, L, L, L, L, U, L, get BUCK, L, L, give bugle to Bugler, get JACK BOCK, L, L, U/L, L, use hammer on stonebridge chandeliers, R, R, D/L, L, L, give jester back to Pincoke, and then get the FLAG.

Go R, R, R, D/L, U, drop flag by Bagpole, talk to Bugler, talk to King, D, R, D/R, R, R, R, D, R, R, U, U, jump over to the Towers, R, U/L, U, R, R, R, U, kiss Daisy (passing) to finish the game...





CE OF LK

almost. Collect all 20 cherries and return to Daisy, then sit back and watch the great end sequence.

EGGS!



The largest eggs in the world are those of the ostrich. Some are as big as egg-shaped footballs (slightly deflated), &

Southern Ostrich eggs (and a 3.07lb egg in forest). It's shell could support the weight of a 25lb man.

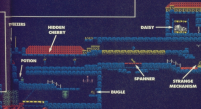
Interestingly, Sir Harry Scurry (of TV's famous Highway) has got a collection of Spanish and Portuguese eggs worth approximately £400.

But the most 'eggs perative eggs' are not actually laid; they're made by Faberge out of gold, silver and priceless diamonds.

And a step to the right

Right, so how exactly do you get across the road into the castle towers? In actual fact it's quite simple, if you follow our splendid little arrows.

Climb up to the higher rooftop platforms and jump right, off the ledge. When you land on the cloud, jump right again and you should land on the next cloud. Now simply walk off the right-hand side to land safely at the base of the castle towers.



HANDY HINTS

- * Only collect cherries at the end of the game - you'll lose track of them otherwise.
- * The MAGIC CARPET, POTIONS, and BREAD are red footprints.
- * Master travelling on the boat - it can be tricky at first.
- * Avoid contact with the bombs dotted around, as they sap your energy rather quickly.
- * There are a couple of cherries hidden behind railings in the rooftops - just to make things easier, we've decided not to highlight them!

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

Our dead smart logo - look out for it in the shops!

Nintendo's stonky new super console - read all about it!

Dowdy! Hey, just watch it! These arsewads are a bit flippin' sharp. Careful, there's skin in that!



Like WOW! Heavy-duty compo or what?

Andy 'Thicky' Dyer.
Writer and twonk

Er... the bar code (ignore this bit)

Steve 'Misery Guts' Jarratt.
Editor and dweeb



18 pages full of Game Boy reviews!

18 pages crammed full of NES reviews!

10 pages stuffed with tips!

OWT! I hate these flippin' adverts. It's all your fault Dyer. Look, lets be in the ad' you said! (Maybe great beer!)



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C64 SELLERS

Artist (Stage Name)	City	Instrument	Years	Albums	Years	Albums	Years
Al Green	Chicago, Ill.	Soul	1969-1979	10	1969-1979	10	1969-1979
Al Green	Chicago, Ill.	Soul	1970-1979	10	1970-1979	10	1970-1979
Al Green	Chicago, Ill.	Soul	1980-1989	10	1980-1989	10	1980-1989
Al Green	Chicago, Ill.	Soul	1990-1999	10	1990-1999	10	1990-1999
Al Green	Chicago, Ill.	Soul	2000-2009	10	2000-2009	10	2000-2009
Al Green	Chicago, Ill.	Soul	2010-2019	10	2010-2019	10	2010-2019
Al Green	Chicago, Ill.	Soul	2020-2029	10	2020-2029	10	2020-2029
Al Green	Chicago, Ill.	Soul	2030-2039	10	2030-2039	10	2030-2039
Al Green	Chicago, Ill.	Soul	2040-2049	10	2040-2049	10	2040-2049
Al Green	Chicago, Ill.	Soul	2050-2059	10	2050-2059	10	2050-2059
Al Green	Chicago, Ill.	Soul	2060-2069	10	2060-2069	10	2060-2069
Al Green	Chicago, Ill.	Soul	2070-2079	10	2070-2079	10	2070-2079
Al Green	Chicago, Ill.	Soul	2080-2089	10	2080-2089	10	2080-2089
Al Green	Chicago, Ill.	Soul	2090-2099	10	2090-2099	10	2090-2099
Al Green	Chicago, Ill.	Soul	2100-2109	10	2100-2109	10	2100-2109
Al Green	Chicago, Ill.	Soul	2110-2119	10	2110-2119	10	2110-2119
Al Green	Chicago, Ill.	Soul	2120-2129	10	2120-2129	10	2120-2129
Al Green	Chicago, Ill.	Soul	2130-2139	10	2130-2139	10	2130-2139
Al Green	Chicago, Ill.	Soul	2140-2149	10	2140-2149	10	2140-2149
Al Green	Chicago, Ill.	Soul	2150-2159	10	2150-2159	10	2150-2159
Al Green	Chicago, Ill.	Soul	2160-2169	10	2160-2169	10	2160-2169
Al Green	Chicago, Ill.	Soul	2170-2179	10	2170-2179	10	2170-2179
Al Green	Chicago, Ill.	Soul	2180-2189	10	2180-2189	10	2180-2189
Al Green	Chicago, Ill.	Soul	2190-2199	10	2190-2199	10	2190-2199
Al Green	Chicago, Ill.	Soul	2200-2209	10	2200-2209	10	2200-2209
Al Green	Chicago, Ill.	Soul	2210-2219	10	2210-2219	10	2210-2219
Al Green	Chicago, Ill.	Soul	2220-2229	10	2220-2229	10	2220-2229
Al Green	Chicago, Ill.	Soul	2230-2239	10	2230-2239	10	2230-2239
Al Green	Chicago, Ill.	Soul	2240-2249	10	2240-2249	10	2240-2249
Al Green	Chicago, Ill.	Soul	2250-2259	10	2250-2259	10	2250-2259
Al Green	Chicago, Ill.	Soul	2260-2269	10	2260-2269	10	2260-2269
Al Green	Chicago, Ill.	Soul	2270-2279	10	2270-2279	10	2270-2279
Al Green	Chicago, Ill.	Soul	2280-2289	10	2280-2289	10	2280-2289
Al Green	Chicago, Ill.	Soul	2290-2299	10	2290-2299	10	2290-2299
Al Green	Chicago, Ill.	Soul	2300-2309	10	2300-2309	10	2300-2309
Al Green	Chicago, Ill.	Soul	2310-2319	10	2310-2319	10	2310-2319
Al Green	Chicago, Ill.	Soul	2320-2329	10	2320-2329	10	2320-2329
Al Green	Chicago, Ill.	Soul	2330-2339	10	2330-2339	10	2330-2339
Al Green	Chicago, Ill.	Soul	2340-2349	10	2340-2349	10	2340-2349
Al Green	Chicago, Ill.	Soul	2350-2359	10	2350-2359	10	2350-2359
Al Green	Chicago, Ill.	Soul	2360-2369	10	2360-2369	10	2360-2369
Al Green	Chicago, Ill.	Soul	2370-2379	10	2370-2379	10	2370-2379
Al Green	Chicago, Ill.	Soul	2380-2389	10	2380-2389	10	2380-2389
Al Green	Chicago, Ill.	Soul	2390-2399	10	2390-2399	10	2390-2399
Al Green	Chicago, Ill.	Soul	2400-2409	10	2400-2409	10	2400-2409
Al Green	Chicago, Ill.	Soul	2410-2419	10	2410-2419	10	2410-2419
Al Green	Chicago, Ill.	Soul	2420-2429	10	2420-2429	10	2420-2429
Al Green	Chicago, Ill.	Soul	2430-2439	10	2430-2439	10	2430-2439
Al Green	Chicago, Ill.	Soul	2440-2449	10	2440-2449	10	2440-2449

COMPILATIONS

[illegible]

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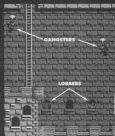
[illegible]

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Signature of _____ (Date) _____		Signature of _____ (Date) _____

CASTLE TOP

CASTLE ROOF

UPPER CASTLE

CASTLE BARRIERS


OUTSIDE THE CASTLE

Kill the following gangsters, then run to the far right and climb up the ladder. Jump off on to the drain pipe, then jump left across the lower set of platforms, killing the sloth as you go. When you reach the left, go up and shoot the Kangaroo. Now run to the right and jump across the two platforms (it's easier if you don't stop in between jumps). Climb up the ladder, then go up the ladder to your right (avoiding the

sloths). Jump on to the drainpipe, then off on to the platform.

Make your way to the left, kill the hanging sloth, then shuffle across the tightrope (avoiding the lobster). Climb carefully up the ladder, avoiding the time as you go, then punch the lobster at the top to kill him. Run to the right, punch the next lobster, then beat up the ladder. Dispose of the sloth first of all, then crouch down and kill the two following gangsters. Now run left into the next bit.

LOBBERS
SLOTH
HANGING SLOTH

HUDSON 3 HAWK PART 3

Here's the final part of our enormous guide, which sees our favourite cat-burglar venturing deep into Leonardo DaVinci's castle.



CRYSTAL ROOM

TENNIS
PLAYER

LOBBY

CASTLE RAMPARTS

Kill the sloth as soon as you can, then kill the following enemies. Climb carefully up to the higher platforms, destroy the hanging sloth, then make haste across the lightning. Kill the sloth at the other side, climb down the rope, then jump across the ramparts. Climb up to the top along the left-hand platforms, then head up the ladder (it's safer not to rig and shoot the gangsters - you'll see why).



GANGSTER

SLOTH

UPPER CASTLE

Dodge past the ladder, kill the sloth, then jump across the platforms. Make your way past the next two ladders, jump the platforms again, and kill the sloth at the other side. Rig past the next ladder, jump the gap, then push the crate under the ladder (avoiding the ladders) and climb up it.

CASTLE ROOF

Make your way to the left, jumping over the low walls and ducking under the high ones. Don't stop once you're past the tennis-machine, go to the far left, kill the small bald-headed, then climb up the platforms. Dispose of the kangaroo, then head quickly over the platforms and on to the left - get off it when it stops, and kill the two small bald-headed. Jump left across the platforms, get on to the left, then kill the kangaroo on the upper ledge. Now get on the right-hand side and go through the open window.

ANTE CHAMBER

Nudge right until you're standing just in front of the ladder - now dispose of the little

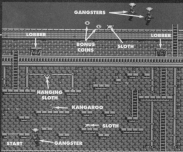
bomber and then the big headman. Now climb up the ladder to the right and push the crate off the edge of the platform. Follow the route shown on the map and manoeuvre the crate to the position marked "X" via the lifts. The rat is a problem, but you can jump on top of the crate to avoid it. When the crate is in position, jump on to it, then jump on to the top right platform - go through the door.

CRYSTAL ROOM

Drop down to the bottom and then hit the switch marked (1). Now go to the left and climb up the ladders, and then shuffle across the lightning.

Jump to the middle switch (2) and hit it, then, as quickly as possible, drop down to the bottom, climb up the ladders and across the lightning, then climb down the central ladder and drop off to collect the crystal. Climb up the ladders again, across the lightning, then jump on to the top right platform and hit switch (3) to escape.

Well done! You've destroyed the Alchemy machine and saved the economy tale of the world.



OUTSIDE THE CASTLE

SPELLBOUND DIZZY

THE SOLUTION

Oh look, yet another Dizzy game! Yep, you've guessed it - more horribly awkward puzzles, sleepless nights and hair tearing! So you'll be wanting one of those Andy Roberts' maps then. Oh look...

Note: you should collect the stars (shown on the map) as you go along - you'll need these to release Dizzy's chains.

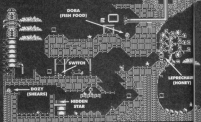
From the start, move LEFT, R, U, L, L, get 2 boulders, R, B, D, D, L, drop a boulder, get CREAM, B, R, drop other boulder, drop cream in water, get BUCKET, talk to Dory, get LARFPELLA, get BAO, L, U, U, U (can't see), jump R, get NET, get HAMMER, drop bucket in lake to hit B, drop bucket, drop hammer on rock, B.

Talk to Docli, get ZOR, get TRAM-KETTE, drop tram-pole to the right of Docli and jump on it to get car (ring), get BUCKET, L, L, give umbrellas and ZOR to Theo, drop umbrellas, drop ZOR, drop bucket, L, get 2 boulders, R, B, D, D, B, get SHAMPOO, drop rat, drop all boulders, U, U, U, U, L, get ZOR, get BUCKET.

Go L, jump up to Leprechaun (follow arrows on map), give SHAMPOO to Leprechaun, get ROSET, drop bucket, drop ZOR, D, get 2 boulders, R, B, D, L, drop honey by BEAR, L, get TALIMAH, get JACK, talk to Grand Dizzy, get HEAR-BAG, R, B, drop boulders, U, L, drop tearing rat by Dylan, get WIGS, R, U, L, give weaving and wool to Theo, drop tearing rat, drop wool.

Go L, jump up to Leprechaun as before, give talisman to Leprechaun, get BUCKET, get ZOR, L, B, drop sock near to owl, L, talk to Dory, get SLEAZES, B, U, L, drop foot rat under map, move LEFT, U, R, drop ZOR, talk to Docli, get FISH, FISH, L, D, R, R, D, R, give cheese and halfback to Theo, drop sheep, get UNBELLIA, R, U (can't see as before), jump R, drop fishback in lake.

Go R (on whale's back), get SCREW-DRIVER, drop fishback, L, D, L, L, drop



umbrella, drop screwdriver, get SLEAZES, L, get 2 boulders, R, B, D, D, D, L, drop sheep by plant, R, get NET, L, drop net by Poole, get COLLAR, drop all boulders, R, U, U, U, B, L, give collar to Theo - if you have collected all 10 stars Theo should now disappear.

Drop all objects, get FISH, get SCREWDRIVER, L, jump up to the Leprechaun screen as before, L, U, B, R, get ZOR, use screwdriver, stand on the table and drop ZOR, and you will get sucked back to your own world. Congratulations, Dizzy, you've saved all your friends.



GRAND BEE (COLLAR AND)

FISH (COLLAR)

TOP TIPS

- * Every object is useful, and there are NO red herrings.
- * The 'yummy fruit' replenishes energy - use it wisely.
- * Jumping out of The Pit Bottom can be very difficult indeed, so practice!
- * It can take time to fly up the windy shaft, so, above all, be patient.

100



1



POWER PACK

CYBERDYNE WARRIOR

To complement last month's spring issue, by the spookily falling to infinite enemy, here are some tips.

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32. Use the power of the sword to kill the enemy. Use the sword to kill the enemy. Use the sword to kill the enemy.



Listings, Listings and 'erm, more listings.
Martin Pugh esq does what he does best and makes life seriously easy - or at least infinite!

TURBOCHARGE

Crashing around in a sports car is all very well, but the game is hardly difficult after level 2. Types in this listing, 0-999, is then 0-999 is for the first time, fuel, and damage.

0. Use TURBOCHARGE CRASH BY 100

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36. Use TURBOCHARGE CRASH BY 100



ROADRUNNER & WILE E. COYOTE

If you're still struggling with this cartoon he-in and don't want to be beaten, try this listing for infinite lives AND less time to endure each level.

0. Use ROADRUNNER CRASH BY 100

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31. Use ROADRUNNER CRASH BY 100

32. Use ROADRUNNER CRASH BY 100

33. Use ROADRUNNER CRASH BY 100

34. Use ROADRUNNER CRASH BY 100

Can. Would. Keep. Keep. ing. and. still. falling.



TOTAL ECLIPSE 2 - THE SPHINX JUNK

As pointed out last time, there's a PROBLEM for the copyright owner, offering infinite time, water, health, and infinite. Useful, isn't it?

0. Use TOTAL ECLIPSE 2 CRASH BY 100

1. Use TOTAL ECLIPSE 2 CRASH BY 100

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14. Use TOTAL ECLIPSE 2 CRASH BY 100

15. Use TOTAL ECLIPSE 2 CRASH BY 100

BattleTech - a full-sized, for my liking it's the one of those like Black Ravens still hangs on - but is colour!



POWER HITS

If your stock of games looks a bit weedy compared to that of your best mate, you obviously need a boost. Activision's latest mega compilation could be the answer, but is old really gold? Linda Barker powers it up to find out.

Ten games for 25 crackers, isn't it really does sound too good to miss, but before you go smashing up your pink cheque pay, just remember that he's been sitting on that shelf for right on ten years. When you do smash him up it's going to have to be for something worthwhile.

There are some good games here, such as Rampage, which is simple, but fun. Just choose your monster and proceed to wipe out a city. Then climb up the sides of buildings, punch them to bits, gas helicopters out of the air, climb to the top of the building and wave your arms around a lot. It's just like being in a King Kong movie, kind of.

Fun of a rather different sort can be had with Die Hard. The idea here is to wander around various New York locations and, um, kill people. The graphics are pretty basic (it looks like the programmer missed out half the on-screen objects), but what the heck, another goodie is Ghostbusters 2. The graphics are big and bold, the slime monsters are lush and green and the various ghosts are suitably scary. It's an easy game to grasp: simply hit loads of ghosts and collect your power-ups, bode the wrongspeak, storage load and a monster-scraper. Mmm.

The most difficult game in the pack is Fighter Bomber. As with most fight sims, there's tons to do and loads to master (before you can become Mr Ace Pilot). There's a choice of weapons, a choice of plane and a variety of difficult missions. Load it up, get really scared, decide to go home and get told you can't. (Bart)

Now, all the above games are good, but none is amazing. A compilation with just those five games for a tenner would be loads more of a bang than the actual package we've got here. You see, the rest of the games are pretty nice. Star Wars Boxing is a rather out there game in which you get to throw a lot of punches and stare at the screen, which is made up of pink, yellow and purple blobs. You can't really tell what punches you're throwing, which makes it more of a 'punch and see what happens' rather than a strategy. If I do a left-hook, he'll come crashing down' game.

The Last Ninja is just as boring in its own way. All you have to do is walk along a path, look people and collect various objects. The graphics are nice and clear but the whole thing is rather good fun nor incredibly awful. It's just okay. (Steve Vendage tries to re-live American Football and, well, doesn't. You



Gridiron looks soft, pointless and yet has a depth of strategy under its passing. Drive Yardage manages to look soft, even confusing, be pointless violent and, oh, that's it. There isn't the essential strategy to look up the silly rules.

BattleTech is just plain weird. Not only are you given the most ridiculous book to represent you (and later your plane), but there are also big chunks of text that appear to have come from some surreal Flash Gordon adventures. I tried talking to people, but the only response I got was "nobody seems to want to talk to you". This, I suppose, can be called a fight sim, it went completely above my head and confused me for days!

POWER HITS

There's no single outstanding game in this pack, with the possible exception of Fighter Bomber. If you're a fight sim buff then this is a game you should have. Then again, if you're a fight sim buff you're probably already got it. There are some games that are worth having here, like Rampage and Ghostbusters 2, but it's probably best to buy them on their own rather than in this collection. Power Hits isn't the bargain it first appears to be, for 20 quid you could go and buy a load of top-price or low-price stuff on budget. That's about it.

65%

One then Air Rally is a racing game that takes place up among the clouds rather than on a dusty track. The graphics are soft and dated and the gameplay is just not exciting enough to make up for it. Apparently there are 18 levels but you'll get fed up long before that. The last offer is Shogun! Now I love the matching game but I had as much of fluffy working off what was actually pictured on the box that I got frustrated very quickly. There must be better versions of this around.

LINDA BARKER

Game	Power Hits
Publisher	Activision
Disk	£19.99
Type	£19.99
Release	Out Now
Contact	01 632 44 00000 (France)



STRYKER IN THE CRYPT OF TROGAN



At the start of the game, Stryker briefly dips his toes into the underworld to see if he likes it.

This game, I wish it wouldn't keep changing its binned name. First it was to be called 'Impetral Wizard', then 'Stryker in the Crypts of Chaos' and now it seems to have settled on Stryker in the Crypt of Trogan. Next I suppose it'll be called 'Stryker in the Coastmouth of Death' or 'Stryker and the MadMadix from Hell'.

Plot? You really want to hear the plot? Okay, well here goes... Trogan the Disembodied is an extremely anti-social man. His dinner parties are poorly attended, his millenium refuses to come right up to the door and his neighbours are forever complaining about the massed armies of evil blackness, which help get cramped in his garden.

Only one person is brave enough to file an official complaint about Trogan. Yes, it's that mediocrate old fool, Stryker. What he's got to do is enter

Trojan's nasty, dank Crypt, find the black and, er, all him.

Trojan doesn't live alone. Though, he's got thousands of disembodied skulls and other things wandering around his house. It's a bit like The Trogon, actually. And our man Stryker has to fight his way through it all.



This is the moment of truth. Stryker now moves all his courage before deciding he's too scared to go into the darkness.



Yes, it's the return of Hugh Hefner out of TF's famous Disembodied Disembodies (after made an appearance last issue).

If you've seen Switchblade, you'll instantly recognise Stryker. It was written by the same team of programmers who, obviously happy with the reception Switchblade got, have done a pretty similar game for Commodore. The style and general layout

are much the same.

Only the graphics are different. And, I'm sorry to say, they're not so good. Switchblade was cleaner, brighter and clearer. Stryker himself is a muddy sort of purple and the Crypt is a posy brown/black colour. It doesn't fit your spirits much, that's for sure.



All those bloody red things on the ground in the left are power-ups. Mucko points to be gained there, I fear.

Presumably, the Godens have gone for the 'depressing underworld' look deliberately, but the effect is to make many of the rather nicely-drawn sprites and things look rather grim and sad. It pains me to have to say all this because good use of colour can really give a game style and polish (whatever that is - Eek). Here it just looks dark.

Moving Stryker isn't particularly wonderful, either. He skates around, doing stupid rectangular jumps and falling off platforms. He doesn't respond to the joystick very well, and you tend to lose loads of lives because he hasn't done what you want for, if he has, it's too late). This infuriating, isn't it?

It's a pity, this, because Stryker is huge, and packed with all sorts of goodies, battles and interferences. It's got all the makings of an ace exploring game, and would have been great value for money. But you won't really want to get into it because the binned character is so difficult to control properly. You want to fight the badies, not the control system of your own character.

JAMES BRACK

Name	Stryker in the Crypt of Trogan
Publisher	Cos/Masters
Cassette	£2.99
Release	Oct 1982
Contact	0028 814132

POWER RATING

THE DOWNERS...

- Colours are a bit dim and dull
- Moving Stryker around is far too drab, and kills you too often
- The health bars at the bottom of the screen are badly done
- The battles always behave in the same way, there's no interferences of any kind
- It took to wide through-going background for each time you play

100

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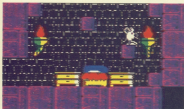
—

—

56%

- It's certainly big, with loads of respectable enemies
- A nice variety of power-ups and nifty weapons
- Middle and end-of-level battles are nicely done, and tough to beat too
- Sound is pretty atmospheric and nicely gloomy

...AND THE UPPIERS



There's a mouse loose about this house. Orbit, go and find the real Murr, quickly, quickly.



Make sure you push an infernal olive dingle or water-wings.



It jumped left, then right, but not a single inchway in sight.



Murray's willing to be taken around, but where's Wagon?

MURRAY MOUSE

This game is a real hard cheese. It makes you want to throw it to the ground and jump up and down on it several times until it has been shattered into a million tiny pieces, never to be played again.

The idea is that the not-so-sleazy Murray Mouse Supercop has got to prevent an attempt to steal the Cheese Moon and put an end to the Mouse Mafia. (If you believe this, you'll believe anything.) But in a server and on Cheese Moon, this platform is full of traps to foil you.

You have to jump off ten mice - all members of the gang - solving puzzles and using collectables as you go. The music fits the game: it sounds like a load of mice squeaking! (A mouse organ - did?)

This game may sound relatively straightforward, but it's a real rat. The fish screen scrolling, although it shows you where you have to jump to, can be really annoying, especially in the opening scene. The on-screen messages are irritating, but do provide

useful advice you're in the server so they give you clues about what to look out for.

The graphics lack sparkle and imagination, but there's some dark, dark power (if you've ever been down one). Some collectables blend into the background, so it's annoying if you miss them and get stuck later on, as you may have to start from scratch.

Fire and water kill. But you sometimes have to jump towards a light to open a secret passage. Go daring and rely on luck in the hope that you choose the right one and avoid those fatal

avoid those fatal

banes! The first water you come to is extremely perilous and one of the most tricky parts of the game. You'll probably take a slaking or two here, and lose a couple of those precious lives.

You must guard your three lives very carefully, as it seems the less you have the harder it is to jump and, more importantly, the less accurate you are. If you can enter the secret server (find the hidden entrance in the main server) with all three lives intact you

A BAT OF ADVICE

- **Bats give advice.**
- **Because of dark holes, you can get stuck if you haven't picked up the relevant collectables, and on the moon you can fall back down to earth.**
- **Before you get to the moon, if you jump too far, you may have to go back through the sewer.**
- **Use the stars to jump on to the moon, but make sure you don't miss.**



have a vague chance of killing a couple more mice (rats, not completing the game).

A **responsive joystick** is essential to this game, as is a great deal of luck. If you hold the joystick pressed upwards and then move it slightly to the left or right, Murray can do bigger leaps. However you get the feeling that Murray decides if you're going to survive a jump and not you. On one of the water jumps, because the fish screen doesn't let you see where Murray is supposed to land until you've taken a gambled leap, you can't even use skill to make sure you land safely.

Murray Mouse Supercop is extremely tough. It's not a game you could finish fast as it relies too much on luck and not enough on skill. If you like solving a puzzle, have bags of time on your hands, and are determined not to be beaten by a mouse mouse then this game is for you. But if you've got a temper and a life to get on with, then maybe not.

CINDY MARRHAM

Game
Publisher
Release
Cassette
Disk
Contact

Murray Mouse
Codemasters
April 1992
£3.99
Not available
0836 814132

POWER RATING

THE DOWNERS...

- You need more luck than salt to get through this game.
- It's much too hard, and there's little chance of winning.
- It's too easy to lose your lives (you need a good memory just to cross the water holes).
- You seem to have little control over Murray's jumping ability.
- The graphics are pretty dim.
- One of the water jumps is just too tough - unless you can swim.

100

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48%

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0

- If you like solving puzzles, there are plenty here.
- It's extremely challenging.
- The on-screen messages are useful most of the time.
- If you like cheese, this is a real stinker of a villain.

...AND THE UPPIERS



Commodore
FORMAT

SPACE CRUSADE



Being before the instructor, the lesson begins. Clad in white cotton gi, both combatants adopt their fighting stances. The instructor leaps in, throwing a deliberately slow punch which the student easily blocks. Both fighters back off gathering their inner strength for the next attack. The pupil is learning fast, but the instructor is letting him win - and slaking old, some serious tutorial bruises.

This is Budokan: two fighters going head to head for the sheer hell of it. The kicks and blocks are learned as blows are exchanged and strategies formed. This is a no

The ancient Japanese made the beating, hitting and otherwise harming of folk an art form. Now you have the chance to learn these martial arts and fight at the Budokan tournament. Can four different destructive disciplines, training and tournament modes help this beat-'em-up battle its way to gameplay glory?



BUDOKAN



Did you see that? He hit me! With a slight Right, I'm going to have him. Those have mark here, it's a shodden! time!



Look, he's wearing a dress! You great manly bud, take that, and that and that! So careful, you could have someone's eye out!

heads up detail, but a battle that has to be planned if you are to emerge not only as a victor, but with honour and a full set of teeth.

Budokan simulates the spirit of martial arts, allowing you to replicate spectacular fighting moves and capturing the philosophy behind Bushido - the way of the warrior (also hitting people and getting away with it). Your fighter has an energy bar and a ki bar.

Aggressive exertion and opponents' blows slowly sap the physical power. Ki is similarly sapped by attacks and slam-dancing blows, but it represents the concentration needed to focus the mind.

The higher a fighter's ki, the more damaging the next blow. When the physical energy reaches zero, the fighter is beaten. (But when his ki hits rock bottom his blows simply have little effect and punches become pathetic windy slaps.

The amounts of ki and physical power a fighter has are not just-in-it, but vary throughout the bout. A rapid series of kicks drains a fighter's energy, while resting between attacks

allows it to regenerate. Ki is even more volatile though. Each blow - dashed out or received - drains half of your ki, and again only finding a temporary respite from the fray will restore it. Trouble is, this means the other guy is getting a rest too, so while you gain in power so does he!

Thus is the gameplay delight: that lies at the heart of Budokan's when to take the gamble on an attack and when to take a beat-upping breather. Wasting effort on mistimed attacks leaves you vulnerable, but waiting is rarely the safer option. In all, four disciplines - karate, kendo, muaythai, and tai - use the tools of Budokan's made and learning how to use them effectively is the first half of this beat by fury.

You control a character who has enrolled in a martial arts school that teaches four fighting techniques. By battling against masters (you're not you, because you're paying!) on three different levels of difficulty, you learn how to attack and defend and how to make the most of your ki power - the key to success. Once you're fluent in the art of kicking, punching, hitting, blocking and otherwise slasting with obscure weaponry, it's time to go for the big bucks and enter the Budokan. At the

you face a horde of folk who want to kick your face off

tournament you face a horde of folk who all want to kick your face off. Before the battle you are given the low-down on their style - is which weapon they will use - and their relative ability. You then select which one of your disciplines you are going to use to defeat them.

First off, the way that hard, as



Oh bud! The old leaping in the air kick, oh! Well I'll use the classic ducking move then.



I thought the old said Karate was harder! I'm blacked out! New York, New York!

Way of the Dra-goon:

Martial arts have been with mankind since cavemen first learned that they could cut their fist into a hurt and beat the ugliest door. Some have flourished into sophisticated fighting systems, but CP takes a swipe at those arts which withered on the vine.

Any Jitsu: The art of wearing mark pajama, sneaking up on your victims, then raring off before they see you. This died out due to its innate uselessness.

Sue Wren: Featured for Japanese women named Susan attacking each other with lawn mowers. This fell out of practice as there were too few Japanese women called Susan and lawn-mowers weren't invented until 1982.

Dung Pham: Totally unlike Kung Fu, this art used the small of your droppings to overpower foes. Hygiene problems forced its swift demise.

Pan Dai: This pre-dated Karate in the art of beating with sticks. It originated when guys named Karancho were continually pestered with demands of "Kun, do the washing up!", "Kun, do tidy your room!", "Kun, Little is known about this old British art. We have discovered though that it involved hurling leather balls at enemies yelling the ancient Celtic war cry "Gwerit!" It was abandoned when the West Indies, Pakistan, New Zealand and friends got better at it than us.



This grand old building is the home of the Bushido, where full of different cut-throat power to try and hit each other.

you can battle unarmed karate specialists using a karate sword. But as you're only allowed to employ each discipline a set number of times, it isn't big or clever to go around wasting all your best weapons on bugs. It's best to save them for the end-of-tournament matches, when you face some real heavy duties.

For variety you don't only fight people who share the same skills as you, but face an entire mediæval Japanese armoury regime with Kikkai-gama (an axe on a chain), Shuriken (throwing knives), Tenta (American police batons), Furi (a javelin) and Naginata (a horse-riding joust device on a stick). Each tool lasts until one of you falls over, a feat which requires as much careful ki management as the timing of your attacks.

Bushido adds an extra dimension to violence with the introduction of this balancing act. You have to gain the upper hand in both energy and ki terms, and then make this advantage count - by mistaking the other guy harder than he can let you. This system produces the inaccurate and wondrous 'lighting skill'. Bushido succeeds as a fight that requires thought, and so it reaches gamplay levels rarely topped in wiggling games.

The graphics complement the gameplay's style. Each style boasts its own sprites and animations to suit the moves allowed. The backdrops for the practice

hall are atmospherically Japanese, and there are even some smart intermediate plots to help ease you through the load between practice and tournament.

It is the loading though that drags down Bushido, a proud warrior of a game, to common street-fighter levels. It takes weeks to swap between disciplines, months to reach the tournament and years to play right the way through the game - and that's an ideal that it doesn't take quite that long, but certainly feels like it. And it is these inevitable waits for loading that slowly sap the battle

funger that the balanced combat and good graphics work so hard to establish. It seems the desire to explore the essential martial arts spirit has gone too far. And those long mediæval pauses between battles make you feel anything but calm and focused.

When you're fighting Bushido is good, very good. It brings out the balance that's badly needed if a beat-'em-up is to be worth playing. It takes the hit, it has variety, atmosphere and comes with a manual that's packed with original facts. Yet the time it takes to get to each event is unbearable. Bushido is a refreshingly different combat simulator, with depressingly familiar multi-load habits.



You face an entire mediæval Japanese armoury



BLITZKAT



Ancient master, tell me the secret of hitting people in the head while making dash moves. I'm getting picked on by a lady or work who thought 'It's like, you see...'

Game	Bushido
Publisher	Electronic Arts
Cassette	£9.99
Disk	£16.99
Release	April 1992
Contact	0753 548442

POWER RATING

THE DOWNERS...

- Incredibly slow loading makes you wait forever to play your disk
- No two-player mode
- Fights only start to get into full swing
- Gets too tough too quick at the tournament stage
- A little multi-load

100

67%

- Masses of different fighting moves to try
- Hit people with swords, knives, clubs, hands and feet
- Practice and tournament modes available
- Great atmospheric graphics - very Japanese
- Highly flexible combat system that needs thought
- At last a fighting game with real depth

...AND THE UPPIERS

Put that
card in here and
watch the camera! And
don't show the camera
and pretend you're not
at home.



COVERGIRL POKER



Why don't people play poker any more? There was a time when everybody used to sit in dimly-lit halls, trying not to let any emotion show on their faces as they held their cards closely. Then came TV, and people could sit in dimly-lit halls, with no emotion on their faces, watching the *Wagon* show instead.

screen, you see your cards. At the top, there's a small movie picture of the girl you have chosen. At this stage, she's fully clothed (barely). One girl wears a Santa outfit, another a sort of dilly thing, while a third parades in an American Football kit.

What you must do is decide how good your hand is, whether to swap some or all of your cards, and how much you should bet. You obviously have to win as much as you can per hand. If you reach zero cash, it's game over. If your opponent reaches zero cash, her fully-clothed picture is replaced by one with her top off.

And that's it. The girls strip until you can see their, er, chests (nothing more). But the game is written so that the more money you win, the harder it is to keep winning. It's a kind of balance.

The poker bit isn't badly done. In fact, it's actually easier to beat than a lot of human players. The pack seems to get shuffled after every hand, though, which makes predicting the cards impossible. But do you really want to spend up to £15.95 on an play game with some crap graphics of some lusty models? If you are that keen to see them, the paper is cheaper (and the picture quality is better).

We think the CIB world can get by perfectly well without such software. Its idea that it's just a mediocre poker game (the sort you would expect to find on a computer), with some poor black and white graphics. If you still want to buy it, fair enough. But don't write in to us asking for jokes.

JAMES BRADY



How can it win against hands like these? It's a lie, I tell you! Have you noticed how Santa's feet weigh?

But every so often, someone seems to produce a poker game for various computer formats, usually with stripping women involved somewhere. This is exactly what we have here.

Apparently, the 'newspaper', the *Daily Sport*, has got involved with Emotional Pictures to produce *Covergirl Poker*. The major pulling power of the game is the line-up of *Daily Sport* 'stunters' who have put their names (and, er, other bits) to the game. Famous girls like Amanda Holden, Trish McElvaine and someone called Jane make an appearance, although no-one in the CIB office seems ever to have heard of any of them.

The thing is, if you're the sort of person who wants to play this game, you'll know exactly who all these gorgeous, peering girls are. You'll probably even have seen reproduced images of their breasts, too.

Right. The game itself is pretty straightforward. You get given £2,500 to gamble with, so does the female opponent of your choice. At the bottom of the



You can pretend to play Poker against any of these girls. And lose against them all!



Game
Publisher

Covergirl
Disk
Reference
Contact

Covergirl Poker
Emotional
Pictures
£15.95
May
071 588 2338

POWER RATING

THE DOWNERS...

- The game is weighted unfairly so you can't keep winning.
- Just a simple poker game underneath it all.
- The computer seems to deal you random cards, so you could get the same ones in adjacent hands.
- The graphics are pretty dire.
- Would you really want to see them when it's your turn?
- Not quite as supported. You have to keep hitting various keys.
- The rules aren't explained very well for beginners in the manual.

100

32%

- Easy to understand if you know the rules.
- And it has got most of the features you would expect to find in real poker.

...AND THE UPPIERS



Play your cards right with CIB!

So what is a cart? Will it make games easier to cheat through? Do they make programming a breeze? Which one is best? The Action Replay VI and Power Cartridge can be the pokiest of peripherals - if you know how to use them. So arch-techie 'Bones' plugs in to the expansion port to find out what tricks these boxes can really do.

CART TO CART

So just what is a cartridge? Well the first thing that's important to understand is there are two types of cartridges (carts, as they are known as) for the C64 - games and utilities. Both use the expansion port at the back of the machine, but that's where the similarities stop.

Games run games, no more, no less. Utility cartridges let you fit the model with easy to use custom commands that could change your Commodore computing leaves. But what do they do, how do they do it and which one's the one for you? The great thing about modern utility cartridges is that they are seemingly transparent to the system, they do not use any of the C64's memory but simply manipulate it. So, you can now have a set of sophisticatedly serious and fun tools, at no memory expense.

There are only two best-sellers for this product, the most expensive of which is Data's Action Replay, the cheaper option being Bitco's Power Cartridge.

WATCHING THE ACTION REPLAY

The Action Replay VI combines features for both the gameplayer and the coder. On the back of the cartridge there is a reset button, which returns you to the start-up menu, and a freeze button, which stops the program in mid-air while allowing you to manipulate things. The cartridge gives five main feature options: back-ups, graphic facilities, pokeys, utilities, and machine code monitor.

BACK-UPS

What it is illegal to copy someone else's commercial and copyrighted software (even making your own personal back-up copy which no-one else in the world is ever going

to steal), some companies give you certain rights when you buy their software - read their instructions and notes carefully, right down to the smallest letters of print.

Naturally you can make back-ups of your own programs. This is extremely useful for when you haven't finished a multi-loaded program, containing graphics, sprites, tables

ACTION REPLAY MK VI

Works well with all models of the C64 and family derivatives. Has many options exclusively for gameplayers. Best features: Good Machine Code Monitor, drawings, basic information, very good sprite monitor, very good graphics options, fairly good printer options. C64.00 and carts.

Order # 8787 744594
Data Electronics Ltd
Govan Road
Fenton Industrial Estate
Stoke-On-Trent
ST4 2PS

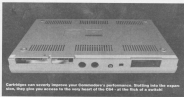
and code, and you haven't finished it all together. Simply load all the different bits of memory, run it, and then make a working copy or back-up of the work done so far.

You can save your back-ups to disk or tape. For disk users there is Standard, Turbo or Warp/OS - standard speed, very fast, and even faster! Tape users can use Turbo, five to six times standard speed and Super Turbo, eight to ten times faster.

GRAPHIC FACILITIES

The Sprite Killer will disable collisions between two sprites or between background and sprites - which means you can sail through a program without losing a life, because there's nothing there that can actually hit you!

A very neat Sprite Monitor is included, which enables you to look at all the sprites within any program. Create your own sprites, using the Sprite Designer Program, and then load them into your last game. Or, if you like making sprites visible, save them to your sprite library. Customising your game programs by manipulating and changing sprites



Cartridges can severely improve your Commodore's performance. Sniffing into the expansion slot, they give you access to the very heart of the C64 - at the back of a cartable!

graphics can be fun and will improve your games, whose versions look the same as everyone else's!

You can save multicolour pictures to tape or disk just press the freeze button when the picture you want is being displayed, then simply save it from the freeze menu. You can, if you wish, display all your pictures by using the built-in 'tape slide show', which allows you to save your favourite screens and then watch them flick up one by one.

Alternatively, if you possess a compatible printer with dot graphics capability, you can print out the entire contents of the screen in colour or shades of grey (the latter are computed to simulate colour shading).

Additionally, the cartridge carries its own Team Editor, which allows you to edit any hex-based screens, such as the title one. This means that you can create and insert your own messages on game title screens, or whatever. Add this to the sprite capabilities and you can get right down to customising your programs.

POKES 'N' CHEATS

Use the reset facilities to make entering pokes and cheats an everyday sort of task. Freeze the program first, enter POKES from the menu, type in the pokes and cheats you need, then EXIT back to the game facility. If the poke you want is not available for any reason - don't panic, just use the built-in POWERTHOON GENERAL. This only "user-program" will seek out the elusive poke you need for infinite lives.

UTILITIES

For disk-drive owners there are many facilities you can turn to, such as fast-format, whole disk copy, or file copier (remember the copyright laws on these latter two). The fast-load utilities include a suboptimizer system as well as many copy strike commands. The function keys are also defined, offering eight separate commands such as "Go to Freeze Menu", "Run", "Display Directory", etc. Just tap the function key for your choice of command to be executed.

There are many good extra built-in BASIC commands as well, such as QLD (recovers a "lost" program line), DELETE (deletes a block of program lines), LHM (displays a table of program lines), AUTO (provides automatic line numbering), and many more.

You will discover a special programmer's Tape Turbo, and a very neat Commodore-printer interface.

THE MACHINE CODE MONITOR

With more than 26 commands this is a powerful tool, especially for Assembler Programmers. It is also a useful learning tool for those who want to feel out more about the machine that can bring them such familiar graphics and sound.

All 65536 memory locations can be viewed. For the more technically-minded reader, when an active program is frozen and the monitor is entered then all memory, including screen, stack, and zero page, may be examined in its condition at the point which the program was frozen. As well as this, in and in debugging



Cards have the power to give you facilities that make life easier, write letters that let you sail through level after level and even a Postscript General. In a word, these cards may also help with printers, programming and coping working with machine code.

your programs you can set up one to five Special Freeze points and one to five Breakpoints - that is better than a lot of assemblers! You can disassemble actual code, display memory in HEX or integer memory as ASCII or CRAM codes, and, if you like, scroll the display backwards or forwards through memory - all very useful features for the programmer. The Power Cartridge is the other main cash for the C64. It was the first of its kind and

instruction book carefully to get the most from this special function.) RESET ALL, always resets any program. BACKUP TAPE is the same as the BACKUP (Disk) functions (except replacing the word Disk with TAPE). HARDCOPY will allow you to produce a print-out of the current frozen screen, then after printing select CONTINUE to carry on with the program. Finally, the MONITOR will allow you to enter the machine code monitor at any point during the execution of a program.

There are five main areas of programming aids. The extensive POWER TOOLKIT greatly helps basic programming and debugging. DISK TOOL and TAPE TOOL both speed up the loading and saving of programs. POWERTOOL is a fully extensive machine-code monitor which has some 30 commands. Finally, the PRINTERTOOL provides a good printer interface.

POWER TOOLKIT

As well as having the usual extras, such as AUTO, DEEK, DONE, DUMP, FIND and REWIND, this extended BASIC has a number of other handy facilities. PAUSE helps you to insert delays in terms of seconds. So PAUSE 10, for example, would pause for 10 seconds.

SAFE can disable the RUN/STOP and RESTORE keys, making your program less accessible to prying eyes. The REWIND command provides a handy way to reenter an entire program, including all GOTOs, GOTOS, ON, etc. Overall, this is a pretty respectable set of extra commands for the BASIC programmer.

DISK/TAPE TOOLS

There are back-up facilities here as well, which are all subject to the foregoing line and copyright criteria.

Although the disk and tape tool commands are fairly standard, they are, nevertheless, extremely helpful. Disk loading speeds can be improved by up to ten times, which is quite impressive. For tape users, the Power Cartridge can race along up to ten times faster.

UNLEASH THE POWER

offers the more serious user a useful range of tools with which to manipulate their machine.

The reset button, located at the back of the cartridge, can be used to place a special menu on the screen, even if a program is currently in memory and



running. This menu gives you eight functions to choose from: CCM, TRAP, BASIC, RESET, BACKUP-DISK, RESET ALL, BACKUP TAPE, HARDCOPY, and MONITOR.

CONTINUE carries on with a program you interrupted. BASIC returns you to Basic but enters all variables.

RESET is the normal reset function giving you the standard start display with all variables lost.

BACKUP-DISK is a special function and will save the entire memory of the machine to disk. It creates three files and saves up around 248 blocks - you really need to read the

WHAT'S INSIDE

The bottom press these out, things happen...

A nice red plastic box that stops bits falling on the floor.

Two flat black widgets, to give the cart a good heavy feel.

The 'edge connector', this is the bit that goes into the other bit on your C64!

Another black flat bit! Why do they need so many?

POWERMON

The machine code monitor can access all of memory and has a useful **WALK** function within it. This means you can single step through a piece of code. Registers are displayed as each line is executed and you can check each line of code as you step through it. This is handy, but can be cumbersome when you encounter a ROM routine. The option to pass through routines and traps at full speed would have strengthened this facility. There

are around 11 or so machine commands, but **POWERMON** is rather standard in comparison to other such monitors. However, it is completely invisible to the C64's memory.

PRINTER-TOOL

This is perhaps the most outstanding attribute of this cartridge. It can detect whether you have a printer connected to the serial bus or user port. This tool will print all Commodore characters on Egon and compatible printers, with the interface there is a variety of set-up possibilities, and this can produce **HARD COPY** of screens which automatically distinguishes between



Just the person! Does your C64 do this?

Fixed and Lines. Colours are converted into shades of grey. The **POSET** function allows you to configure for large/small, and horizontal/vertical printing.

POWERING UP

On power up with the **Power Cartridge** installed the function keys allow you the following options:

- F1 - LIST
- F2 - ENTER MONITOR
- F3 - RUN
- F4 - LOAD A NEWED PROGRAM
- F5 - CLDAD
- F6 - TAPE LOAD
- F7 - DIR
- F8 - DOS COMMANDS

Whilst both cartridges are good, the more expensive **Action Replay** offers that little bit extra. However, this is more for the gamer who wants a cartridge that can freeze and dump the screen, edit the last screen graphics as a bit tricky, but worth the effort, grab infinite lives, or disable quite editions. On the other hand, if you're contemplating programming either in Basic or machine code, you might well do better to opt for the cheaper **Power Cartridge**.



COPY CATS BEWARE

Cartridges to give you the power to back up programs to both tape and disk. However copyright law prohibits the copying of commercial (share and utility) software. **PA207** (the Piratation Against Software Theft) states that "unless you have the specific permission of the copyright holder, copying or backing up any program is illegal". Any information regarding software theft (piracy) should be sent to **PA207** at: 2 Lake End Centre, Tapton, Macclesfield, Cheshire, M65 6JG. Tel: 0628 480377.

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-/10

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- ☐ About the same standard
- ☐ Slightly worse
- ☐ Much Worse!

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THIS IS A RECORDING!

Dear TMG

1) Do you ever answer the 'phone in the CF office? Because I ring often and the man who answered it sounded like an alien? No mistal intended.

2) Do you look like the Snufflespagus from *Sesame Street*?

Daniel Harris, Halifax

3) Yes, the humans will try to answer all your telephone queries, every Tuesday, between 10:30 am and 6:00 pm.

Unfortunately, they do have to try and put CF together as well so they can only take calls on this day. If you ring at another time you will be put through to an answering machine - the alias in question! Why does it sound so weird? Try imagining a fully grown man holding under a desk, recording the message to avoid embarrassment and that should answer your question (you had to go and tell them, didn't you - B&B).

4) Mr Snufflespagus and myself look nothing alike. Furthermore, he can only be described as 'slightly dim' whereas I am 'unbelievably smart'. He does however have a great singing voice!

TMG

One brown elephant thing, eh, eh, eh!



KILLING YOKE

Dear TMG,

I would like to design my own computer game called 'The Ninja Eggs'. Do you think that Commodore would produce and market the game for me? If so, could you give me the address.

Gordon Lyons, Stockport



There is a whole shelf of cooking books!

Well Gordon, firstly Commodore are only hardware manufacturers, so they would be unable to help. The people to approach are software publishers. And to interest them in your idea, they'll need to see: a full design specification, including plot, game mechanics, number of levels, artwork suggestions, with mock-up of screens; ideas for music and sound effects; and a letter telling them just how your game is different.

TMG

SENSITIVE ISSUE

Dear TMG

That coverage on CF 17 was pretty good, especially the puzzle game *Sensitive*. How about a few more PD games, and perhaps some graphics and music demos? Also, if you are such a 'super brain', why do you always answer the 'stupid' questions. Two Durt, York

Thanks, CF 17 was a bit of a stormer all round, but particularly in the Powerspak department. We initially included *Sensitive* to give you a taste of how good some of PD games are. I've had a number of letters asking for other PD titles on the Powerspak - I'll have a word with that Bob Chapman and see what can be done.

As for only answering the stupid questions, I'm answering this one and it's not stupid is it? Besides, I try to deal with a variety of mail, some serious, some funny, to reflect the vast amounts of letters that there isn't room to publish.

TMG

SHOME MISHTAKE SHIRLEY?

Dear TMG

I regret to tell you that you have made a MIGHTY BLUNDER in CF4 someone called it there was a game called F14. Temporarily available for the Commodore and you said there wasn't. Now don't you dare tell me that the copy I own is just a figment of my imagination, otherwise I'll buy one of the OTHER Commodore mags instead. I challenge you to wheedle your way out of that one - if you can!

David G. Leeds

PD. Don't awake it's bad for you. Besides which, since when did you have a mustn't?

Wheedle my way out? I'm shocked at the suggestion! It implies that if I had made a mistake then I would not be smart enough to admit it! I didn't in fact make any mistake. I stated that there was no game

FLIGHT NIGHT

Dear Tim

My son Mark has a C64 which we use for his school-work and games. The problem, large as it is but maybe trivial to you, is that Mark has his eye on flying games like P-12 and A-10. On the box it has Cise Megabyte. My son has said that there is an 'expansion pack' for the C64. Would we need that?

A Cousin, Gainsborough

Well, it was just as well you wrote in. It sounds to me like Mark has been spying the Amiga shelf at the local computer store, hence the Cise Megabyte logo. For flight sims on the C64, he should check out P-12 Combat Pilot from Digital Integration (£19.99 case, £14.99 disk) + 0276 844948, P-12 Strike Eagle (£19.99 case, £14.99 disk) and Project Stealth Fighter (£14.99 case, £19.99 disk) from MicroProse + 0288 904326. There are the best of the best when it comes to C64 files.

TMB

TMB

Could you tell me the best, most realistic and cheapest air simulators? Who were they from? Mark, Sutton-on-Trent

Air simulators? I think you mean flight simulators - if you don't, check out the British Airline Corp in the yellow pages. There has been a lurch for the C64, but P-12 Combat Pilot, P-12 Strike Eagle and Project Stealth Fighter are the ones. However, these are all a little long in the tooth so you may find they are a little hard to get hold of. If you can't get them from the software publishers, try looking in the mail order ads as they tend to keep simulations on their books longer than arcade games.

TMB

The first P-12 gear takes to the skies. It's intention is to seek out enemies of the UK and drop bombs on them.



said P-12 Tarmac, I knew all along that Activision had released P-12 Tarmac for the C64 about three years ago.

You're perfectly correct, smoking is bad for your health. It doesn't look big or hard and definitely doesn't impress the girls. As you pointed out I can be seen 'smoking' at the end of the letters pages each month. But as I have no mouth, or indeed lungs, it did me no harm when I posed for the piccy.

Tim

HOT STUFF

Dear TMB

1) Does the Commodore 64 have to cool down after one game before you load another? Or is this a lie?

2) How many brain cells do you have? Alex, Middlesbrough

1) The C64 is a real tough cookie and doesn't need to cool down between games. It does however have an incredible memory, which, even when you've switched the power off, tries to hang on to little bits of the previous program. Without power the memory clears in about 30 seconds. If you try to load a game before, then there is the slight possibility that you'll get a loading error as the C64 tries to put part of the new program at an address where a bit of the previous pro-

gram is still hanging on. It's unlikely, but does happen.

2) More than this positive language said English, or silly decimal system will let me express, is total TMB

ROGER NOMOORE?

Dear TMB

Not the last page! My investigations have come up with the following revelations...

Paper Frames is NOT REAL! Yes, Britain's best known, greedily budgeted is a series of lies and flat areas of colour, or what we would call a drawing. The games are revised by different members of the CP team, and not by Mr Frames. In this way he's managed to revise Continental Circus (TMB!) in CP? It scored 30% and then in CP? it suddenly got that much better and scored 100%!

Please get rid of the creep and give budget games the space they deserve (as you did with the excellent Damon Blues, because, who knows, people might soon think that you don't exist (Eek!) Andrew Marks, Kings Lynn

I like your use of the term 'creep' to describe young Master Marks, but must call into question your logic. Sure in your terms he does not exist, being a collection of sub-atomic particles, just like all ran-

dom-based life forms. I have met the collection known as Roger Frames and it is amazingly real. Furthermore, the two reviews in question were written simply because Implode-head was told that the game has been released twice into the budget arena, once by Mastermind Plus and once by TMB! As for the score difference, there are two possible explanations: 1) Roger has matured; or 2) he made a horrendous mistake back in CP?. Which do you think is the most likely? He is after all only human!

TMB

THFCAOK?

Dear TMB

I am a great fan of your mag and have been for the last 12 letters I have written to you! I have a few questions:

- 1) Is Simulators 1 (Play 3D Soccer any good as a football simulator?
- 2) What is the address of Rair, publishers of Winter Soccer Sports?
- 3) Is the budget The Games Winter Edition any good?
- 4) Why are Spurs FC so bad?
- 5) Why are Liverpool FC so bad?
- 6) Was the Referee (you reviewed in CP?) the same as the 3D polygon advertised in recent mags?
- 7) Is Linda Barker nice-looking?

Paul Allison, Birmingham

1) Back in CP? 1 Play 3D Soccer scored 77%. It has a weird control system, and isn't really a sim, but does make for an interestingly different football challenge.

2) You can write to Microvision Plus at the Smithy Side, 7 East Villa, Pantyfield, Newcastle-Upon-Tyne, NE20 9BD or (phone them on 0881 880 265).

3) Not bad, but not brilliant. Personally, I'd score it at about 65%. But I've never seen the point of this physical exercise task myself. Why aren't you let happy with mental exercise like Russian multi-planar geometry, Proton quasi-physics or Russian Trivial Pursuit?

4) Why are Spurs FC at the wrong end of division one?

5) Why are Liverpool at the right end of division one?

6) There are in fact two different versions of Referee 1. The one reviewed in CP? is the 3-bit version, which misses side-

Linda Barker -
Pompey supporter and FBI supporter
seen here in photo form for the first time!



ways-scrolling and Op-III style shading. The 16-bit versions are filled 3D polygons. They tell the same tale but from different perspectives.

7) I do not find Linda Barker attractive, but then I'm a completely different species, I have heard that the males who populate the CP office find her very attractive. Anyway, here's a ploy so you can decide for yourself! TMB

BOXING CLEVER

Dear TMB

Do you think that in reviews you could use a picture of the box artwork, as it would really help when looking at the shelves for games? Stephen Hildrey, Liverpool

The reason you'll rarely see a glory of the box in a review is, simply that, even on two pages, space is pretty tight if we want to cram in all the essential specs and screen shots. And as much as it galls me to admit it, our reviews team is so efficient at getting the games in early, that often the box artwork hasn't been drawn by the time the mag's gone to the printers. It's a good point though, and has definitely been noted. TMB

VERY POOR

Dear TMB

- 1) I have a few questions and points to raise.
- 2) In how many issues are there on *Sensitive*?
- 3) In CP17 you said that you could activate an infinite lives cheat on *Sensitive*, but how?
- 4) Why did you only review four full-price games in CP16? Very poor, I thought.
- 5) In the RPG feature, I supposedly looked for



cassette games and found two, neither of which I considered to be RPGs. Are there any decent cassette versions of a good RPG? I don't mind a bit of tape swapping (FTS, like on North and South or Defender of the Crown).

6) The Powercat boxes - Oh admit it, you don't fill it up with good or bad points and then check the game score - it wouldn't work. Take *Robocop 2* - one of the dullest is - more than a passing resemblance to the other Robocops. What if a person has played neither of those? Does the game suddenly hold more appeal for them? And if there are too many good and bad points to fit inside the box, what do you do then? Write smaller?

8) I've sounded very negative so far haven't I? So here are a few compliments: the reviews that you do are very accurate, informative and overall very good, pretty nice. Please keep it, and I must say that I thought *Demolition* was a full-price release until I read the reviews.

Peter Gallagher, Worcestershire

- 1) I've watched that Leech character get up to about 60 - eventually!
- 2) There was an infinite lives cheat in the game but it didn't work, so I made Andy Roberts knock a puke together. You can find it on page 20.
- 3) We can only review what's available.

Also James led the Commode to four league titles and three FA cup finals. With 'Mashie' Arsenal FC he is successful as the classic 1980s squad?

Only four full prizes were finished in time for our deadline. It seems all the games publishers were taking a bit of a breather after the Christmas rush - poor dear they must have been exhausted!

- 4) RPGs and tape don't work well together - if they work at all - because there is no linear solution, unlike an arcade conversion, all the game's data has to be accessible in any order. Do disk this poses no problem, but on tape, my nay!
- 5) Okay, we admit it! But we never said that was the way we did it in the first place. When a reviewer has played a game to death, they then award a score. The corresponding score box is then selected and the reviewer fills it with the most pertinent 'uppers and downers'. The box is not an exhaustive list, but a summary. The depth into is contained in the review.

6) Yes!

TMB

STAR CHAMBER

To TMB

- 1) Is *Added to Fun* any good?
 - 2) What happened to *FP Assassin 2*?
 - 3) What do you think of the Action Posing Cartridge Mini?
 - 4) Will there be an Arsenal FC game?
 - 5) Will Nigel Mansell be any good?
- Andrew Jarvis, Essex

1) *Added to Fun* is excellent. *Rainbow Island*, *New Zealand Story* and *Bubble Bobble* are all corking games, making this brilliant value for your cash. What's more, 386 stars bubble-blowing dinosaurs - absolutely spot!

- 2) The coders are digging in to get the game finished.
- 3) I can of course replicate all its facilities with sheer will-power, so I think it's a bit redundant. However as to what CP's human specialists believe, just turn to page 38.
- 4) Yes, it will be out from Thames as the season draws to a close.
- 5) Will Nigel Mansell's what be any good? His car seems superb this year, his driving skills as sharp as ever, although his off-race vainglorious commentary still leaves a little to be desired... Oh I see, the game, from Grand Prix will, look to your left and all should become clear!

TMB

THE END

Is there a burning question that you just have to ask? Do you want to express your point of view? Want to say something silly to thousands of people? Then turn a little to TMB, *Commodore Format*, 50 Monmouth Street, Bath, BA1 1BB (but don't send any SAs). The Big B scans the mail back every month for the best correspondence in the biz. We read every one of them and select the best for the greatest letters page this side of the Atlantic Central Post.



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If you want to see it on the C64, just fill out the coupon below - or a photocopy of it - and stick it in the post to those silly Granm people to demand your right to drive at impossibly high speed! They've taken the trouble to ask, so let's tell them how many driving fans there are out there. Tick the boxes that best express your views.

CLARENCE GRANM,

- Yes I DEMAND my right to drive like a mule with my Nige! ☐
- No thanks I would rather live a really boring and sad life instead ☐
- I'll try it on disk ☐
- I'll try it on cassette ☐

Name _____

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ROGER FRAMES

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Playing his 64 one day, Roger overhears his father on the 'phone in the hallway. "Yes of course! We'd be delighted to look after your kid for two weeks! It'd be someone for Roger to share his 64 with, the stingy little toe-rag!" Roger is delighted. One of his mates is coming to stay with him!

AIRBORNE RANGER

Kiex £3.99 Contact 021 625 3388

I thought this was going to be a game about the Lone Ranger getting pushed out of a plane. But no. It's about a golden-type who parachutes on to a load of half-dead in turn. What you have to do is kill loads of the enemy and blow up or capture a military thing of great value.

Having spent a lot of money on the game (and I think £3.99 is a lot), you'll want to spend loads of time playing it. And lo! You can. There are loads of levels, and each takes quite a while to play.

You can test your little guy from above and behind, and you must shoot everyone who attacks him. It seems like a terrible waste of expensive ammo, I know, but it's just got to be done.

It's not a bad game, is *Airborne Ranger*, and it's quite exciting. You get several different weapons to use (blowing up bullets with the rocket is a hoot) and there's a fair bit of skill involved. If you're interested in something a bit unusual, and if a penguin at the zoo gives you £3.99 to spend on computer games, this isn't a bad one to buy.

AIRBORNE RANGER

You can crawl under barbed wire! You can generate trenches! You can walk around being indestructible! You can even settle down with *Airborne Ranger* and have a good rest.

FRAME RATE

76%



Get yourselves organised, mates! It's about to get things! (We can discuss with a Frames and how to tell the tale.)

ST DRAGON

Kiex £3.99 Contact 021 625 3388

It's a strange little piece of a game, this one. Apparently you're part dragon, part machine. Part Intelsat, part tractor. If you ask me.

Anyway, it's horizontal scroller time, as you trundle along dragging a fully-armed tail behind you. Loads of nasties come to meet you, just blow them out of the sky. Also floating around are collectable (power-up) that vastly increase the damage you can do.

Yes, there are a million games just like this (1,002,134 to be precise - TMB). You know the sort: kill badgies, get better weapons, kill more badgies, kill big and/or-level badgies, get even better weapons, etc. (But this is one of the better ones. Not stunning but quite good. Items. That sums it up. Can I have my money now, TMB? (No. Get on with more reviews, you spotty squirt - BT)

ST DRAGON

It's bad, funny and, er, for the C64. *St Dragon* is the perfect present to buy someone who hasn't got a horizontal scrolling game, and believes them all to cost around £40.

FRAME RATE

74%



VENDETTA

Kiex £3.99 Contact 021 625 3388

Who'd have thought you could do a game about a moped. I thought we'd loaded up this 'un.

But, think of it, it's not about a moped at all. It's about a fat man



I wouldn't believe what I was hearing! One of my pals was to show some of you how to be a hero. (Heard it in the street? Throat it for Barry!) It might even be the time, even if the target (and target) is a little bit off the side of High Wycombe!

Whichever of the guys in my lobby gang it is, we'll be able to have midnight friends, (even starts at midnight if you're lucky) and of course, get some (and some) more fun games playing. I can't wait to show (and my best laugh stuff)

who gets into a lot of fights. Your character slaps monsters from 3D screens to 2D screens, walking up to people and punching their heads and necks. (Riveting? Not at all.)

There are two varieties of gameplay here, though. One is the fighting, the other a driving game. Both are slow and rather boring.

The graphics look fairly pretty, but the computer takes about eight months to draw each screen. It's almost impossible to see properly what's going on, so you end up punching and throwing this and while your opponent machine guns you to death. It's a job of killing vegetables, if you ask me.

VENDETTA

Not a very good fighting or driving game. However, the cassette deal, delivered to your house, makes a good pair of cycling goggles (if you've got wind, close-fingered eyes). The box can be used to foul at cows.

FRAME RATE

33%

ITALIA '90

Price £3.99 Contact 081 880 0295

Time flies when you're too strong to get to bed. I mean, where did I get to? Anyway, if you want to relive the test-jacking glories of our plucky squad in the football World Cup, you'll have to stump up four massive quid for this game. But is it worth it?

Well, you get a pretty quick 3D-angled game, which is a good thing. It doesn't make kicking well (you always fail because you hit the fire button), and there's a weird gold-mouth ball when you nudge your keeper around as far as to get into position. (But for the most part it's an enjoyable little kickie.)

You get to play all the big teams and, unless you practice a lot, you'll lose miserably most of the time. Still, it's a challenge.

Watched. There's a ball flying towards my head. I didn't order that!



ITALIA '90

Not a bad footie game, but it's not incredibly innovative either. For four quid, you'll get end-to-end action and, as, some piping whistle sounds as you foul the opponents.

FRAME RATE

73%



COMMODORE FORMAT May 1993

MIDNIGHT RESISTANCE

The Hit Squad £3.99 Contact 081 880 0295

It's Rambo time. You walk along a collection of levels (all looking like they are in a sort of warehouse steel-work place). As you stroll along, you shoot loads of men who jump out at you from all sorts of places.

Then they get noised and start using tanks, armoured cars and cruise liners against you. If you've got a bit of skill in you, you can blow these up and keep walking.



And that's basically the plot.

The graphics are nicely done. Your little boat can crawl, walk, fly in all directions and generally do lots of things. His opponents, on the other hand, tend to die a lot.

The thing is, though, that every time you play, everything happens exactly the same way. So if you practice enough you can learn when everything occurs. I know a lot of games work like this, but I'd like to see a lot of difference each time.



Well now, I've got a headache." This, mid-night resistance can strike at any time, so always carry new Improved Flashdowner.

MIDNIGHT RESISTANCE

Looks good, plays well and you can hurt people a bit (that could be better). It's a bit like the Bahamas with Howard Branson's wallet and credit cards would be. Actually. Anyway, it's like Midnight Resistance a lot.

FRAME RATE

43%



Only eight hours of the incredibly tough beauty bit and I'll be in the machinery hard working soon!



NAVY MOVES

The Hit Squad £3.99 Contact 081 880 0295

Help! Moves what? What does the Navy move? Apart from battleships, aircraft carriers and the odd destroyer, I've never seen it move anything worth more than about £50.

Anyway, here you play a bloke with a little life-boat thing, you must sail it all a few feet towards the enemy through a minefield (a sort of special underwater area), and then he has to kill the enemy boats when he finally reaches them.

Great? Not really. The problem is, Navy Moves is remarkably difficult. Getting through the mines is remarkably difficult and surviving the battles' boats is remarkably difficult. All told, it's a real pig of a game to play through to the end.

The graphics are suitably watery and the sound is, er, splashy. So no real guess there. But the game is too floppy: tough. So only buy it if you're a mega-expert at C&A games.

NAVY MOVES

I challenge anyone in the real Navy to play this through to the end. If you're in that salty armed force and you've finished it, send a description of the final screen, your name, address and your service number to the usual CP address and I'll get Terry to send you a prize.

FRAME RATE

43%



deck being loaded a sea-sailing member in a suit of jumpi searooms place.

MULTIMIXX 5

Price £3.99 Contact 081 880 0295

Three games for £3.99! That's £1.33 for each game! Can you go wrong? Well let's look at the games, then decide, ah readers?

First off is Manly On The Run. Manly Moon has got to sail through a big platform game in order to escape from prison (or something). It's looking a bit old now (it was first out in 1985), but the platform bits are excellent, and there's a lot of skill needed to get through. It's also mega-bug, apparently.

If you finish that in quarter of an hour, you can move straight on to Air Wreckdowner (this means 'Halo Hairy' in German, or as Tension told me. Now you've got to help Manly flee for his life across Europe.

There's violence, there's romance, and there are cat-chases and loads more platform. Despite all this, *Aut Mittemixx Money* isn't as good as *Manly On The Run*.

Jack The Ripper is also on Multmixx 5. Yep, it's another platform. You've got to guide the chaotic under-five around some jungle or other, trying to avoid his dad. You've also got to avoid various child-eating native Indonesians, and the odd weird ape thing as well. It's also pretty good, and the different style of it is a welcome break from all that male-related madness.

MULTMIXX 5

Platform fans should tickle out and buy this. It's got three rather good games on it, featuring completely stunning, but for £1.50 each you're getting a remarkably good deal. **Money**

FRAME RATE

84%

GOLDEN AXE

Travis £3.99 Contact 081 960 3350

Well, I've been waiting for *Golden Axe* to come out on budget for ages! I even considered buying it at full price since (but luckily I soon recovered).

You can play one of these rock-hard fantasy bops. You then go on a sideways-sawed quest to kill Death Adder. He's basically a big nasty, with millions of smaller nasties between you and him (what you'll have to preoccupate first).

The story, music and effect is glorious colour, with a sort of 3D effect thrown in, and it's great. Loads of excellent graphics, plenty of nice sound effects and fast, accurate movement means that you can actually go inside your computer and live as the fantasy folk do (but remember to come back in time for tea).

It's a great game, but it's dead tough, so dig out those cheats in issue 7. In fact, there's only one thing that's stopping it being a *Classic*. It's only got a one-player mode. So dig out Barry's to sit and watch while I play it for hours.

GOLDEN AXE

If you haven't suddenly parted with your spare money, now's the time to buy *Golden Axe*. It's a fairly mediocre game (although it still hasn't got a better two-player mode).

FRAME RATE

89%



Roger is so delighted with the prospect of one of his mates coming over for ages, that he does the unthinkable. He removes money from his piggy bank, in order to buy more toys and board games. His parents, hearing the clink of Roger's money, start worrying.

IVON 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER

Travis £3.99 Contact 081 960 3350

Ever wanted to drive a really, really four-wheel drive truck? No, neither have I, but in

this game you can. Basically you've got to whizz your tiny truck around several incredibly bumpy and violent circuits. Three other trucks belt along too, and the whole thing is like throwing four Tonka toys down a cliff and

watching them through the wrong end of a pair of binoculars.

It's dead tough to control your truck, and it's very, very annoying when you can't actually get it through a smaller gap, and you just keep bouncing off the walls, as well as other contestants.

The two-player mode helps a bit, but doesn't make it a particularly storming game. It would be better to spend the money on 1500-lapping off-road.

SUPER OFF-ROAD RACER

A lot like *Scattergood* or *My Head*, but not as good as either. It's fairly similar to filling your Scattergood with water and then using each wheel as a kind of fins against the

FRAME RATE

38%

VIZ

Travis £3.99 Contact 081 960 3350

Various other people have told me about this, in publication, and I gather that it's basically a collection of rude words and terrible cartoons. Now I like cartoons as much as the next man (in fact, I'm sometimes criticised for one myself), but I'm not sure that it translates particularly well to the PC's screen.

What you have to do is choose a character - Johnny Partridge, Buster Bloodstool or Little Rascal - and race him through various locations in Palsborough. Many of the other characters interfere, and there's a fair bit of very rude swearing.

He ha ha, and all that, I thought. But the racing itself isn't that brilliant, and once you've finished, you have to go through all the same points again next time. He ha not very ha.

It's a pity that the race itself isn't a bit more playable. If there was a two-player option it would have been much more fun. And the idea that you've got to build up your teams at the beginning (in a separately loading section) is a bit dreadful.

Basically if it wasn't based on the Viz characters, it'd give it 47 per cent, winning the race.



Place your coloured plect against three equally turbo-charged, off-road touring plants in a bid for, er, winning the race.

WILEY

FRAME RATE

100



MONTY PYTHON

Training (20,000) | Download (10) | Status (20,000)

If your household is anything like mine, your parents occasionally start talking about incredibly weird things, laughing and doing stupid voices.

Fear not. All they're probably doing is putting that ancient television show, *Monty Python's Flying Circus*. Apparently, it was the 'in' thing about 50 years ago. (If they're not putting *Python*, not a disaster.)

Anyway, Tronix have finally released the game. If the show is a sensible price, if you know all about Monty Python, you'll be squealing and wheezing with laughter when you test the game. All the best bits are included, and everything in it has something to do with the show.

But the best thing is, even if you aren't a PlayStation fan, you can still enjoy the game. It's

which he
regularly completed. Well,
Miss? You worry, I have a cold. This period is
dead." (This is Missy Peltier at the, or, head.
I know you I missed my parents, who tell
about something.)



GET IT OFF YOUR CHEST

The election may be as much old news as a Spanish: and twice as boring as the games - but there's still one campaign running. Roger is trying to mobilise the Old gameplaying nation with his 'Meat, Glitz' campaign.

Standing for all that's smart about being a boy - Q-tips, football, having cool names like Harry etc - and against everything that's possible about being a girl - flowers, crying, horses, having girly names like Veronica etc - he wants your support to avoid a national disaster.

Show solidarity with Flager (or call him to the quick with caustic irony) by adding an "Ugh, Cifer! Foo-shit! They're only 22.99 and would be on the Clothes Show every week at this price!" when it's season run to 99c. (Get one now!)



really well—don't, you see. You find yourself, trying to collect eggs and find lots of your birds. This means swimming through loads of seaweed, blowing pigs, birds and other strangenesses, and keeping your enemy heads high.

It's easy, it's fast-moving and it makes planning your route. It's also immense fun. Every low screen, you come across a special bit containing something your parents will recognise and nod at, and you'll just live it. It's got the playability to be a fun game as well as a treat for people who say 'Fang Fang is fat. Hey if you want a strange and enjoyable experience (and you've not a bean like a bean).

MONTY PYTHON

You don't need to be able to recite the entire *Prayer Book* to have a good time with this game. It stands up on its own right (especially if played on a level surface).

FRAME RATE

100%



Abstract

4444

Findings

It currently owned a limited edition "Purple Heart" T-shirt. And it's the company's new business model.

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Future



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... 'COS WE KNOW WHERE YOU LIVE!

Y'know, chums, sometimes it seems as if they just don't make heroes like they used to. Where are all the great heroes of yesteryear? We set Stuart Campbell the tricky task of finding out...

Whatever happened all the to... Heroes?

G at a light, heart felt Oh, well, the dark forces overtook and just have to do. It gets chilly in here these days, but not as cold as it was in the winter of 1981 when I took on 'The Case Of The Disappearing Heroes'. What's that? You want to know more about it? Well, buy me another shot of equaliser strawberry milk, please and I'll spill the beans...

It all started when the head honcho behind a sleazy publication called *Commodore Format* sent me on a mission to find some missing characters, but just your everyday run-of-the-mill ones, though. These were computer game characters. Huge stars of their day, every one of them had mysteriously vanished

from the public eye over a period of a couple of years. The FBI suspected Communist involvement, but I knew better, don't they watch the news any more?

Times were hard, so I took the case. I got my first lead when a fat blonde called past my office window. I knew she was tall because my office is on the third floor. I figured anyone that was could be found to know where a team's medals hang out, so I gasped out of the window and pulled her up.

'Get up of my up!' she squealed. I fought and my grip.

'Not so fast, sister,' I growled. 'I want to know about Agent KISS'.

'What, the guy out of Incredible Hulk, that classic platform-wearing and puzzle-solving game?' she gasped.

I'd clunk on something here. 'That's the one,' I replied. 'Last time he was heard of, he'd taken the evil Elvie Blunderbore's place for world domination for a season time in *Incredible Hulk*. It was well off for a well-earned holiday in the Bahamas. 'Look, all I know is that he went for a drink at the Tangential Trout Club before

he left for the airport. I saw him in the crowd while I was doing my exotic animal dance act with Mommy Moie. He looked drunk, but I wasn't never seen him after that...

I could tell she didn't know any more, so I let her go. The misadventure charge could wait until another day. It seemed like I needed to pay a visit to the Tangential Trout Club about the long dark alley that led to the sandy village's back door (it didn't have a front door), but I was only halfway down when two hefty figures leaped out of the shadows and blocked my path.

'Well, well, it isn't my old friends Billy and Jimmy from the Double Dragon series. I thought you boys were safely tucked up in bed for the duration.'

'You thought wrong,' Billy sneered. 'We got strong.'

And I'd also suggested a link between these two renegades and Thing, star of *Thing on a Spring* and *Thing Strike Back*. Now it seemed as if I'd lost my power of metallic elasticity to free this ugly pan from captivity. I'd look into that later, but for now I had an imminent passing violence scenario to get myself out of.

Fortunately, I hadn't come alone. I let out my low emergency whiff-



for, and in a blur of black naps and moustaches, my old pal Amadeus tugged from the fireplace above us and sat about the two things with a vengeance. And a big drink too. Billy and Jimmy's conversation got a bit stiffer after that, but it went something like this:

"Oh! Ugh! Bright! Very mad, I thought you'd retired after the loss of those Last Angels general South Dancer!"

"Not so. After defeating Gunkels, I have no way to earn living. Good friend! I must play many wagers, but protecting him from bad guys like you is most keep me in time."

Three heavy moustaches (Billy, Jimmy, and the English moustache) later, we made it to the door of the Targantel Hotel. I told Amadeus to act as lookout for a while and double my personal visits from entering while I had a look around. I kicked the door down to dramatic entrance always pays off. It didn't, which was unfortunate for the character who'd been lurking behind it at the time.

Well, at least I know now why they call you Rick Dangerous. I said to the obviously sane-time explorer relieved his hounded hat from a puddle of vomit. "Haven't you had enough of doing unnecessarily with death?"

"That's easy for you to say," he replied through bleeding gums. "What with the 1988 rule and every thing, it's not so easy for some of us to get proper medical."

attention for our masculinistic personality traits. At least show here I can get knocked around by people I know."

Planning only to attack Rick for safety over the head with a jagged bit of broken door (they mean his private eyes can be compassionate when we want to), I swung through the club towards the bar. Even I had to think in surprise when I saw who was serving there.

"Reinforcer!" I

exclaimed. "I thought you were one of the good guys!"

"Yeah, well, I used to be," he grunted. "But after Mr Big kid suggested my girlfriend a third time, I knew I was about going to be free of him, so I figured I only as well go for it. There's always room for a bit of trouble in his organization."

"So I've heard, it's not long since I put old Reinforcer away for a few stretch after he did all those gangland assassinations. He never talked, but it didn't take a genius to guess who he was working for. Anyway, I've had enough of dealing with the monkeys—where's the cogwheel?" Just then a ray of strong light shined into the gloomy bar. Squinting, I saw that it was coming from an open door way on the other side of the room.

"Looking for me?" asked a strategically familiar voice.

"Well, you know," I answered. "It isn't old Reinforce himself. Or should I call you Jack the Ripper?" Moved up in the world since these few bloody arcade adventure games, haven't you?"

"Less of the bloody stuff, mate. Nowadays they call me Mr Big."

"Call yourself what you like, you'll always be The Wholly Muggy Kid to me. Where's August 4 (19)?"

JACK's face broke into a grin. "Why don't you stop into my office and I'll show you. Really, I followed the evil criminal mastermind into his lair. I couldn't believe what I saw when I got there."

"Isn't a pretty sight, is it?" Jack laughed. "But don't worry, he's only half there. He's took a lot more respectable when he's finished."

The contents of my stomach joined each other in a mad race for freedom and I ran as fast as I could from the club, just before the alarm blared. I didn't even remember calling the door curfew for the pavement. Amadeus looked on in surprise.

"What's up, old buddy?" he asked. "It's, it's... it's too horrible," I gasped. "Let's get out of here." It couldn't bring myself to relive the terrible knowledge of what I'd seen on another human being. Besides, who'd believe it? All I can say is I carry my head to the grave is that the next time you're playing British TV and slaughtering all those fabulous monkeys without a care in the world, give a thought for all the old heroes who fall on hard times and have to resort to the most desperate measures to scrub an existence, however short and brutal it may be. Or did you think that cartoon-fighter bad guys just grin on trees...?



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INDIANA JONES

AND THE FATE OF ATLANTIS



The chase will soon be on for that rare mineral Orichalcum, the mystical ingredient in the Nazis' ultimate world-destroying ultra-death machine. Who stands in their way? Indy Jones, of course. Next month you'll be able to help him beat the fascist scourge in the Fate of Atlantis.

Lucasfilm and US Gold are excited with the way their new game is looking. So much so that not only have they given away that rather silly deerhanger, but they want to give holders of Indiana Jones goods away as well.

The lucky winners will get their game on exclusive Lucasfilm bags, all marked with the distinctive Indiana Jones logo. There are 18 rather nifty tan hip packs, three leather backpacks and two ultra-rare barrel bags. They look like the old and will make anyone who has ever been anywhere near an Indy movie completely green with envy.

So what do you have to do to win these rather ridiculously good goodies? It couldn't be easier - well it could, but then it wouldn't be much of a contest - all you have to do is turn your hand in every week. Just link the pictures below with some kind of story that is either funny, exciting or just plain excellent.

The five pics are taken from Indy II (because there aren't any for Indy IV), and we've set the scene and supplied the first 30 words captions. All you have to do is supply the last three. Write your answers - remember only 30 words per story - in a separate piece of paper clearly labelling them: Caption B, C and D. Then bring it in an envelope, along with your address and send it to us at: *Quest!* I'd like to win some of those Indy IV things, Commodore Format, 28 Monmouth Street, Bath, Avon, BA1 2EQ, by May 31 1992.

ALL ABOUT INDY!

Indiana Jones and the Fate of Atlantis tells the tale of Indy as the last of Atlantis - not surprisingly! The Nazis want to find it because Atlantis contains a magical substance called Orichalcum, which will give them the power to destroy the world. Indy wants to find it because it's full of ancient antiques that would make him dead happy - and save the world!

The game is due for release in May and CF will be carrying the first full review. Don't miss it!

The one that makes most sense, as well as the funniest, will each win a barrel bag. The other 12 will go to the most original and runners up.

And any Pawtch or Golden peeps caught entering will be made to carry their stuff around in plucky bags for a month!



A I slept on a nearby motorcycle. Planning he changed the Nazi car's horn head on. His dad mumbled "Idiot, but those trucks and we'll explode". Indy veered to the left hoping to



C

SETTING THE SCENE

Indy Jones and three British character actors (you know the sort - spiffing, top hats upper-class types) find themselves on a remote hillside watching the tyrannical Nazi army ship call Orichalcum. They must stop the fiendish plot if mad Adolf's plan to level the world is to be foiled. Indy has his trusty whip, his gun and a rather nifty piece of headgear at his disposal. Suddenly he...



B



D

High-speed violence, and lots of it! Planes screaming in at ridiculous angles, streaking the sky with sudden-death. Sidewinders and continuous cannon fire. This made G-LOC an arcade classic, doubly so if you ever had the lunch-losing opportunity to play the A380 model! Can the C64 cope with such conversion pressure? Well, uh, yes it can actually!



Don't expect a carbon copy when you boot G-LOC up, but do expect a non-licensed ride to Armageddonville in an F-14 style plane that's crammed with enough missiles to destroy a small continent. Because while G-LOC C64 style doesn't exactly resemble the arcade version, it sure plays like it!

Hurting along in your Tomcat - well more of a lion with a savanna magazine type cat, it's that 'ard - you have to blow 10 enemy fighters from the sky per level. You've got a cannon for short-range threats and long-range lethality, and 36 missiles that are so 'smart' they've got 'A' levels in carnage. Using these you've a few seconds to clear the skies. Fail and it's game over, succeed and you move to a more deadly flight zone, filled with even more enemy fighters.

You've never had why hundreds of people should die, but who cares? You've



Wipe out! Or it will be if that incoming missile isn't dodged or shot. It's all highly impressive but frenetic frequency fun.



Zooming over the sea, upside down, at night, and blowing for all you're worth! That's close to real arcade action.



In many planes, but which one do you shoot first. I mean that one in the middle got here first and you don't want to appear rude.

got the best plane and they haven't! There aren't even any points to be won, the only point is simply to get further, faster than ever before! Obviously, this requires tight flying and sharp shooting, but don't worry because G-LOC handles like a dream - albeit a particularly destructive one!

G-LOC is not a tight ship, it's an incoherent mess! The controls are tight to a minimum. The 'stick' rolls the plane left and right, up and down. The trigger pressed and held unleashes a hail of white-hot lead death. The buttons look like cannon balls, but it doesn't matter

because they really hurt and you've got an infinite supply! I'll knock the throttle up, FF knocks it down, allowing you to sprint alongside

enemy aircraft or send them screaming past into your missile sights. And it's the missiles, fired with a swift double click,



In a few seconds the cursor will turn red, the target will be locked, you can fire and immediately start hunting your next target.

G-LOC Gravitational loss of complexion

So how does gravity affect you when riding around at high speed in multi-million

dollar aircraft? Along with roving reporter James Lusch, stuffed with burgers and

milkshakes, who was then sent up in the air to find out.



1 Q: At this level there are no obvious side-effects. Feeling good, looking good, lunch still in place. If I look down all those people look like ants (they are ants, you feel, you're not flying yet - GLL).



2 A: Could My head's going all wobbly. My legs feel like they're being squeezed and my ears have popped. Lunch is getting squishy and I don't feel very well. I wonder what this joystick does. *Wubblubblubblub*



3 G: So that's what it does! I think I've broken the plane and the pilot's gone quiet! Mummm! I've gone queasy! No, Watch out Mr pilotman, (the cockpit) being, do you want fries with that? I'll sure I'll wash off.



4 P: I'm full! My head's wobbly and my stomach's whined out. If I look down now, all those ants look like people! Oh, wait no, Mr pilot, PULL UP!! (James is currently appearing in plaster at Bath Hospital.)

James was happy - I have a cold you see, & it's been weeks off into the sky, looked out to its target. Who's mean?

that makes G-LOC's killer.

Sitting in the centre of your flight screen is a Heads Up Display screen. This white circle looks inoffensive until an enemy flies into view. Then, with a mind of its own, it begins to home in. Within it's looked the enemy over and settled on its tail, it points turns red to let you know that if you just so happened to launch a missile now, then that kill is guaranteed! The trick is keeping calm enough to hold the cursor over the enemy plane while your ship banks about and enemy missiles rain in. And as you've only got 30 of the little elevators, missiles can cost you the game.

The challenge is to carry on killing as long as possible. On level one you're just over a minute to bag your 10 kills. Succeed with time to spare and you can carry it forward to the next, tougher, level. Fail and you're about two more seconds

in which to down the entire USAP. Time is the key because in G-LOC there are only the quick and the even quicker. The sooner you get your 10 kills the more time you have to deal with the next wave. It's here that the arcade pedigree is kept alive, because killing your quadrant ain't hard. Success, though, demands that you drive harder and faster into each ensuing level.

The levels get harder because the enemies start shooting back and develop a sudden aversion to being killed. Their wave patterns become snazzier, and you have to use your speed, guile and

thoroughly if you are to clean up even faster than before. G-LOC's graphics are fast but aren't that stunning. Some scenes really look flat and rough, but when the skies are full of fighters it doesn't matter, there's too much happening! The levels aren't that different, there's just hard, easy and right, but again you don't really care. You're here for the action not the view!

As an arcade, G-LOC is an 'in your face' right right. With those difficulty levels you can start the shooting straight away. Different tactics and tricks are needed for each level, and finding them allows you to reach new heights, but you could never accuse it of being loaded with gameplay. It won't keep you awake at night pondering its subtlety, but it will drag you back time after time for a furious five minutes of missile-firing fury.



FRANKIE WHEAT

Game	G-LOC
Publisher	US Gold
Cassette	£10.99
Disk	£15.99
Release	June
Contact	021 625 3388

POWER RATING

THE DOWNERS...

- Completely devoid of plot, hope or any sense of physics.
- No-thing-but-arcade-whatever is a straight arcade blast.
- Steady gameplay, fast, fun, edge, rock, fire, stage...

THE UPSERS...

- Fast flying, in your face, responsive fun!
- There are no limits for how far to fly.
- Variable difficulty makes game progression possible.
- Has 'high-speed laughter' feel of the controls.
- A short-term Master that gets the best in fast.
- Useful key commands make controls control easy.
- Clear a flight line without the hassles.

...AND THE UPSERS



Smiles, smiles, Mr MQ is going to get a Submarine up the tail pipe - and we aren't talking about intelligence gathering anymore!



'The force is strong with that one,' says, wrong game. Same idea though, but this time you're Bath Hospital and the history.



Mike and Robo (aka the Bonanza brothers) are thieves, you see. They're not burglars of the finest order. Their job is to break into secure places, disable any guards and security devices they find and, er, break back out, having liberated as much cash as possible.

And despite looking incredibly stupid, the brothers are very successful at this. So much so, that they've got cars, yachts and villas in France.

My ancient grandfather always used to sit me on his knee and say to me, "Never trust a thin yellow brother and a fat orange brother, especially if they're both wearing dark



glasses." And do you know what? He was right.

BONANZA

But now the bad news.

The brothers have retired. They no longer nick stuff. Instead, they spend their days sitting on a sofa and watching children's telly. There is a life of ease.

Boring, isn't it? Or not? What's that? It's a phone you almost - *slit/tee*, this is part of the review. The phone

rings in the Bonanza Bros household. They answer it and on the other end is an extremely nasty person. Here's got a great idea. Apparently, rich people worry a great deal about their stuff being nicked and who better to test your security than two idiot-looking ex-thieves?

Mike and Robo agree that, for a fee,

when the guards carry riot shields the marshmallows just bounce off

they'll break into the rich guy's house and pretend to nick a load of his gear. All the security precautions will be activated, and there'll be guards with guns to make things tougher.

This is where you step in. It's a horizontal scroller in which you (and a friend) can wander around each building (+10 to 20 screens).

Dotted around are the prizes you've got to nab. But, of course, there are lots of guards too. So you can't just rush up to the goodies, bag them and bug out. You've got to study the guards' movements, work out

where their routes take them, then stealthily creep up.

Or you could just shoot them. Both Mike and Robo carry weird pots of marshmallow fir-

ing stur-

gus. These knock

out guards for a few seconds. The trouble occurs when the guards carry riot shields. The marshmallows just bounce off these, so you've got to manoeuvre yourself behind them in order to shoot them in the back. Not very sporting, but since when has breaking into people's houses and releasing them of quality items been sporting?

Oh, and even worse, some of the guards have marshmallow fans as well. They don't stun you, but take more than a couple of hits and you lose a life.

Now we come to the interesting bit. *Bonanza Bros* is best approached as a two-player game. The screen is divided into a top half and a sub (bottom half) - *slit*. Yes,



Working closely as a team, Mike and Robo manage to bump their stealthily cat-burgling to wandering in through the front door.



Robo (or is it Mike's?) wanders around on the roof, looking for, er, treasures. Or some rather nice gullerling, or something.



No creeping around here, it's an all-out assault on the mansion, firing as we go! Well! Creeping up is only for gits!



Indeed. Each contains one of the thieves in the centre of the screen, and scrolls separately. So Mike

and the other one can split up and do more looting. Sure. Or, if you like, you can simply trail behind your mate and wait for him to alert all the guards, before nabbing the bag for yourself.

The split-screen business works well. It really is like playing two games at once, except that you can obviously talk to the other player and work as a team.

Helping you in each location is a map which indicates the general layout of

it's pretty darn good. Moving round the houses is weird, and if you can avoid the guards, you've really got it sorted. But sooner or later you have to deal with more of them, blocking vital stairways or doors to closed important rooms.

And you can't loiter around for too long because each level has got a ferdish time-limit.

This is a lot of fun, indeed, but not real cat-burgling, where the idea's to get in and out without anybody actually

The split-screen business works well. It really is like playing two games at once

A BROS

the building. So you can see where all the stairs, dead-ends and holes are. Very useful because it can get very being a wee bit.

Controlling the characters is tougher than it first seems. This is because you actually do have some 3D movement into and out of the screen. Using this properly is the best way to get past guards, but until you learn how it works, it will make you say some of the roughest words you know.

Okay, so you've mastered the control system. What's the game like to play? Well

noticing you. Here, you end up knocking everybody out, then tramping them in the ruff for the loot.

The graphics are smooth, colourful and rather enjoyable. The houses are filled with peculiar furniture, and it's all a bit of a weird dreamland. Even the music's strangely funny.

Beneath a Steel Sky is a different sort of a game. It's got platform elements, plus the two-player split-screen thing. But it lacks that certain something which would make it a ConQuest. I think it's just not frantic enough. Pip.

JAMES LEACH



Oh what gorgeous art deco furniture. Get the vase, Mike. It's big it towards the door. Babel They've nailed most of it closed



The rope slide is a useful (if not particularly discreet) way of getting out of the house and into that secluded garden area.



BIG CRIMES OF THE WORLD

On 10 December 1966 three Van Gogh paintings were stolen for a Dutch museum. They were worth £42 million. One was later left in a stolen car outside the museum director's house as a token of goodwill. What a laughing thought.

Ronnie Biggs and his gang of 'Great Train Robbers' made off with £2,021,754 in 1963. While they were making their getaway, they played Monopoly - using the real money they had pillooted.

Game	Beneath a Steel Sky
Publisher	US Gold
Cassette	£8.99
Disk	£14.99
Release	May
Contact	021 625 3006

POWER RATING

THE DOWNERS...

- Control is a bit fiddly, and takes some getting used to.
- The action sometimes dies down into boring bits of looting.
- Only half the screen is used in one player mode.

100

77%

- Nice 2D-ish views of the buildings you explore.
- Funky sounds go with with the weird style of the game.
- Lots of different ways to complete each house keep the interest high.
- Two-player mode is both really the best feature.
- Water levels have traps, bombs and people to shoot.
- Amusement of make characters is small but neatly done.

...AND THE UPPIERS

0

wellard's
wild!

monty python
golden axe
italia '90
super off road



now unleashed by

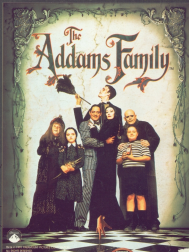
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well?
how do
they do it?



Creepy, Kooky, Ooky, Spooky!



THE ADDAMS FAMILY
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They do what they wanna do...

But not now that they've been exiled! Wednesday, Pugsley, Gomez, and Morticia have gone back to their creepy abode to regain possession.



Play how they wanna play...

But watch out for Fido - he plays mean. Fido is the treacherous hound intent on stealing the family fortune and who has many a dirty trick up his sleeve.



say what they wanna say...

But not now that they've disappeared! As Gomez was about to say how loved ones in their spooky mansion house,



dance how they wanna dance...

And you'll be shudder, rattle and rattle when the spiders, monsters and ghosts war the last say for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

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