

250

21

607 A 647 to THREE FOUR TWO

Commodore

FORMAT

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POWERTESTED

MORE INFO IN

These results suggest that the

ADAMS FAMILY

References

ADRIAN

THIN STEPS THE FLUG

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

ANY

TIP 3.5" DRIVE

Q11

These authors discuss the following:

TONS OF BUDGET

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CHUCK IT OUT!

Is Dennis' Caveman caper the best thing since the wheel? We check out Chuck Rock on p. 36

Commodore

[illegible]

Tape to disk

**Women's elite
Paracanoeists
See Page 18
[More]**

Future

[illegible]

GAMERBUSTERS: Sphinx Jinx mapped and Rainbow Island totally busted!

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OF SPECIAL

55 DRIVE FASTER

Is this a 3 1/2" disk, drive the fast word in C64 accessories? It's fast, compact and it comes with eight free games, but what more can it do? Tap Turbo's buttons gets busy on p.38

52 THE ULTIMATE GAME

CP and boy Stevie Jarrett ponder the wonders of the ultimate game ever. Combining heroes, plots and villains from the cream of the C64 Carlini crop, he reveals just what would make the best game ever on p.52

60 KEEP IT IN THE FAMILY

Family is a shiny copy of the new Addams Family movie? Well, Ocean are giving them away. Split yourself to p.60 and take a look!

REGULARS

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Would Roger buy that for a dollar?

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Get busy and get CP delivered!

66 NEXT MONTH

The inside story on CP32.

Got the summertime blues, then see who's POWER!

NEVER HAVE SO MANY

You'll recall what a disaster Indiana Jones and the Fate of Atlantis. The Addams Family and Chuck Rock had the reviews pegged, and the quality of all three is truly astounding. "Never in the field of human gaming has so much been coded by so few for so many!" the Observer said (not off). And at this is backed by the very fact that the budget almost had to allow.

Those excellent reviews, and supported with the cream of the gaminging rips, and Andy Roberts has played it, shows the reason! To outdo the ratings of Flanigan's on budget, he begins the ultimate playing tip: expand on the best clean-up conversion ever seen. You just won't believe the scaling for reviews. All about horror in alongside the best pots, cheats and game type money can buy!

And games players, and Technic also MUST read up in depth look at the new 3 1/2" T88 drive. It offers a couple of free games and is not too bad would should the A4. But can it deliver?

We're proud to welcome back that old hunter Steve Jarrett to the pages of CP, as he takes a look at what would make the ultimate C64 game. And it's a big look, come in, sit down and have a relaxing cuppa to have more CP experiences. Like nobody takes over the design chair from Lane Tling and Jason Finch makes an inside story now sequence. Goodings to them both, and to you. Read on and enjoy.

Jarrett



62 THE ADDAMS FAMILY

OCEAN

The smash hit movie successfully turned 80s TV stars into 80s movie stars. But can

Ocean now make them stars of silicon too? The Powerpack demo is a fantastic test of timing,

and the full game looks to be even better. Get spooky, spooky, spooky, spooky.

replay and many other things ending in 'akey' in the review on p.62



Plus

Addams Family compo

The world's most famous family of weirdos. What more chance could you have like just right. Now's your chance to add a copy of them both, courtesy of those Ocean people.

p60

39 DRIVE FASTER

Have you been waiting one of those shiny new 3 1/2" T88 drives down at the local computer store? Those shiny new 40, 80, 160, or 320MB drives? Well, it's time to see what they can do!

Computer Fantasy's Turbo 16000 makes a long head look at the new drive on a 35. What's the verdict? Load up the review now!

TESTED!

36 CHUCK ROCK

Core Design

Cave-men, stupid or what? They had to invent the wheel...they wanted to use the cat, fumbled rather than speed down to Sainsbury's and lived in caves for free rather than take on hefty mortgage commitments. Meet Chuck Rock, the muscled-up cave-man; he has to face a world of trouble in order to save his wife. Can he overcome level after level of platform pitfalls or will he be a dirt's dinner. The rocks begin to fly on p.36.



18 INDY JONES AND THE FATE OF ATLANTIS



Did Atlantis ever really exist? Let's hope so because that's where Uncle Indy is headed in this fourth epic adventure for the action archeologist. This time hat-man is hunting the mysterious mineral Orichalcum, which has the power to destroy the world - as we know it! Lucasfilm have called for an electronic 3D look for this adventure, but does it work? We whip the review into shape on p.18.

52 The game that never was!

The man who invented CR, Steve Jaratt, wants to define the ultimate C&A game. Drawing from a lifetime of dedicated gaming he mixes and matches heroes, villains and plot, to come up with a pot pourri of mind-boggling scenarios. Are your favourite game stars in there? Leap to p.52 in a single bound to find out!

64 BOD SQUAD

Burningly silly but beautifully playable. Bod the Alien has to save his folks from the clutches of various hunsies. The game woulding BT has to overcome speccis, splats and switches, in this intense platform leaping puzzle. It looks cute and cuddly but has a little bit a great white shark during a surfer landing is it too tough? Bounce on to p.64 to find out!



POWER-21 PACK

THE ADDAMS FAMILY

Demon

Crazy, loopy, soky and spooky (but what does soky mean?) That's The Addams Family in full effect, and they're haunting your Powerpack right now. Help Gomez find his loved ones in this perious platform romp. The secret of good gaming is in the timing, and this one's covered in the gifts with it.



ARNIE

Jeppiten

Serious violence and lots of BT Takes on the role of a super-bullet commentator and get staying in this no-nonsense shootfest. Follow the arrows, stay out of the way of the bullets and don't forget to keep shooting. There's action a plenty in Arnie.



ANCIPITAL

Jamesoft

Home, home of the strange. Where the guests and themes do play. Where often is heard, a discouraging word, because you can't find the right blunder way. Jeff Motter's mad maze mazes is yours! It may be silly but it's one of the all time greats.



EURO FOOT-BALL CHAMP

Demon

A rolling stone of soccer's online, consider the name: over star-dom, on back and watch the no-holds-bar football fun. Enlarge, enlarge, enlarge...



21 tape to disk

Want a disk version of C&A's Powerpack? Turn to p.68 for full details of our brilliant tape-to-disk transfer offer. NOW!

SOUTHERN BELLE

21st Century Entertainment! Life goes by when you're the driver of a train. Discover the wonders of steam in this curiously intriguing simulator. You may think "loquacious", but play it and you'll find it strangely absorbing. All aboard!



QUICK START

FULL GAMES

ANCIPITAL

Jaylink in part 2. Your goal must clear every room in a hundred-room maze, jump on the walls, shoot things and make blasting noises.

SOUTHERN BELLE

Learn to drive a steam train from Victoria to Brighton. Control the steam, the railroads, the coal and, er, make sure you keep the wheels on the tracks, or you'll crash, presumably.

DEMOS

EURO FOOTBALL CHAMP

Watch the stunning speed, skill and violence of the players in this fully non-playable rating demo. Gasp as the goals come thick and fast.

ARNIE

Jaylink in part 2. It's time to huff and puff, as you, Arnie, must turn into a garrison town and shoot at the evil soldiers who try and stop you.

ADDAMS FAMILY

Jaylink in part 3. Head in terror as you guide Gomez around some of the most fiendish puzzles this side of Llantern-on-Spa.

NO LOAD ZONE!

If your CP tape isn't loading, perhaps it's your tape head! Try heads of other games, or try loading with the little alignment screen. No joy? Then, using your RAM and judgement, put the cassette into a jiffy bag, bang in a wiffy and zap SAM, send the bag with Marvian duction glue and send it to:

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DO NOT send your stuff tape to Commodore Format! We use them as extras in our amazing high-intensity conflict with Super Power, just across the busy-screen curtain.

ALL these games and demos are loaded using the ancient

POWER PACK 21

Imagine playing football against a really weird family, a soldier with powerful weaponry, a sort of humanoid goat thing and, er, a steam train. You've just imagined Powerpack 21!

EURO FOOTBALL CHAMP

COMMENT

Do you remember a preview in CP last month, which gave you the first scintillatingly magnificent sneak glimpse at Euro Football Champ? You didn't? Oh, come on, it was an absolutely brilliant page. One worked on it for ages.

Anyway, not content with telling you how good the game would be, we have actually managed to talk the props from Gwent and Trevelan into bringing a completely wonderful rating demo on this month's Powerpack cassette.

The thing is, Euro Football Champ isn't quite finished, so remember that everything

you are about to see will actually be improved upon in the completed version. Even though you can't take an active part in the proceedings, you can still see (a) how fast and frantic the game is, and (b) how the teams manage to weave their magic dribbling and shooting spells. In other words, how they manage to seriously

injure their opponents and still get away without being booked (or even red-carded) by the dreadfully inefficient and half-blind ref.

Unlike the Tape-only-up, Football Champ on the 64 has a top-down view. This seems to be a wise move because not only does it make the game run a blindingly tight ship, it also gets rid of any annoying perspective problems, which might otherwise cause you to miss vital cross-field passes and important last-minute goalscoring striking events.



ANCIPITAL

COMMENT

Jaylink in part 2

What is an Ancipital? It's a word Jeff Miller created, sort of a cross between a goat and a person. And lucky you gets to play one in this stunning full game.

There are an amazing 100 screens, packed with excitement, and to win the game you've got to visit them all. This is



done by going through the walls. You'll need to collect keys to unlock some of these.

Right. There's lots to learn here, so be prepared for a serious information attack. Finally, on the start screen, F1 toggles the difficulty level. F1 toggles the word recognition effects, and the stars the above shooting match off.

Waiting around is done by simply moving the position pointer to the two face you're on. You can walk on any of the four walls, but don't touch the side walls. Once jumping - push the stick at the opposite wall. Don't press the fire button when you're doing this. To jump on to walls which aren't opposite, you must start off with a normal jump, then press fire and blast towards the wall you want to end up on.

You get around the maze by going through walls, of which there are three

There's no reason for anyone to be flying around. It's a Miller game, so what do you expect?

COMMODORE FORMAT June 1993 - as crazy as a wisp in a mist.

As you can see if you take a look at the game, there's an awful lot of what the Football Association call 'completely unnecessary on-pitch violence'. This is to Euro Football Champions not simply excellent ball control and good passing, it's beating your opponents in a matched ploy.

Watch for a while and you'll see one of two players tackle the guy with the ball. They might go for a neck-snap, an ankle-crush or the famous and popular punch in the throat. Whichever method they employ, the result is usually that they get the ball, rush towards the goal and ignore the remains of the player (who now looks like something out of World War Two).

Now, too, the amazing team work when one side looks like it's going to score. Loads of players on the attacking side rush off into seriously useful positions, in

case the guy with the ball decides it would be better to which it is a cross or a quick pass.

Tenque have put a lot of work into developing some Artificial Intelligence for the game. The result is that other players don't just run up the pitch towards the shiny goal when one of them has the ball.

They work out where the best position is and then make their way there (bypassing down any opponents who happen to wander into their line of sight).

"It's truly remarkable," as A Question Of Sports' famous David Coleman would say. And for once, he'd be spot on.

The yellow team rather forward in a vain attempt to overcome the puny defence.



Two yellow players go down in a brutal display of violence. The other team is using the famous 'Beer War' change against them.



Shoot from that range and you'll need a telescopic sight. Best to wait until you see the whites of their egg yolk.



It's goalmouth action with Linbeck, Roddie, Peto, Red Laver and W.G. Green all scrambling for the ball like mad screaming things.

The old techniques are still the best. A good early yell the field will arrange your supporters in time-honoured fashion.

whites. Some walls just need you to fire directly at them (check the wall strength indicator for the best way to open each wall).

Passing through open walls is only possible when they become active. When you enter a new room, a timer counts down from 10. When it reaches zero, all open portals become active (they start shimmering, too).

If you see any canals or grates on a screen, collect them. Canals are the keys out of some rooms, and if you can collect the gems you can damage the walls just by jumping on them.

Hitting 'W' is a suicide measure. It kills both you and everything on the screen, and

gives you loads of points, too. Do it only as a last resort.

'H' is a help key. Hit it every time you enter a new room. It also pauses the game. But, most importantly, it tells you loads about the screen. It toggles the dumb sounds on and off.

And that's it. It's as weird as only Jeff Minter can make it, but it's also a great deal of fun. Jeff himself offers the following advice - don't walk into walls and do some off on the firing. Some levels exist where no firing is allowed. Check the help function a lot and never fire at Ron's strange Golem pig.

Jeff's best score, by the way, is 804, completed and 3.4 million points. Beat that!



Notes:

Impervious (no arrow in the top-right indicator) - you can never get through these; locked walls (coloured same as the indicators) - you need to find a canal/shield key of the same colour; and normal walls (coloured same as indicators). You damage these by standing on the wall you want to open and zapping targets. The remains of these fall on to the wall and open it (after a



FULL
GAMESOUTHERN
BELLE

JUST CENTURY

Belle doesn't because it's time to drive a train. Listen, and I'll tell you how. You have to get the Southern Belle, an old-fashioned steam engine, from Victoria in London to Brighton, in, er, Brighton. As well as your own steam, you'll need the following major controls to get there:

The Regulator. This mechanism controls the flow of steam to the cylinders. It has five settings (shown by the lever on the top left of the cab). Left is fully open and right is fully closed. When open, power is applied to the wheels.

The Cut Off. This also has five settings. It controls the time that steam is in the cylinders. Start off with 75%, then go down to 25% when you're running.

Pressure brake. This has five settings, from light braking to emergency (there's a band of crows on the lever) stopping. **Brake.** It's off when it's pointing straight up, it's best to leave it well alone, really. Oh, stick it in about halfway first.



Injectors. These maintain the level of water in the boiler. Straight up is off, straight down is on.

Dampers. If you've got black smoke coming out of the chimney, then open these (downwards). Gray smoke means you have to close them (upwards).

Firehole doors. It's not the only other control there. It's a bit complicated, really. In fact, the most sensible thing to do is watch the computer control everything for a while, and learn what you have to do.

But if you do get the hang of it, you will at least be able to say to all your chums that you could probably drive a real train. If you

had to (should the driver have a heart attack or drop a contact lens or steam a sneezing fit or something). Don't laugh, it might just happen to you.

THE CONTROLS

0
RETURN
1

Control
High Speed Run
Training/Run (1 again gives you instant controls)

LOCO CONTROLS

Pressure/brake setting

Control	0	SHIFT R
Smoke	R	SHIFT V
Regulator	R	SHIFT C
Pressure brake	T	SHIFT B
Cut Off	C	SHIFT P
Injectors	B	
Brake	P	
Injector	Q	
Dampers	Q	

Accelerator/brake/brake
Smoke control toggle
Reset to main menu
Display main position
Display position
Acknowledgment message



Heading out of London, you can smell the birds singing in the trees, and hear the bustling streets.



Clapham, and the train is going about as fast as it can now. It'll get up to about 45 on the downhill bits, though.



All aboard the summer holiday express stopping at Brighton, Gower and Portsmouth. The buffet car is now open.

OCEAN

Joystick in port 2

As over the world, people are saying that in different languages "Here, have you seen The Addams Family yet at the cinema? What a great film, eh? Play about the not-very-good Hammer song!"

But in a matter of only a few hours, they'll all be saying "Here, have you played The Addams Family demo on the CP Powerpack yet? What a great game! And no sign of Hammer song!"



What you can't see here is the speed at which everything is whizzing around the screen. The plot, now it's about enlightening.

ADDAMS
FAMILY

DEMO

learned!" And you, gentle reader, will be one of the first to play the astonishing demo.

Enough of this meaningless loss blather. The Addams Family (demo) is a toasty little that only, madcap world of Fester, Gomez, Lurch and a couple more.

The plot is simple. The Family have been visited. Not surprisingly, really, with all that "doing what they want to do, saying what they want to say" stuff. But as well as all that, after being condemned for decades, their

house is finally to be demolished. This is where you come in. You play Gomez who has to wander around the various screens.

house is finally to be demolished. This is where you come in. You play Gomez who has to wander around the various screens.



ARNIE



111

Age Group	Male (%)	Female (%)
18-24	~15	~15
25-34	~25	~25
35-44	~35	~35
45-54	~45	~45
55-64	~55	~55
65+	~65	~65

It's not difficult to see why Zappos is called *that* new *garage* store. I mean, just look at the scenario: a loosely joined team built into a compound operating with guests, tanks and machine-guns inside. He opens his up there and waxes eloquent. At the same time, he's shouting "Hasta la vista" and "I'll be back," I wonder who it can be?

This totally playable demo gives you an idea of what it's like to be a factory with a gun. You stand near the enemy base, and your helicopter buzzes off. As you're gunning the moment is an ARVN instant rifle (and infinite ammo). This has a decent range, but not a particularly good rate of fire. It still kills some of dudes, and even takes out the cold tank, too!

As you move round, follow the small arrows on the floor. Be careful when dealing with the guards in their fortified bunkers. They fire a lot and are difficult to approach. In the full game, you can use flamethrowers and grenades to get these guys out.

While the classic class below, though, is the occasional MMS light machine gun. If you find a willing fighting weapon, offer

around after you've just shot someone, pick it up at any cost. It'll give you a faster rate of fire, more penetration and, er, well, it's just better, really.

It's a fun little drama, this one. Once you've had a good bath in it, rush straight to page 38 for the review.



Several people at the
meet, however, didn't
pull off to an early party
making the meeting for
the night.



**PEOPLE ARNIE
MIGHT BE NAMED
AFTER:**

4. **Arnie Rimmer**, hologram and annoying goatee out of *Star Trek*. He doesn't kill people, though, so it probably isn't him.
5. **Arnie Schwarzenegger**, big, muscular and party made out of metal. It might be him, if it wasn't for the copyright probs.
6. **Arnie P. Spectacle**, Cosmologist, stamp collector and *Alamo* mercenary. It's almost certainly based on this guy.



1. The first step is to identify the problem.
 2. The second step is to define the problem.
 3. The third step is to analyze the problem.
 4. The fourth step is to develop a solution.
 5. The fifth step is to implement the solution.
 6. The sixth step is to evaluate the solution.



It's not only challenging, but incredibly addictive as well. You know you can jump past that difficult bit, but you haven't been able to yet. It's the perfect excuse for procrastination on one

TAPE TO DISK

Do you have a sick dog? Well, aren't they? But if you want to use it as well as just having it, you can get inspired by the 100 photographs on this for the time being.

To get your Powerpack disk simply cut out the top-to-bottom creases from the inside of the tape inlay card. Write your name and full address on a piece of paper with a crease (parallel to the VHS) to fit in postal envelope for free duplication and delivery.

68271 Paper in cloth
 Author Audio Video Lib
 Macomb, Highland H. Posters
 Birmingham 1975 40p

21
tape
disk

Comment: "Comment: "Warning: Use the special font
Comment: is from general knowledge" (Mr. Smith's
comment: 10/10/10)

looking for members of his family to rescue before the demolition team gets them.

Whether he finds any depends on two things. Firstly, whether you're any good at it and, secondly, whether this game is large enough to have any of the other Addictive bits in it. First out, then write in and tell us, because, to be honest, not having it put in the end of it, even after hours and hours of playing.

Anyway, the game itself is very much of the potential platform persuasion. Not rather than just relying on accurate jumping, the idea is to learn some timing. Loads of apes, ghosts, skulls and weird whistled things move up and down and from side to side. Nothing inside is you, so when you're sitting in a safe place, you won't find any enemies around to eat you.

All the moving bits are carefully thought out (at least I hope they are) to allow old Gamez to jump, but only if he moves and jumps at exactly the right time. The tension level of the game is extremely small; if you're a quarter of a second out, you'll die a horrible death (with no one to blame but yourself for it).

The whole thing is infused with baddest, but luckily you can jump on a lot of them. If you get it right, they die instantly and cheaply. Get it wrong and you die. The skulls are the easiest to position on. They're big, slow and easy to land on. Once you've got that sorted, try leaping on those whirling things. You can only do this when they pass your window or on a second

ROBOCOD



Prepare yourself for the meanest, greenest, part machinest, er, fish in the world. RoboCod is coming to the 64. So perch on your seat cos eel cause a few ripples! We sent James Leach trout to skate over to the programmers' plaice to pond-er the creation of the only piscine with a licence to gill...

side to side in an agitated manner. Just thought I'd let you know, because it looks smart. Anyway, you wander up to Santa's castle and enter one of the doors to the 10 levels.

Each level is based on a fun theme, like trucks, Bull's Eyes or Winter Olympic sports. You have to wander around trying to (a) collect all the bonuses, (b) knock over some penguins (or other aquatic creatures) to light up the exit and enable you to escape, and (c) find any secret rooms and special hidden bonus levels. There are loads of these all over the place, and the only way to discover



them is by trial and error. Hours of fun to be had here, then.

Even at this early stage, the 64 version of RoboCod actually works more smoothly than the ST one. This is thanks to some excellent programming, and also to the 64's advanced screen-handling ability. The Cod himself waddles around very well, and has real inertia. This means that if he's running along and tries to stop suddenly, he goes skidding on for a bit. Like real life. If you don't believe me, try hitting along a shop corridor floor, and then stop instantly. And then go still until the ambulance comes. See what I mean?

Although he's a secret agent, RoboCod doesn't carry any weapons. When it comes to killing things, he's got a special trick. As he's made up of large chunks of flannel, he's pretty hard. So he jumps into the air above any enemies, puts himself into a coil, so just his armour is showing, and lands heavily on them. As you'd expect, this finishes them off.

Somehow, in a secret underwater castle (with a fish Fishing sign outside) there is a spy department called P.I.S.H. (the mean). P. is under stress. In fact he's got a trench, nervous breakdown. As because of Dr Mayble. This anti-super-herd is cooking up a plot to rule the world or something. He's starting by knocking up Santa Claus's north pole-based plaything manufacturing operation. As P has to get his best agent! RoboCod to sort this mess out.

He's a (plenty little character, in RoboCod. Whenever he's not moving, he waddles from



This is the spy factory that RoboCod has to save. Each door opens to reveal a theme world packed with a certain type of foe.



A series of background blocks that go to make up Santa's spy factory (hahaha). It's not of scenes like this that games are made



One with enemies and useful objects. There are also lots of RoboCod's most over-the-top, in the 'the' (the 'the' the 'the')



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Next month's **Sega Power** (the magazine with bags of Plymouth Argyle) makes hay while the sun shines in the six yard box! There are some wicked **FREE** earphones on the front too!



BRILLIANT
EARPHONES
FREE
WITH THE JUNE
ISSUE!

June issue on sale on Thursday 7 May. We've booked it to be sunny, so you'll get a tan on the way to the newsagents too.

Pukka!



Steady on, Trevor. You'll make the baby! What? You mean the baby is supposed to be playing in goal for Sweden?



Despite being born with no teeth, Ernest could score dangerously fast (as hockey goals with the teeth of lions).

ICE HOCKEY

Watching the top hockey on Grandstand occasionally is a real high-point in my otherwise sad and shallow existence. The best matches are always between Sweden and Canada. They just degenerate into fighting, with the ref getting crushed to death on the ice as the padded gorilla attack each other with their sticks.

And this season's playoffs is coming to a Q&A near you! Even as we speak, these

cutting-edge Grandstands, Depplein, are slaving away over their hot keyboards, getting Joe Hockey into shape.

The idea is simple, as are all the best ideas. Slide your way over the slippery, freezing pitch to the opponent's goal, and shut-gun the ball through the goalie's ribcage and into the back of the net.

But trying to stop you from doing this is the drafted enemy. They get in the way, try and take the ball from you and, while they're about it, try and smash your head in. Well,

they can't hit you in the version we've seen of the game, but let's hope that extreme violence is added in later.

There's a one-player and two-player mode included, and the computer can be set to amateur or professional. This makes a difference to how long you remain hospitalized after the match.

It's SD, it's fast and it's shaping up to be an excellent game. If Depplein could only add the essential unimportant appie, we could be looking at a corner the size of Whynot Mallen.

JAMES LEACH



Joe Depplein was delighted at proof that his light blue-green ice could hold the weight of an ice-hockey team.

Game	Ice Hockey
Publisher	Depplein
Release	July
Price	£2.99
Contact	001 285 7135



Stop sniggering. Nobby is a perfectly adaptable nickname, and doesn't mean anything rude. Aardvark, however, means toilet in Spanish (shock throat).

Anyway, you must guide Nobby to his promised land, smugly called Antopia. The job here is that aardvark eat ants, and in Antopia you have to find giant ants, find ants, fight buttoned ants and even ant-on-ant. Yum.

As you wander along the levels the idea is to look for four parts of a time transporter. This is your ticket to Antopia. But as you search, you also get to eat a fair few ants. Instead of chasing those individual weevils that scurry around carrying small dead things, you simply add Nobby's head into an antpile and watch him mow up all the little shags.

Nobby is armed with an endless supply of slots to throw at bodies. He'll need them

NOBBY THE AARDVARK

because there are loads of other creatures determined to stop him getting past. Vultures, leeches, snakes and various unidentified animals all conspire against our cute hero.

Helping Nobby as he wanders around the levels are such devices as a hot air balloon, a railway hand-car and, er, some other things. It's not sure what. But I am certain about this.

There are eight of them in total, hanging from the railroad through to the sky level, Atlantis (ahem, have I heard that name before?), Space and even Ancient Greece.

The graphics and playability will simply knock you out. Nobby looks just like a cartoon character, especially Cyril out of The Maccabees. And you have to see the animation to believe it. I have

seen you check out the demo of Nobby next month, and the full review after that. It'll be only good, we promise you!

JAMES LEACH



Game	Nobby The Aardvark
Publisher	Thalman
Release	August
Price	£12.99 (cart), £14.99 (disk)
Contact	0734 817 261



DUCK & COVER!

The deadly 007-scammer shows any incoming games. The nearer they get to the centre, the closer to a ground zero mega review they are. It's chilling, in a post-napocalyptic way...

BATMAN RETURNS

Warner

Everybody's favourite cape-wearing, Gotham-based flying batman is on his way. You read it here first!



MULK HOGAN - DUBSNAM COMMANDO

Alternative

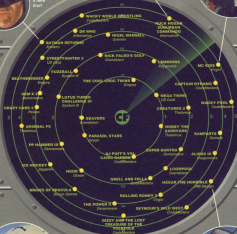
Not only is he huge, but he claims to have the largest arse in the world. This may be doubtful, but what is clear is that Mulk Hogan is going to try and fit himself into your 34 arse.



MC KIDS

Virgin

Respect The Kids are into McDonalds food, big baseball caps and huge bananas.



DIZZY AND THE LOST TREASURE OF THE TOLKPOLE

Comixware

Success has opened the Gates on its old set another Dizzy game, this time with undeniable truly quotable. But will it be the dog's knees?



HAGAR THE HORRIBLE

OM Design

It's a thing, he's horrible and, er, he's called Hagar. You've seen his ludicrous antics in the papers. But now you will be able to play the equally ludicrous game in your lucky 34.



Summer is nearly upon us. The evenings are light, the birds are tweeting, and a soft glow is cast from the nuclear power-stations across the land. Predictably, the CF crew's thoughts turn to anything but work. So what will they spend their summer holidays doing?

POWERPLAY

TRENTON WEBB



A keen scuba diver, Trent told us, "I'm off to the Med for a spot of sub-aquatic jaunting. There's a gorgeous bay in the warm waters around Malta with its own out-flow pipe. You just submerge near it and watch as the contents of

Nalletta's toilets float gently past. It's amazing what they flush away, those Maltese."

OLLIE ALDERTON



And cultural feast. I only hope it won't be spoiled by any British tourists!"

"Hooley," said Ollie, "I'm off on a Club 18-30 holiday to Spain. I'm really interested in 19th Century Spanish history, and 1830 was a fascinating year. There was a revolution, bar riots and a flood epidemic. It's going to be a real historical

JAMES LEACH



wine. I can't wait to watch the Games and soak up the sun!"

"It's got to be Antiochia. I heard that Global warming has made this a very hot and sunny undiscovered paradise. And they're holding the Olympics there, too. The flights aren't very regular, but I couldn't believe how cheap they

LISA NICHOLLS



if he wants." The sad thing is, readers, Lisa actually *does* have all these things.

"I'm off to Barbados. I got every year cos I've got a small villa there. I have my own private beach, a patio and a Ferrari F40 as a run-about. Well, this year I think I'll take Jason Priestley (not of Beverly Hills 90210). Like us well,

ROGER FRAMES



if she does know I was lying all along. Plus, I don't have been told again!"

"Bart Murr's making me spend all summer hole in the bathroom. I haven't been in there since I was three. I told her I was allergic to soap and water and she foolishly believed me. But after watching it

CATHY PARNHAM



remember all my lines. I've got to learn 1.4 million of them before the end of June."

"I'm going to see the entire works of Shakespeare performed at Stratford-upon-Avon. In fact, I'm starring in most of them. I'll play Hamlet (the evil guy) in A Midsummer Night's Dream. I only hope I can

ANDY ROBERTS



bring back a gleaming lump of plutonium to put beside his bed to use as a nightlight."

Andy's mum told us he was off on a fact-finding tour of Russian nuclear power-stations. "I told him to be careful," she said, "he's to make a thick cardy at all times. We don't want him getting any games. Oh, and he's to

STEVE JARRATT



wearing shades and Bermuda shorts and the 40" snowstorm hits him."

"I'm following James to Antiochia. I'm amazed he believed all that rubbish I told him about it being really hot and sunny. And he really thinks the Olympics are being held there! I want to see the look on his face when he gets off the plane

Bits'n'Bobs

Commodore Format's review system is as simple as can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with as much information as you'll need to decide if a game is for you, and it will help you get started playing.

At the end, you'll find a straightforward word ratings system that tells you exactly what's good about a game, and what's not so hot...



CF RATINGS

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

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

If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.



GAME ICONS

To make the easier for you we've knocked together a few 'tell-at-a-glance' icon things which 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 - A bit obvious really. It signifies the control mechanism.



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



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



SHIRT'S INSET - This means there's a *same* option available (poor).



DICE - You can prove to all your friends how good you are at a game by using a *to-score* table.



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

The first thing you get to see when you load up *Indy IV* is a rush of cartoonish, film frames of airily posed, which combine to give you the background to the game. It's a real movie-ish idea, that's for sure. What has happened before you join our plucky heroes is pretty straightforward, and is actually nothing like the silliness printed at the bottom of these pages. I made all that up.

Of course, the Nazis sidekick the Orishatoun. They also pinch a little statue thing that happens to be sitting around. Then they all disappear off to Atlanta in a cloud of dust and evil German cackling.

It's left to Indy and his latest chum, Sophia Haggood, to sort the whole thing out. Luckily, Sophia is an expert on Orishatoun (despite being a weedy girl - Hagen, so it's your privilege to control both Sophia and Indy in their



to one of the four possible directions you want to go, then push forwards on the joystick. Sounds simple, but it actually takes some getting used to. For ages I found myself toggling the joystick in the direction I wanted to move, rather than turning the person to face that direction by moving the joystick sideways, then walking forwards if you see what I mean.

In fact, I still think that the movement is a bit awkward. It's about snipping when a Nazi comes up to you and picks a fight, because you can't just turn away (the computer won't let you while you're in the middle of some

INDIANA JONES AND THE FATE OF



Harrison Ford doesn't need the money, so he's not making Indy IV. LucasFilm and US Gold certainly wouldn't mind the money, so they've gone ahead with the game as if it were a mega film-licence. But our soft-hatted, dewy-eyed James Leach is forced to ask, "Is it as good as a really good thing?"

Orishatoun. That's what Indy IV's all about. Orishatoun is a precious metal that glows in the dark, or something. It's also incredibly dangerous, and if you've got steady hands, you could probably make a massive bomb out of it and an old fashioned bomb car.

The other point you need to know is that the year is 1939 (just before the War, though) and every location is crisscrossed with Nazis. Traditionally, Nazis have always been interested in blowing things up, so when they heard about the Orishatoun, they came looking over like eager, hyperactive bees round a particularly luscious honey-pot.

quest for Atlanta. You do this by swapping between them at intervals. The person you're not controlling seems to freeze and cannot be harmed in the meantime.



combats. So if you'd rather run away than stand and fight, you've got to wiggle the stick back and forth like mad to get free of the evil German menace.

Apart from this, the 3D movement works fairly well, although when you walk to the edge of the screen, you have to wait a few seconds before a new bit is drawn in. The same thing happens when going up and down stairs. It's

only to be expected, though, from something this complex.

Each level seems to be packed with objects, obstacles, evil Nazis and chocolate

Everything in the game is viewed from a 3D perspective. To move around, you simply rotate the character



Sophia Haggood's office. Well, not so much an office as an underground cupboard where the Haver and Associates live. Sitting there in darkness (no lights, no air, even, Sophia can hear sinister footsteps approaching...)



It's Indy Jones. And he's brought his police doggie - a wonder the like of which Sophia has never seen. "It doubles up as a bawling ball as well," Indy explains. We're also brought a little statue, which ran into his Carabiniar that morning.



Just then, Indy's bawling twin brother Cindy turns in and pinches the statue. Because it's dark (and they're sneaking in unobserved), Indy and Sophia can't retrieve this statue until Cindy rushes out with the statue under his arm.

THE LOST ATLANTIS ADVERTISER & GAZETTE

Atlantis destroyed by fire & flood.
100s of pounds worth of damage done
 Yesterday, at about 2.30pm, a freak flood, earthquake and volcano combination hit the normally quiet city of Atlantis.

The disaster was in the form of a massive fire, which started in the city's main square, and spread rapidly to the surrounding areas. The fire was caused by a gas leak from a broken pipe, which had been caused by a small earthquake. The fire was extinguished by the fire brigade, but the damage was extensive. The city was also hit by a flood, which was caused by a volcano erupting in the sea. The flood was caused by a massive wave of water, which was caused by the volcano erupting. The flood was caused by a massive wave of water, which was caused by the volcano erupting. The flood was caused by a massive wave of water, which was caused by the volcano erupting.



THE TRUTH BEHIND ATLANTIS

Well, actually, there isn't much truth about Atlantis. It's all a big myth. But it's an interesting one. The most common idea is that somewhere in the mid Atlantic, there was an island which had a beautiful city on it. This city was a cross between gorgeous, golden flesh and high Wycombe. Its citizens were prosperous and happy (except in summer, when large groups of French people invaded it. They all battled lustily in the streets, climbed into public telephone boxes and wore green costumes and brightly-coloured luminous rocksocks).

Legend has it that either a large meteorite hit the city, or a volcano suddenly rose out of the sea and dropped lava all over it. Either way, within seconds, Atlantis was transformed into something that looked like Post Telford.

Minutes later, the remains of this great city sank into the sea, and an entire culture was lost. Also missing were 300 French kids and their teacher (who wore John Lennon glasses and had a really big Adam's apple).

No one knows the truth behind the legend, but to this day, those sailing round the Bermuda Triangle occasionally spot luminous rocksocks and weird squabbles drifting to the surface. Perhaps these prove the existence of the lost city of Atlantis...

OF ATLANTIS



Inside the sub, right, Andy must find a conveniently-located bomb. If he can't, he'll have to return to Atlantis.

Left, it's a very pretty island, Mr James, but it is the one with the head sticking-plasma under it! You only need to find out to go there and have a jolly good night around. It comes every year once and then starts shooting, it's Atlantis all right.



There are nine levels in total (as we're talking about a major multi-task here). The Casino is the first level. Here you wander around and get hassled by lots of Nazis (as well as trying to play roulette and find the odd vice. Be difficult, this, so we'll skip over it). The Naval Base is next. In an ideal world, you should be looking for a large grey submarine-type



object here, but there are no shiny distractions and Nazis around that, unfortunately, it doesn't always work out that way.

Once you're on the sub, you've got to find a bomb. Tek, it never rains but it pours! Well, you've got to find a bomb. Tek, it never rains but it pours! Well, you've got to find a bomb. Tek, it never rains but it pours! Well, you've got to find a bomb.



Andy's Island, Peter, what bomb is it. He's got a gun but doesn't know how to use it properly, so it doesn't work. He's got a gun but doesn't know how to use it properly, so it doesn't work. He's got a gun but doesn't know how to use it properly, so it doesn't work.



On the way out, Peter supplies the Cavellian gateway key in Sophia's hand. This triggers her latent fear of mice, and she has a quick panic attack. She leaves the restaurant and hurries off to check for some special shipment.



Meanwhile, the brilliant body doctors of Atlantis, the medical software house responsible for Zombicide and Monitors. We know his destiny is to go there (and see what they're currently got in development).

GameBusters

If Prince Clumsy has you held to Ransom, or you're in a jam, then write to Andy Roberts at: Dear Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

RANSOM

(C&M Cover Game)

If you found this rilly game turning on (Side B) of the Graphics Adventure Cassette cassette, then you might like the full solution supplied by Mr K. J. Pratt and Daniel Jocelyn.

Go LAMP, light it, (East, South, get RAT, North, East, East, examine TRAIL, get KITT, West, West, South, unlock DOOR, (East, drop KEY, get GOLD, West, North, West, and you've completed the game - easy.

PRINCE CLUMSY

(Comcasters)

If you fancy running through this neat arcade adventure, here's the solution. Unfortunately, the reader found to include teacher name and address. So let us know who you are.

From start screen, go right, jump on moving bricks, right again, fall into water on to first block, jump on third block, then jump right on to bottom block. Go right (avoid pan-cakeball), right again and collect treasure chest for extra points. Jump right into next screen, right again and through door.

Next screen, jump left and collect key. Go back through door, go left, left, left, left, jump up bricks, walk up to it, go right, up, right, and up branches of tree until you reach doorway. Go through doorway, left, fall down on to next ledge, then fall all the way down moving right as you descend) and collect key. Go on to moving block, then jump on to next yellow ledge when you reach the top. Keep jumping left to arrive back at screen with doorway, go through it, go right, right, and collect food.

Drop down on to next branch and collect axe, then fall down and collect treasure chest. Go right into next screen, right, jump, then, collect axe, right, collect food, right, right, collect key, right, enter door, collect shield (or invisibility), right, right, go through door, collect dagger, jump left on to table, then go left and fall down. Collect food and key, go right, right, through door, left, left, through door, use key, right, collect food, jump on to roof, right, jump on to next roof (on next screen, down, collect food, right, right on to bridge, jump bridges on

to moving brick, jump right off back on to bridge, then fall down on to next bridge. Jump on to moving blocks, then on next bridge.

Go right into next screen, right, right, right into screen with castle walls, keep moving right and collect key. Go left, jump up castle walls, and enter doorway. Go left, use key, left, left, jump up through door, right, right, jump on to moving block, then off on to second and black when you reach too. Jump left on to yellow wall, enter doorway, right, right, up

white blocks into next screen, through door, left, through door. Go up white blocks to next screen (avoid ramparts), left, on to roof, stand on left hand edge of roof. Jump left, collect weapon, fall down, right, right. Go to doorway at top of castle steps.

Enter doorway, left, left, up through door on to castle wall, right, and on to moving block as follows. Go left, on to yellow wall, left, through door, right, right, up white blocks, through door, left, left, through door, up white blocks, right, on to ramparts, right, get key.

Jump up pressing fire to hang to top of castle wall, right, move down slightly on to lower wall, right, jump gap, jump right into next screen, on to roof, fall down on to small brick, left, use key, then walk left to fire then defeat in battle, and complete the game!

"Buck! Buck! Buck! On every game my seven year old son possesses. What exactly are you supposed to type into the computer to enable the 'POKEs' to succeed?"

I have read that you can type them into the computer, then SAVER, E, POKE, E, etc, but I don't know how. Please could you send me exact details of what to do as it will make my life a lot easier!"

Mrs M O'Brien, Liverpool

There are three types of POKEs: Pascal, Action Replay (or cartridge), and listing. It seems to be the listing you are stuck on. On the Commodore page, for example, the Sheep in Space listing (Powerpack 18) is for whole files and sheets. This is what you do:

1. Turn on the C64, and have the Powerpack and a blank cassette ready.
2. Now type the listing into the computer exactly as printed in the magazine (pressing RETURN at the end of each program line). Use a text processor to copy over on to another file - this is fine, just print out at the end of the line as normal.
3. When you have finished typing in the listing, put your blank cassette in the tape recorder and type SAVE SHEEP, 1, 1 followed by return. You don't have to call it 'sheep' - you can specify any name you wish, up to a maximum of 10 letters.
4. When the program has finished saving, type RUN, followed by return. If it all went you should be able to choose infinite lives, shields, and then the message 'POKEs PLAY ON TAPE' should appear. Simply insert the second Powerpack and press play on the tape recorder - the game will



load automatically with the specified sheets.

5. If the message DATA ERROR appears, however, recheck all the DATA statements for any errors. Any other error message means that you have incorrectly typed one of the lines.

Switch the computer off then on again, reload the listing using LOAD SHEEP, 1, 1 (NOT shift-run-stop) and recheck the program. Re-SAVE the listing when you've corrected it.

6. If all else fails, compare your program with the picture illustrated - this is EXACTLY what you should see on screen. If a listing works but fails to load the game properly, you may be using the POKE on a different version of the game. For example, the Sheep in Space listing POKE is unlikely to work on the original Locomotion version released in 1985.

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RAINBOW ISLANDS

BUB AND BOB



Walking: They have two speeds, normal and fast. The latter applies when the Magic Shoe has been collected (and lasts until the player loses a life). After losing a life, though, our heroes become invincible for five seconds. In this state, a collision with an enemy will kill it leaving a gem behind (see GEMS).



Jumping: Bub and Bob can jump to 10 different heights, depending on the length of time that the joystick is held in the "jump" position. They always jump at least their own height. (21 pixels), and can jump to a maximum of 84 pixels high.



Falling: Both can safely fall any distance, unless they land in water or collide with an enemy. They flag their arms to slow their descent and guide their fall. If they land on a rainbow it will break, unless you hold the joystick in the "jump" position as they land, then they jump straight off it, leaving it intact.

They start with three lives and can earn up to nine extra (for clearing 100,000 points) and then 1,000,000. There are also plenty of 1-UPS to be earned by other methods. Bub and Bob can have a maximum of nine extra lives in reserve... but this is barely adequate!

HURRY!

As the islands are slowly sinking into the sea, Bub and Bob panic (and, indeed, if they do, a warning alarm sounds followed by an on-screen "Hurry!" message. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the "Hurry!" message appears is shown next to each round. This also applies to the Boss Rounds. After 45 seconds the "Hurry!" message appears, and the water rises eight seconds later (see BOSS ROUNDS).

Here's Andy Roberts to take you through the first part of our enormous guide to Rainbow Islands; a game with more secrets and hidden features than a Freemasons' lodge! Is there a crock of gold waiting at the end of the rainbow or just a golden handshake?

RESTART POSITIONS

The numbered boxes at the right-hand side of each round are the restart positions. If Bub dies, he's returned to the last restart position passed in that round. These restart points also affect the time limit before the "Hurry!" message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30% of the time limit.

BONUS OBJECTS

There are 80 different bonus objects - from the Green Pepper (worth 10 points) to the Money Bag (worth 10,000 points). Bonus objects can be collected either by walking into them, or using a rainbow. Bonus objects



There's a tomato cat, and a crystal decanter, and a banana, and a waddy (yay and, uh...

are usually left behind by enemies hit with your rainbow's star.

A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object remains on screen for 20 seconds, but all on-screen bonus objects disappear when the "Hurry!" message is displayed.

HIDDEN BONUSES

Scattered around the island are many hidden bonus objects. Magic rainbows thrown out in front of platforms and bushes make these appear, so don't be afraid to throw the odd rainbow around as you progress.

When a hidden bonus object is collected, it forces the next object in the sequence to appear, and so on to the Green Pepper when the Money Bag has been collected. If Bub dies, this sequence restarts at the Green Pepper. All the hidden bonuses on round 28 are Money Bags. It's also worth noting that Money Bags and Red/Yellow magic stars will make all hidden bonus objects appear in one particular form.

GEMS

If an enemy is crushed by a rainbow, it will leave behind a sparkling gem (which remains on screen for three seconds). Enemies also leave gems behind if they are hit by a magic star. Gems are worth 100 points, but there's only the beginning.

RAINBOWS - USING THEM FOR FUN, SPORT AND PROFIT

A max of eight rainbows can be on screen at any one time. Each is visible for 12 seconds, before fading away. A rainbow can be floated or trod on and have its speed increased by the use of red and yellow pots. Apart from being a powerful weapon, rainbows have several essential uses. And to complete the game, you must be the master of them all.

Platforms: Bub and Bob can walk over rainbows, so firing them in a staircase fashion lets them climb ornaments and upgrades. This is particularly useful on Minister Island,

where platforms are scarce. Jumping off a rainbow slightly increases Bub's height, and is worth 10 points.

Crashing: Shooting a rainbow into then jumping into it will crush it, and any rainbows directly below. So it's possible to set off a chain reaction where one rainbow crushes several others. Any bonus objects beneath a rainbow will be collected on the rainbow falls. Each crushed rainbow is worth 10 points.

Boost boosting: If you fire a rainbow, and then immediately crush it, this will count as

two hits - one from the yellow star and one from the rainbow. This works best on the bushes, who need lots of hits before they die (see BOSS ROUNDS).

Cheating: Bub can walk over a rainbow regardless of where it is. This is particularly useful for walking through walls (hence 'ghosting'). Simply fire a rainbow through a wall and walk over it.

Finally, rainbows can be used as a shield from flying enemies, a kind of 'rainbow umbrella', when Bub hides underneath.



Bub starts with a waddy single rainbow.



The coin mine stage with double rainbows.



Bub and Bob use a rainbow as a shield.

BABY WORM

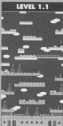
Fully harmless, and only slightly faster when angry. These are the easiest creatures to kill with a view to collecting gems. On one round an un-hatched worm appears, and waits in its chrysalis blowing bubbles. When Bub gets close, it drops down as an angry Baby Worm.

BEE/BEE HIVE

The hive drops down from the top of the screen and releases the bees when it lands. You'll encounter it on rounds 2 and 3, so stick to the bottommost platform whenever possible. The bees themselves are not a serious threat, and often fly away from you. Hordes of angry bees, though, as they tend to swarm.

SPIDER

The most deadly creature on Insect Island, the spider attacks you until you hit it... or he hits you.



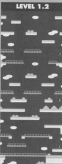
INSECT ISLAND

SECRET BOMBED MUSIC ROOM • PERMANENT FAST WALK

Just as he will bounce above you until he can drop onto your level. If below you, he will spin a web and climb up it. Spiders are incredibly fast to begin with, so don't make them angry!

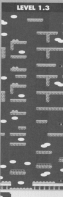
THE CROW

The crow regularly stops to check your position. It then flies straight towards Bub and stops again to check. It becomes much faster when angry, and a cluster of Crows on-screen can spell disaster.



BEETLE

These usually drop down from above, and only become aware of your presence when they land - then they will fly in a straight line towards Bub. They don't check you position very often, but don't think you're safe.



BOSS: BIG SPIDER

When you first enter the Boss Room, it's still asleep, and only wakes a threat when she awakes and drops down. Smart Bub should use this time to enter the screen with as many windows as possible, which should be broken as she passes over them.

Alternatively, you can stand at the far bottom left of the screen and shoot windows from there (she usually bounces harmlessly overhead).



GOAL IN

When Bub and Bob reach the top of a round, a small treasure chest descends and throws out 11 bonus objects, from a possible 12, each of which is worth 500 points. These can either be collected manually by walking into them or using your raindrops.



What does 'Goal In' actually mean? The Rainbow Islands legend is riddled with strange phrases and curious translations.

GEM COLOURS

The screen is divided into seven vertical strips, one for each colour. On the point where a gem lands determines what colour it will be. For example, a gem landing at the far left will be red, violet to the far right, and in the centre it will be green. Collecting all seven gems (one of each colour) will display a special 'Completed' message, and earn Bub an extra life. A huge gem worth 100,000 points is also thrown out of the chest in the Boss Room. However, judging where a gem will land is a tricky task as they bounce off the side of the screen.

INHABITANTS

Although they appear as cute and jolly, the varied inhabitants hide some dark secrets.

After 18 seconds, any on-screen baddies become 'angry' - watch their colour and facial expressions. This means that they move faster and more aggressively. They also get angry if trapped by a window. When the 'Hurry!' message appears, every enemy generated after this message will be angry. A maximum of eight inhabitants can be on screen at any one time, including our heroes. But even when out of sight they can still be found lurking at the top and bottom of the screen - be cautious of this.

The enemies' appearance is also deceptive, as they have been disguised by a spell cast by the Boss of Shadow. After the Crystal Ball is collected, the baddies, when killed, spin away and reveal their true form - the most common of which is the whale-like monster from Bubble Bobble.

Killing an enemy is worth 1,000 points. Two enemies killed simultaneously are worth 2,000 points, three 4,000 points, four 8,000 points, five 16,000 points, six 32,000 points, and seven are worth 64,000 points. And eight creatures killed simultaneously? Highly improbable, but worth a hefty 128,000 points.

SECRET ROOMS

If you manage to collect the gems in the correct order (red, orange, yellow, green, blue, indigo, and violet) a secret bonus appears in the Boss Room.



Developers can give a bonus.

Each one blesses But with a PERMANENT feature: fast walk or double rainbows, for example. The secret bonus is shown next to each island, each one corresponding to a FEATURE (which we'll be covering in detail in a future issue).

Enemies are worth little in terms of points, but guard treasure houses of points—lots of points—lots of treasure!

BOSS ROOMS

The fourth round of each island doesn't feature a "Boss Lv", but a Boss Room instead, housing a huge adversary. These bosses require loads of hits before they die, and their energy status is displayed by a bar at the top of the screen.

A boss doesn't move for the first couple of seconds. When a boss has been killed, a huge treasure chest descends and throws out eight bonus objects (as usual). There is also a large bonus item, which is worth a hefty 100,000 points.

TANK

Great, but dangerous. They shoot a bullet which travels about half the screen, killing But on contact. Not too bad on their own, but deadly in pairs.

TRUCK

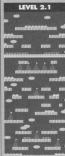
Trucks roll along the platform, dropping down from side to another, speeding up when they get angry.

HELICOPTER

Similar to the Boss, except that its flight path is shorter. In groups they can be very tricky to deal with, as they fly in and out of the screen quite often.

BOMBER

This flies left and right, periodically dropping bombs down the screen. As well as killing But on contact, the bombs destroy any rainbows they touch as they fall down the level.



COMBAT ISLAND

LIGHT BOMBS: BIG POT 1 - PERMANENT DOUBLE RAINBOW

BUNKER SOLDIER

The bunker is harmless until its eyes appear. It then throws out two bouncing bombs (like the Guns). Crushing the bunker with a rainbow will kill the soldier inside, butting it with the yellow star will cause an angry soldier to appear.

GUN

Tricky fighters Johnny gun! These are dangerous to deal with, mainly because of the bouncing bombs they shoot. The bombs will bounce around for a

couple of seconds before exploding. Simply there are only enough to avoid, but the guns often come in pairs and these are big together.

LEVEL 2.3



BOSS: BIG HELICOPTER

Difficult to kill, as it's really testing the movement pattern. It flies from one side of the screen to the other, frequently changing (but a position whereby it will move vertically to But's level). The best method is to set up rainbow traps at the top of the screen, and crash them as the Boss passes underneath. This is made a tad more difficult by the bombs, which it drops.

LEVEL 2.4



FRANKENSTEIN

These are the most docile members of the bunch and behave exactly like the trucks from the previous island. And, as before, the madder they are, the faster they can move.

WEREWOLF

Not unlike the tanks from Coastal Island, these patrol their platforms, firing a football in Bub's direction every couple of seconds. Be cautious when there are two or three in the same area.

SKELETON

In many respects, this is like the spider from Insect Island, being able to move in an 'X' pattern. It starts off as a skull, but turns into the skeleton when Bub gets close (and subsequently bounces around after him). When the skeleton is below, it will bounce higher in an attempt to catch your hero.



MONSTER ISLAND

MONSTER BOMBING YELLOW POT - PERMANENT PASS CHECK

BAT

When the Bat first appears it hangs upside down from a platform, moving only when Bub is nearby. It will then fly after him, in much the same way as the crow from Insect Island.

DRACULA

The most deadly of Monster Island inhabitants, he starts as a bat, and then changes into

Dracula when Bub is in range. He constantly slips to check your position, then flies.

GHOST

Not exactly a formidable opponent, but it moves quickly and awkwardly, inspiring panic.

BOSS: BIG DRACULA

One of the toughest bosses in the whole game, only experienced players will escape.

unwieldy. He frequently stops to check on Bub's position before releasing four bats. Shoot these smaller bats, as they're quite deadly. The best way to kill him is to lay rainbow traps at the perimeter of the screen, occasionally rushing forward and shooting him. Oh, and keep of look because you're certainly going to need it!



THE GREAT GAME BUSTERS SURVEY

That Andy Roberts. He's always there when you're in a gameplay jam to offer a handy poke or two. Whaddya mean he's not? You'd better fill out this questionnaire so he knows how he can help when Gamebusting!

1) What computers/console do you own?

- a) C64 ☐
 b) C128 ☐
 c) C128D ☐
 d) C640D ☐
 Other (please state) ☐

2) How long have you had your C64?

- a) Less than three months ☐
 b) 3 - 6 months ☐
 c) 6 - 12 months ☐
 d) 1 - 2 years ☐
 e) 2+ years ☐
 f) Over three years (state how long) ☐

3) What hardware do you own?

- a) Action Replay ☐
 b) Expert cartridge ☐
 c) Reset switches ☐
 d) Reset cartridge ☐
 e) Disk drive ☐
 Any others... ☐

4) What hardware do you intend to buy?

- a) Action Replay ☐
 b) Expert cartridge ☐
 c) Reset switches ☐
 d) Reset cartridge ☐
 e) Disk drive ☐
 Any others... ☐

5) How often do you buy a full-price game?

- a) Weekly ☐
 b) Fortnightly ☐
 c) Monthly ☐
 d) Every two months ☐
 e) Every four months ☐
 f) Every six months ☐
 g) Once a year ☐

6) How often do you buy a budget game?

- a) Weekly ☐
 b) Fortnightly ☐
 c) Monthly ☐
 d) Every two months ☐
 e) Every four months ☐
 f) Every six months ☐
 g) Once a year ☐

7) How many games did you buy last year?

- a) Full price? ☐
 b) Budget? ☐

8) How many games do you own?

- Full price ☐
 a) 1 - 10 ☐
 b) 10 - 20 ☐
 c) 20 - 30 ☐
 d) 30 - 40 ☐
 e) 40 - 50 ☐
 f) 50 + ☐

Budget:

- a) 1 - 10 ☐
 b) 10 - 20 ☐
 c) 20 - 30 ☐
 d) 30 - 40 ☐
 e) 40 - 50 ☐
 f) 50 + ☐

9) How useful do you find:

- Maps (1-Always 3-Sometimes 5-Never) ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Screenshot maps ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Complete solutions ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Playing tips ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Listing pokies ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Action Replay pokies ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Reset pokies ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Cheat modes ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

10) How often do you find that the type-in pokies (listings) aren't work?

- (1-Always 3-Sometimes 5-Never) ☐
 Cheat modes ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Reset pokies ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5
 Action Replay pokies ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

11) What do you want in Gamebusters?

- Action Replay pokies ☐ More ☐ Same ☐ Less
 Reset pokies ☐ More ☐ Same ☐ Less
 Listing pokies ☐ More ☐ Same ☐ Less
 Maps ☐ More ☐ Same ☐ Less
 Screenshot maps ☐ More ☐ Same ☐ Less

Complete solutions

- ☐ More ☐ Same ☐ Less
 Playing tips ☐ More ☐ Same ☐ Less
 Cheat modes ☐ More ☐ Same ☐ Less

12) What do you like best in Gamebusters?

- (Tick three) ☐
 a) Action Replay pokies ☐
 b) Reset pokies ☐
 c) Listing pokies ☐
 d) Maps ☐
 e) Screenshot maps ☐
 f) Complete solutions ☐
 g) Playing tips ☐
 h) Cheat modes ☐

13) What do you least like in Gamebusters?

- (Tick three) ☐
 a) Action Replay pokies ☐
 b) Reset Pokies ☐
 c) Listing pokies ☐
 d) Maps ☐
 e) Screenshot maps ☐
 f) Complete solutions ☐
 g) Playing tips ☐
 h) Cheat modes ☐

14) Your three favourite games are...

- a)
 b)
 c)

15) Your favourite styles of game are...

- a)
 b)
 c)

16) How old are you?

- Under 10 ☐ 10-11 ☐ 12-13 ☐
 14-15 ☐ 16-17 ☐ 18-19 ☐ 20-21 ☐ 22-23 ☐ 24-25 ☐ 26-27 ☐ 28-29 ☐ 30-31 ☐ 32-33 ☐ 34-35 ☐ 36-37 ☐ 38-39 ☐ 40-41 ☐ 42-43 ☐ 44-45 ☐ 46-47 ☐ 48-49 ☐ 50-51 ☐ 52-53 ☐ 54-55 ☐ 56-57 ☐ 58-59 ☐ 60-61 ☐ 62-63 ☐ 64-65 ☐ 66-67 ☐ 68-69 ☐ 70-71 ☐ 72-73 ☐ 74-75 ☐ 76-77 ☐ 78-79 ☐ 80-81 ☐ 82-83 ☐ 84-85 ☐ 86-87 ☐ 88-89 ☐ 90-91 ☐ 92-93 ☐ 94-95 ☐ 96-97 ☐ 98-99 ☐ 100-101 ☐ 102-103 ☐ 104-105 ☐ 106-107 ☐ 108-109 ☐ 110-111 ☐ 112-113 ☐ 114-115 ☐ 116-117 ☐ 118-119 ☐ 120-121 ☐ 122-123 ☐ 124-125 ☐ 126-127 ☐ 128-129 ☐ 130-131 ☐ 132-133 ☐ 134-135 ☐ 136-137 ☐ 138-139 ☐ 140-141 ☐ 142-143 ☐ 144-145 ☐ 146-147 ☐ 148-149 ☐ 150-151 ☐ 152-153 ☐ 154-155 ☐ 156-157 ☐ 158-159 ☐ 160-161 ☐ 162-163 ☐ 164-165 ☐ 166-167 ☐ 168-169 ☐ 170-171 ☐ 172-173 ☐ 174-175 ☐ 176-177 ☐ 178-179 ☐ 180-181 ☐ 182-183 ☐ 184-185 ☐ 186-187 ☐ 188-189 ☐ 190-191 ☐ 192-193 ☐ 194-195 ☐ 196-197 ☐ 198-199 ☐ 200-201 ☐ 202-203 ☐ 204-205 ☐ 206-207 ☐ 208-209 ☐ 210-211 ☐ 212-213 ☐ 214-215 ☐ 216-217 ☐ 218-219 ☐ 220-221 ☐ 222-223 ☐ 224-225 ☐ 226-227 ☐ 228-229 ☐ 230-231 ☐ 232-233 ☐ 234-235 ☐ 236-237 ☐ 238-239 ☐ 240-241 ☐ 242-243 ☐ 244-245 ☐ 246-247 ☐ 248-249 ☐ 250-251 ☐ 252-253 ☐ 254-255 ☐ 256-257 ☐ 258-259 ☐ 260-261 ☐ 262-263 ☐ 264-265 ☐ 266-267 ☐ 268-269 ☐ 270-271 ☐ 272-273 ☐ 274-275 ☐ 276-277 ☐ 278-279 ☐ 280-281 ☐ 282-283 ☐ 284-285 ☐ 286-287 ☐ 288-289 ☐ 290-291 ☐ 292-293 ☐ 294-295 ☐ 296-297 ☐ 298-299 ☐ 300-301 ☐ 302-303 ☐ 304-305 ☐ 306-307 ☐ 308-309 ☐ 310-311 ☐ 312-313 ☐ 314-315 ☐ 316-317 ☐ 318-319 ☐ 320-321 ☐ 322-323 ☐ 324-325 ☐ 326-327 ☐ 328-329 ☐ 330-331 ☐ 332-333 ☐ 334-335 ☐ 336-337 ☐ 338-339 ☐ 340-341 ☐ 342-343 ☐ 344-345 ☐ 346-347 ☐ 348-349 ☐ 350-351 ☐ 352-353 ☐ 354-355 ☐ 356-357 ☐ 358-359 ☐ 360-361 ☐ 362-363 ☐ 364-365 ☐ 366-367 ☐ 368-369 ☐ 370-371 ☐ 372-373 ☐ 374-375 ☐ 376-377 ☐ 378-379 ☐ 380-381 ☐ 382-383 ☐ 384-385 ☐ 386-387 ☐ 388-389 ☐ 390-391 ☐ 392-393 ☐ 394-395 ☐ 396-397 ☐ 398-399 ☐ 400-401 ☐ 402-403 ☐ 404-405 ☐ 406-407 ☐ 408-409 ☐ 410-411 ☐ 412-413 ☐ 414-415 ☐ 416-417 ☐ 418-419 ☐ 420-421 ☐ 422-423 ☐ 424-425 ☐ 426-427 ☐ 428-429 ☐ 430-431 ☐ 432-433 ☐ 434-435 ☐ 436-437 ☐ 438-439 ☐ 440-441 ☐ 442-443 ☐ 444-445 ☐ 446-447 ☐ 448-449 ☐ 450-451 ☐ 452-453 ☐ 454-455 ☐ 456-457 ☐ 458-459 ☐ 460-461 ☐ 462-463 ☐ 464-465 ☐ 466-467 ☐ 468-469 ☐ 470-471 ☐ 472-473 ☐ 474-475 ☐ 476-477 ☐ 478-479 ☐ 480-481 ☐ 482-483 ☐ 484-485 ☐ 486-487 ☐ 488-489 ☐ 490-491 ☐ 492-493 ☐ 494-495 ☐ 496-497 ☐ 498-499 ☐ 500-501 ☐ 502-503 ☐ 504-505 ☐ 506-507 ☐ 508-509 ☐ 510-511 ☐ 512-513 ☐ 514-515 ☐ 516-517 ☐ 518-519 ☐ 520-521 ☐ 522-523 ☐ 524-525 ☐ 526-527 ☐ 528-529 ☐ 530-531 ☐ 532-533 ☐ 534-535 ☐ 536-537 ☐ 538-539 ☐ 540-541 ☐ 542-543 ☐ 544-545 ☐ 546-547 ☐ 548-549 ☐ 550-551 ☐ 552-553 ☐ 554-555 ☐ 556-557 ☐ 558-559 ☐ 560-561 ☐ 562-563 ☐ 564-565 ☐ 566-567 ☐ 568-569 ☐ 570-571 ☐ 572-573 ☐ 574-575 ☐ 576-577 ☐ 578-579 ☐ 580-581 ☐ 582-583 ☐ 584-585 ☐ 586-587 ☐ 588-589 ☐ 590-591 ☐ 592-593 ☐ 594-595 ☐ 596-597 ☐ 598-599 ☐ 600-601 ☐ 602-603 ☐ 604-605 ☐ 606-607 ☐ 608-609 ☐ 610-611 ☐ 612-613 ☐ 614-615 ☐ 616-617 ☐ 618-619 ☐ 620-621 ☐ 622-623 ☐ 624-625 ☐ 626-627 ☐ 628-629 ☐ 630-631 ☐ 632-633 ☐ 634-635 ☐ 636-637 ☐ 638-639 ☐ 640-641 ☐ 642-643 ☐ 644-645 ☐ 646-647 ☐ 648-649 ☐ 650-651 ☐ 652-653 ☐ 654-655 ☐ 656-657 ☐ 658-659 ☐ 660-661 ☐ 662-663 ☐ 664-665 ☐ 666-667 ☐ 668-669 ☐ 670-671 ☐ 672-673 ☐ 674-675 ☐ 676-677 ☐ 678-679 ☐ 680-681 ☐ 682-683 ☐ 684-685 ☐ 686-687 ☐ 688-689 ☐ 690-691 ☐ 692-693 ☐ 694-695 ☐ 696-697 ☐ 698-699 ☐ 700-701 ☐ 702-703 ☐ 704-705 ☐ 706-707 ☐ 708-709 ☐ 710-711 ☐ 712-713 ☐ 714-715 ☐ 716-717 ☐ 718-719 ☐ 720-721 ☐ 722-723 ☐ 724-725 ☐ 726-727 ☐ 728-729 ☐ 730-731 ☐ 732-733 ☐ 734-735 ☐ 736-737 ☐ 738-739 ☐ 740-741 ☐ 742-743 ☐ 744-745 ☐ 746-747 ☐ 748-749 ☐ 750-751 ☐ 752-753 ☐ 754-755 ☐ 756-757 ☐ 758-759 ☐ 760-761 ☐ 762-763 ☐ 764-765 ☐ 766-767 ☐ 768-769 ☐ 770-771 ☐ 772-773 ☐ 774-775 ☐ 776-777 ☐ 778-779 ☐ 780-781 ☐ 782-783 ☐ 784-785 ☐ 786-787 ☐ 788-789 ☐ 790-791 ☐ 792-793 ☐ 794-795 ☐ 796-797 ☐ 798-799 ☐ 800-801 ☐ 802-803 ☐ 804-805 ☐ 806-807 ☐ 808-809 ☐ 810-811 ☐ 812-813 ☐ 814-815 ☐ 816-817 ☐ 818-819 ☐ 820-821 ☐ 822-823 ☐ 824-825 ☐ 826-827 ☐ 828-829 ☐ 830-831 ☐ 832-833 ☐ 834-835 ☐ 836-837 ☐ 838-839 ☐ 840-841 ☐ 842-843 ☐ 844-845 ☐ 846-847 ☐ 848-849 ☐ 850-851 ☐ 852-853 ☐ 854-855 ☐ 856-857 ☐ 858-859 ☐ 860-861 ☐ 862-863 ☐ 864-865 ☐ 866-867 ☐ 868-869 ☐ 870-871 ☐ 872-873 ☐ 874-875 ☐ 876-877 ☐ 878-879 ☐ 880-881 ☐ 882-883 ☐ 884-885 ☐ 886-887 ☐ 888-889 ☐ 890-891 ☐ 892-893 ☐ 894-895 ☐ 896-897 ☐ 898-899 ☐ 900-901 ☐ 902-903 ☐ 904-905 ☐ 906-907 ☐ 908-909 ☐ 910-911 ☐ 912-913 ☐ 914-915 ☐ 916-917 ☐ 918-919 ☐ 920-921 ☐ 922-923 ☐ 924-925 ☐ 926-927 ☐ 928-929 ☐ 930-931 ☐ 932-933 ☐ 934-935 ☐ 936-937 ☐ 938-939 ☐ 940-941 ☐ 942-943 ☐ 944-945 ☐ 946-947 ☐ 948-949 ☐ 950-951 ☐ 952-953 ☐ 954-955 ☐ 956-957 ☐ 958-959 ☐ 960-961 ☐ 962-963 ☐ 964-965 ☐ 966-967 ☐ 968-969 ☐ 970-971 ☐ 972-973 ☐ 974-975 ☐ 976-977 ☐ 978-979 ☐ 980-981 ☐ 982-983 ☐ 984-985 ☐ 986-987 ☐ 988-989 ☐ 990-991 ☐ 992-993 ☐ 994-995 ☐ 996-997 ☐ 998-999 ☐ 1000-1001 ☐ 1002-1003 ☐ 1004-1005 ☐ 1006-1007 ☐ 1008-1009 ☐ 1010-1011 ☐ 1012-1013 ☐ 1014-1015 ☐ 1016-1017 ☐ 1018-1019 ☐ 1020-1021 ☐ 1022-1023 ☐ 1024-1025 ☐ 1026-1027 ☐ 1028-1029 ☐ 1030-1031 ☐ 1032-1033 ☐ 1034-1035 ☐ 1036-1037 ☐ 1038-1039 ☐ 1040-1041 ☐ 1042-1043 ☐ 1044-1045 ☐ 1046-1047 ☐ 1048-1049 ☐ 1050-1051 ☐ 1052-1053 ☐ 1054-1055 ☐ 1056-1057 ☐ 1058-1059 ☐ 1060-1061 ☐ 1062-1063 ☐ 1064-1065 ☐ 1066-1067 ☐ 1068-1069 ☐ 1070-1071 ☐ 1072-1073 ☐ 1074-1075 ☐ 1076-1077 ☐ 1078-1079 ☐ 1080-1081 ☐ 1082-1083 ☐ 1084-1085 ☐ 1086-1087 ☐ 1088-1089 ☐ 1090-1091 ☐ 1092-1093 ☐ 1094-1095 ☐ 1096-1097 ☐ 1098-1099 ☐ 1100-1101 ☐ 1102-1103 ☐ 1104-1105 ☐ 1106-1107 ☐ 1108-1109 ☐ 1110-1111 ☐ 1112-1113 ☐ 1114-1115 ☐ 1116-1117 ☐ 1118-1119 ☐ 1120-1121 ☐ 1122-1123 ☐ 1124-1125 ☐ 1126-1127 ☐ 1128-1129 ☐ 1130-1131 ☐ 1132-1133 ☐ 1134-1135 ☐ 1136-1137 ☐ 1138-1139 ☐ 1140-1141 ☐ 1142-1143 ☐ 1144-1145 ☐ 1146-1147 ☐ 1148-1149 ☐ 1150-1151 ☐ 1152-1153 ☐ 1154-1155 ☐ 1156-1157 ☐ 1158-1159 ☐ 1160-1161 ☐ 1162-1163 ☐ 1164-1165 ☐ 1166-1167 ☐ 1168-1169 ☐ 1170-1171 ☐ 1172-1173 ☐ 1174-1175 ☐ 1176-1177 ☐ 1178-1179 ☐ 1180-1181 ☐ 1182-1183 ☐ 1184-1185 ☐ 1186-1187 ☐ 1188-1189 ☐ 1190-1191 ☐ 1192-1193 ☐ 1194-1195 ☐ 1196-1197 ☐ 1198-1199 ☐ 1200-1201 ☐ 1202-1203 ☐ 1204-1205 ☐ 1206-1207 ☐ 1208-1209 ☐ 1210-1211 ☐ 1212-1213 ☐ 1214-1215 ☐ 1216-1217 ☐ 1218-1219 ☐ 1220-1221 ☐ 1222-1223 ☐ 1224-1225 ☐ 1226-1227 ☐ 1228-1229 ☐ 1230-1231 ☐ 1232-1233 ☐ 1234-1235 ☐ 1236-1237 ☐ 1238-1239 ☐ 1240-1241 ☐ 1242-1243 ☐ 1244-1245 ☐ 1246-1247 ☐ 1248-1249 ☐ 1250-1251 ☐ 1252-1253 ☐ 1254-1255 ☐ 1256-1

DELTA

This listing is an absolute dream. Not only does it offer infinite lives, it also saves your weapons from running out or goddarned on some of the later levels.

0 RUN DELTA CHECK BY MARTIN PUGH
1 FOR GAMES TO 574,0000 TTY-C-CHY-PH
2 IP C-4-0000 THEN PRINT "GAMES"
3 PRINT 574
4 DATA
5 FOR I=1 TO 1000000
6 DATA
7 FOR J=1 TO 1000000
8 DATA
9 FOR K=1 TO 1000000
10 DATA
11 FOR L=1 TO 1000000
12 DATA
13 FOR M=1 TO 1000000
14 DATA
15 FOR N=1 TO 1000000
16 DATA
17 FOR O=1 TO 1000000
18 DATA
19 FOR P=1 TO 1000000
20 DATA
21 FOR Q=1 TO 1000000
22 DATA
23 FOR R=1 TO 1000000
24 DATA
25 FOR S=1 TO 1000000
26 DATA
27 FOR T=1 TO 1000000
28 DATA
29 FOR U=1 TO 1000000
30 DATA
31 FOR V=1 TO 1000000
32 DATA
33 FOR W=1 TO 1000000
34 DATA
35 FOR X=1 TO 1000000
36 DATA
37 FOR Y=1 TO 1000000
38 DATA
39 FOR Z=1 TO 1000000
40 DATA
41 FOR AA=1 TO 1000000
42 DATA
43 FOR AB=1 TO 1000000
44 DATA
45 FOR AC=1 TO 1000000
46 DATA
47 FOR AD=1 TO 1000000
48 DATA
49 FOR AE=1 TO 1000000
50 DATA
51 FOR AF=1 TO 1000000
52 DATA
53 FOR AG=1 TO 1000000
54 DATA
55 FOR AH=1 TO 1000000
56 DATA
57 FOR AI=1 TO 1000000
58 DATA
59 FOR AJ=1 TO 1000000
60 DATA
61 FOR AK=1 TO 1000000
62 DATA
63 FOR AL=1 TO 1000000
64 DATA
65 FOR AM=1 TO 1000000
66 DATA
67 FOR AN=1 TO 1000000
68 DATA
69 FOR AO=1 TO 1000000
70 DATA
71 FOR AP=1 TO 1000000
72 DATA
73 FOR AQ=1 TO 1000000
74 DATA
75 FOR AR=1 TO 1000000
76 DATA
77 FOR AS=1 TO 1000000
78 DATA
79 FOR AT=1 TO 1000000
80 DATA
81 FOR AU=1 TO 1000000
82 DATA
83 FOR AV=1 TO 1000000
84 DATA
85 FOR AW=1 TO 1000000
86 DATA
87 FOR AX=1 TO 1000000
88 DATA
89 FOR AY=1 TO 1000000
90 DATA
91 FOR AZ=1 TO 1000000
92 DATA
93 FOR BA=1 TO 1000000
94 DATA
95 FOR BB=1 TO 1000000
96 DATA
97 FOR BC=1 TO 1000000
98 DATA
99 FOR BD=1 TO 1000000
100 DATA
101 FOR BE=1 TO 1000000
102 DATA
103 FOR BF=1 TO 1000000
104 DATA
105 FOR BG=1 TO 1000000
106 DATA
107 FOR BH=1 TO 1000000
108 DATA
109 FOR BI=1 TO 1000000
110 DATA
111 FOR BJ=1 TO 1000000
112 DATA
113 FOR BK=1 TO 1000000
114 DATA
115 FOR BL=1 TO 1000000
116 DATA
117 FOR BM=1 TO 1000000
118 DATA
119 FOR BN=1 TO 1000000
120 DATA
121 FOR BO=1 TO 1000000
122 DATA
123 FOR BP=1 TO 1000000
124 DATA
125 FOR BQ=1 TO 1000000
126 DATA
127 FOR BR=1 TO 1000000
128 DATA
129 FOR BS=1 TO 1000000
130 DATA
131 FOR BT=1 TO 1000000
132 DATA
133 FOR BU=1 TO 1000000
134 DATA
135 FOR BV=1 TO 1000000
136 DATA
137 FOR BW=1 TO 1000000
138 DATA
139 FOR BX=1 TO 1000000
140 DATA
141 FOR BY=1 TO 1000000
142 DATA
143 FOR BZ=1 TO 1000000
144 DATA
145 FOR CA=1 TO 1000000
146 DATA
147 FOR CB=1 TO 1000000
148 DATA
149 FOR CC=1 TO 1000000
150 DATA
151 FOR CD=1 TO 1000000
152 DATA
153 FOR CE=1 TO 1000000
154 DATA
155 FOR CF=1 TO 1000000
156 DATA
157 FOR CG=1 TO 1000000
158 DATA
159 FOR CH=1 TO 1000000
160 DATA
161 FOR CI=1 TO 1000000
162 DATA
163 FOR CJ=1 TO 1000000
164 DATA
165 FOR CK=1 TO 1000000
166 DATA
167 FOR CL=1 TO 1000000
168 DATA
169 FOR CM=1 TO 1000000
170 DATA
171 FOR CN=1 TO 1000000
172 DATA
173 FOR CO=1 TO 1000000
174 DATA
175 FOR CP=1 TO 1000000
176 DATA
177 FOR CQ=1 TO 1000000
178 DATA
179 FOR CR=1 TO 1000000
180 DATA
181 FOR CS=1 TO 1000000
182 DATA
183 FOR CT=1 TO 1000000
184 DATA
185 FOR CU=1 TO 1000000
186 DATA
187 FOR CV=1 TO 1000000
188 DATA
189 FOR CW=1 TO 1000000
190 DATA
191 FOR CX=1 TO 1000000
192 DATA
193 FOR CY=1 TO 1000000
194 DATA
195 FOR CZ=1 TO 1000000
196 DATA
197 FOR DA=1 TO 1000000
198 DATA
199 FOR DB=1 TO 1000000
200 DATA
201 FOR DC=1 TO 1000000
202 DATA
203 FOR DD=1 TO 1000000
204 DATA
205 FOR DE=1 TO 1000000
206 DATA
207 FOR DF=1 TO 1000000
208 DATA
209 FOR DG=1 TO 1000000
210 DATA
211 FOR DH=1 TO 1000000
212 DATA
213 FOR DI=1 TO 1000000
214 DATA
215 FOR DJ=1 TO 1000000
216 DATA
217 FOR DK=1 TO 1000000
218 DATA
219 FOR DL=1 TO 1000000
220 DATA
221 FOR DM=1 TO 1000000
222 DATA
223 FOR DN=1 TO 1000000
224 DATA
225 FOR DO=1 TO 1000000
226 DATA
227 FOR DP=1 TO 1000000
228 DATA
229 FOR DQ=1 TO 1000000
230 DATA
231 FOR DR=1 TO 1000000
232 DATA
233 FOR DS=1 TO 1000000
234 DATA
235 FOR DT=1 TO 1000000
236 DATA
237 FOR DU=1 TO 1000000
238 DATA
239 FOR DV=1 TO 1000000
240 DATA
241 FOR DW=1 TO 1000000
242 DATA
243 FOR DX=1 TO 1000000
244 DATA
245 FOR DY=1 TO 1000000
246 DATA
247 FOR DZ=1 TO 1000000
248 DATA
249 FOR EA=1 TO 1000000
250 DATA
251 FOR EB=1 TO 1000000
252 DATA
253 FOR EC=1 TO 1000000
254 DATA
255 FOR ED=1 TO 1000000
256 DATA
257 FOR EE=1 TO 1000000
258 DATA
259 FOR EF=1 TO 1000000
260 DATA
261 FOR EG=1 TO 1000000
262 DATA
263 FOR EH=1 TO 1000000
264 DATA
265 FOR EI=1 TO 1000000
266 DATA
267 FOR EJ=1 TO 1000000
268 DATA
269 FOR EK=1 TO 1000000
270 DATA
271 FOR EL=1 TO 1000000
272 DATA
273 FOR EM=1 TO 1000000
274 DATA
275 FOR EN=1 TO 1000000
276 DATA
277 FOR EO=1 TO 1000000
278 DATA
279 FOR EP=1 TO 1000000
280 DATA
281 FOR EQ=1 TO 1000000
282 DATA
283 FOR ER=1 TO 1000000
284 DATA
285 FOR ES=1 TO 1000000
286 DATA
287 FOR ET=1 TO 1000000
288 DATA
289 FOR EU=1 TO 1000000
290 DATA
291 FOR EV=1 TO 1000000
292 DATA
293 FOR EW=1 TO 1000000
294 DATA
295 FOR EX=1 TO 1000000
296 DATA
297 FOR EY=1 TO 1000000
298 DATA
299 FOR EZ=1 TO 1000000
300 DATA
301 FOR FA=1 TO 1000000
302 DATA
303 FOR FB=1 TO 1000000
304 DATA
305 FOR FC=1 TO 1000000
306 DATA
307 FOR FD=1 TO 1000000
308 DATA
309 FOR FE=1 TO 1000000
310 DATA
311 FOR FF=1 TO 1000000
312 DATA
313 FOR FG=1 TO 1000000
314 DATA
315 FOR FH=1 TO 1000000
316 DATA
317 FOR FI=1 TO 1000000
318 DATA
319 FOR FJ=1 TO 1000000
320 DATA
321 FOR FK=1 TO 1000000
322 DATA
323 FOR FL=1 TO 1000000
324 DATA
325 FOR FM=1 TO 1000000
326 DATA
327 FOR FN=1 TO 1000000
328 DATA
329 FOR FO=1 TO 1000000
330 DATA
331 FOR FP=1 TO 1000000
332 DATA
333 FOR FQ=1 TO 1000000
334 DATA
335 FOR FR=1 TO 1000000
336 DATA
337 FOR FS=1 TO 1000000
338 DATA
339 FOR FT=1 TO 1000000
340 DATA
341 FOR FU=1 TO 1000000
342 DATA
343 FOR FV=1 TO 1000000
344 DATA
345 FOR FW=1 TO 1000000
346 DATA
347 FOR FX=1 TO 1000000
348 DATA
349 FOR FY=1 TO 1000000
350 DATA
351 FOR FZ=1 TO 1000000
352 DATA
353 FOR GA=1 TO 1000000
354 DATA
355 FOR GB=1 TO 1000000
356 DATA
357 FOR GC=1 TO 1000000
358 DATA
359 FOR GD=1 TO 1000000
360 DATA
361 FOR GE=1 TO 1000000
362 DATA
363 FOR GF=1 TO 1000000
364 DATA
365 FOR GG=1 TO 1000000
366 DATA
367 FOR GH=1 TO 1000000
368 DATA
369 FOR GI=1 TO 1000000
370 DATA
371 FOR GJ=1 TO 1000000
372 DATA
373 FOR GK=1 TO 1000000
374 DATA
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376 DATA
377 FOR GM=1 TO 1000000
378 DATA
379 FOR GN=1 TO 1000000
380 DATA
381 FOR GO=1 TO 1000000
382 DATA
383 FOR GP=1 TO 1000000
384 DATA
385 FOR GQ=1 TO 1000000
386 DATA
387 FOR GR=1 TO 1000000
388 DATA
389 FOR GS=1 TO 1000000
390 DATA
391 FOR GT=1 TO 1000000
392 DATA
393 FOR GU=1 TO 1000000
394 DATA
395 FOR GV=1 TO 1000000
396 DATA
397 FOR GW=1 TO 1000000
398 DATA
399 FOR GX=1 TO 1000000
400 DATA
401 FOR GY=1 TO 1000000
402 DATA
403 FOR GZ=1 TO 1000000
404 DATA
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406 DATA
407 FOR HB=1 TO 1000000
408 DATA
409 FOR HC=1 TO 1000000
410 DATA
411 FOR HD=1 TO 1000000
412 DATA
413 FOR HE=1 TO 1000000
414 DATA
415 FOR HF=1 TO 1000000
416 DATA
417 FOR HG=1 TO 1000000
418 DATA
419 FOR HH=1 TO 1000000
420 DATA
421 FOR HI=1 TO 1000000
422 DATA
423 FOR HJ=1 TO 1000000
424 DATA
425 FOR HK=1 TO 1000000
426 DATA
427 FOR HL=1 TO 1000000
428 DATA
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430 DATA
431 FOR HN=1 TO 1000000
432 DATA
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434 DATA
435 FOR HP=1 TO 1000000
436 DATA
437 FOR HQ=1 TO 1000000
438 DATA
439 FOR HR=1 TO 1000000
440 DATA
441 FOR HS=1 TO 1000000
442 DATA
443 FOR HT=1 TO 1000000
444 DATA
445 FOR HU=1 TO 1000000
446 DATA
447 FOR HV=1 TO 1000000
448 DATA
449 FOR HW=1 TO 1000000
450 DATA
451 FOR HX=1 TO 1000000
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453 FOR HY=1 TO 1000000
454 DATA
455 FOR HZ=1 TO 1000000
456 DATA
457 FOR IA=1 TO 1000000
458 DATA
459 FOR IB=1 TO 1000000
460 DATA
461 FOR IC=1 TO 1000000
462 DATA
463 FOR ID=1 TO 1000000
464 DATA
465 FOR IE=1 TO 1000000
466 DATA
467 FOR IF=1 TO 1000000
468 DATA
469 FOR IG=1 TO 1000000
470 DATA
471 FOR IH=1 TO 1000000
472 DATA
473 FOR II=1 TO 1000000
474 DATA
475 FOR IJ=1 TO 1000000
476 DATA
477 FOR IK=1 TO 1000000
478 DATA
479 FOR IL=1 TO 1000000
480 DATA
481 FOR IM=1 TO 1000000
482 DATA
483 FOR IN=1 TO 1000000
484 DATA
485 FOR IO=1 TO 1000000
486 DATA
487 FOR IP=1 TO 1000000
488 DATA
489 FOR IQ=1 TO 1000000
490 DATA
491 FOR IR=1 TO 1000000
492 DATA
493 FOR IS=1 TO 1000000
494 DATA
495 FOR IT=1 TO 1000000
496 DATA
497 FOR IU=1 TO 1000000
498 DATA
499 FOR IV=1 TO 1000000
500 DATA
501 FOR IW=1 TO 1000000
502 DATA
503 FOR IX=1 TO 1000000
504 DATA
505 FOR IY=1 TO 1000000
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507 FOR IZ=1 TO 1000000
508 DATA
509 FOR JA=1 TO 1000000
510 DATA
511 FOR JB=1 TO 1000000
512 DATA
513 FOR JC=1 TO 1000000
514 DATA
515 FOR JD=1 TO 1000000
516 DATA
517 FOR JE=1 TO 1000000
518 DATA
519 FOR JF=1 TO 1000000
520 DATA
521 FOR JG=1 TO 1000000
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523 FOR JH=1 TO 1000000
524 DATA
525 FOR JI=1 TO 1000000
526 DATA
527 FOR JJ=1 TO 1000000
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529 FOR JK=1 TO 1000000
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532 DATA
533 FOR JM=1 TO 1000000
534 DATA
535 FOR JN=1 TO 1000000
536 DATA
537 FOR JO=1 TO 1000000
538 DATA
539 FOR JP=1 TO 1000000
540 DATA
541 FOR JQ=1 TO 1000000
542 DATA
543 FOR JR=1 TO 1000000
544 DATA
545 FOR JS=1 TO 1000000
546 DATA
547 FOR JT=1 TO 1000000
548 DATA
549 FOR JU=1 TO 1000000
550 DATA
551 FOR JV=1 TO 1000000
552 DATA
553 FOR JW=1 TO 1000000
554 DATA
555 FOR JX=1 TO 1000000
556 DATA
557 FOR JY=1 TO 1000000
558 DATA
559 FOR JZ=1 TO 1000000
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561 FOR KA=1 TO 1000000
562 DATA
563 FOR KB=1 TO 1000000
564 DATA
565 FOR KC=1 TO 1000000
566 DATA
567 FOR KD=1 TO 1000000
568 DATA
569 FOR KE=1 TO 1000000
570 DATA
571 FOR KF=1 TO 1000000
572 DATA
573 FOR KG=1 TO 1000000
574 DATA
575 FOR KH=1 TO 1000000
576 DATA
577 FOR KI=1 TO 1000000
578 DATA
579 FOR KJ=1 TO 1000000
580 DATA
581 FOR KK=1 TO 1000000
582 DATA
583 FOR KL=1 TO 1000000
584 DATA
585 FOR KM=1 TO 1000000
586 DATA
587 FOR KN=1 TO 1000000
588 DATA
589 FOR KO=1 TO 1000000
590 DATA
591 FOR KP=1 TO 1000000
592 DATA
593 FOR KQ=1 TO 1000000
594 DATA
595 FOR KR=1 TO 1000000
596 DATA
597 FOR KS=1 TO 1000000
598 DATA
599 FOR KT=1 TO 1000000
600 DATA
601 FOR KU=1 TO 1000000
602 DATA
603 FOR KV=1 TO 1000000
604 DATA
605 FOR KW=1 TO 1000000
606 DATA
607 FOR KX=1 TO 1000000
608 DATA
609 FOR KY=1 TO 1000000
610 DATA
611 FOR KZ=1 TO 1000000
612 DATA
613 FOR LA=1 TO 1000000
614 DATA
615 FOR LB=1 TO 1000000
616 DATA
617 FOR LC=1 TO 1000000
618 DATA
619 FOR LD=1 TO 1000000
620 DATA
621 FOR LE=1 TO 1000000
622 DATA
623 FOR LF=1 TO 1000000
624 DATA
625 FOR LG=1 TO 1000000
626 DATA
627 FOR LH=1 TO 1000000
628 DATA
629 FOR LI=1 TO 1000000
630 DATA
631 FOR LJ=1 TO 1000000
632 DATA
633 FOR LK=1 TO 1000000
634 DATA
635 FOR LL=1 TO 1000000
636 DATA
637 FOR LM=1 TO 1000000
638 DATA
639 FOR LN=1 TO 1000000
640 DATA
641 FOR LO=1 TO 1000000
642 DATA
643 FOR LP=1 TO 1000000
644 DATA
645 FOR LQ=1 TO 1000000
646 DATA
647 FOR LR=1 TO 1000000
648 DATA
649 FOR LS=1 TO 1000000
650 DATA
651 FOR LT=1 TO 1000000
652 DATA
653 FOR LU=1 TO 1000000
654 DATA
655 FOR LV=1 TO 1000000
656 DATA
657 FOR LW=1 TO 1000000
658 DATA
659 FOR LX=1 TO 1000000
660 DATA
661 FOR LY=1 TO 1000000
662 DATA
663 FOR LZ=1 TO 1000000
664 DATA
665 FOR MA=1 TO 1000000
666 DATA
667 FOR MB=1 TO 1000000
668 DATA
669 FOR MC=1 TO 1000000
670 DATA
671 FOR MD=1 TO 1000000
672 DATA
673 FOR ME=1 TO 1000000
674 DATA
675 FOR MF=1 TO 1000000
676 DATA
677 FOR MG=1 TO 1000000
678 DATA
679 FOR MH=1 TO 1000000
680 DATA
681 FOR MI=1 TO 1000000
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683 FOR MJ=1 TO 1000000
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1019 FOR SV=



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Form the start, make your way around the pyramid and go through entrance marked 'A'. Don't try to collect the gold. It's a mirage! Next, go through door in the north-west corner. Walk down steps, go through door to the east, then get the AMKH from the north wall and exit via north door. Stand on the block (which should be facing you), turn south, then look up at the door on the balcony — shoot the barrier repeatedly to remove it. Then go back the way you came through south door.

Go through east door, shoot the block in front of you to reveal a door, then go through it. Shoot both dog heads, turn south, and go up stairs (keeping close to the walls). Walk along balcony and go through north-west door. Get the SPHINX PIECE in next room. Go back the way you came through east door, shoot the dogs again, then go down steps and go through east door — the one between the two dogs.

Get the SPHINX PIECE from west wall (just to door), get the AMKH from east wall, then crawl in between the blue wall and the box in the corner — face east and shoot the box to reveal a hidden passage to SR — go through it.

Follow balcony around and go through north door. Walk carefully along ledge, get SPHINX PIECE, then crawl and walk through the mouth to the north. Walk down steps, get AMKH, then head back up steps and through hole on the south wall. Walk carefully back along ledge, go through south door, then walk around the balcony as before and take south door.

DESERT PLAN



SPHINX JINX

THE COMPLETE SOLUTION

Have you been stumped in Selquet, baffled by Behbet or totally tricked by Thebes? Then rejoice Andy Roberts has 'busted Sphinx Jinx'!

ESSENTIAL TIPS

- Whenever possible, top up your water supply.
- Don't let off balloons if you can help it.
- Finish the game when completing the solution — time is precious.
- Don't go out at any way to collect gold.
- If all else fails, use the hints in CPTB or CPTB.

Go south and follow the passage round, then go through the locked door in south-east corner. Shoot the first block in front of you. Then shoot the second one to take it — crawl under it (press H) and go through door. Touch first block to lower it, then walk forward and shoot the two pyramids (which will remove the second block). Go through north door again. Shoot the outer cube once to reveal wall backwards, then walk right up to the wall, sit down, and shoot the block again to move the wall back. Now sit down, and step backwards into wall behind you to reveal a hidden door to the east — go through it. Walk into the block to reveal a cube.

Walk around the back of the cube, face east, and then run OVER the cube towards the wall using large steps. To get past the second block, walk as near to it as you can using small steps — when it drops, take a couple of steps back until it rises again. Take another couple of steps forward, then run underneath it using large steps. Fall via the east door.

Go through door on west wall, go down steps, then shoot the cluster of blocks to reveal a door — go through it. Collect SPHINX PIECE, walk BEHIND the steps and go through west door. Walk up flight of steps and go through north door, then walk to north-east edge of balcony and step down. There is a gap between the west wall and the steel partition which runs across the room — squeeze through this gap and collect AMKH and SPHINX PIECE. Go through north door, then through north door again. The next room has a poisonous dart on the ceiling — avoiding this, collect SPHINX PIECE and AMKH from the floor and run up steps to north exit. If you do get hit by the dart, run to the nearest exit, then re-enter the room.

This next room is extremely difficult. You'll need to run across disappearing platforms and shoot certain blocks to reveal extra platforms (the nearest brown block to south door, then nearest blue block to the south door, then — good luck. Once in the next room, walk down steps, shoot the darts, then go up north set of steps and collect SPHINX PIECE (keep pushing forward to collect it). Now go back the way you came, up steps and through south door, then make your way across platforms again. Avoiding the dart as before, make your way through south door. Run under Portal of Power (that funny-looking thing on the west wall) to teleport to room TD.

Climb through hole in south wall, get SPHINX PIECE, then go up steps to the bal-

cony. Make your way around balcony, and dodge carefully past the obstructing block using VERY SMALL STEPS! Once past this, walk to end of balcony and push small block off the edge. Now go back the way you came, down steps, and use the block to climb through hole in north wall. Walk over the bump (you'll lose some water), then shoot the pyramid and quickly run up the stairs which appear. If the steps keep disappearing, use small steps to edge a little closer to the pyramid before you shoot it (remember to switch back to large steps before you shoot). Once through door, collect SPHINX PIECE in next room and go through north door.

This room is particularly difficult, and the route shown on the map is only a rough guide. Anyway, make your way carefully towards north door — a task made tricky by the invisible walls — and enter next door. Get SPHINX PIECE, go back into the invisible wall room, then up the steps and through south door. Walk towards south-west door using small steps, and get as close to it as possible before it closes. When it does, walk back until it opens, take a couple of steps forward, then switch to large steps and run straight at it.

Get AMKH, go through the locked door to the next, then walk around the balcony, go down steps, shoot the darts and go through door to the west. Look up and shoot block on the ceiling to reveal a hole. Go through west door, climb through hole in the wall, then run

SPHINX JINX THE MAP

KEY

- A - Ankh
- S - Sphinx Piece
- W - Water
- G - Gold
- F - First Aid
- Door
- Door on Balcony
- Object on Balcony

quickly through the main screen (one coding is falling) and have exit in front of you. Take south exit from this room, then go through Portal as before. From the next room, go south, south, west (shoot the dogs), climb up steps and take south-west exit, crawl under block and continue east into entrance hall.

Now go back into desert and walk back to where you started the game - there should be a hole there, so drop down it. Once you have landed, go up steps, through south door, and collect the 5 ANKHS from this main room. Go back the way you came, down steps, then go through locked north door. Avoiding the light patch in the centre of the screen (poisonous dirt territory), go through the lower north door, get SPHINX PIECE, go

back the way you came, up steps and through upper north door. Sliding large steps, touch first block to lower it, then add ANKHs to lower the rest. Once across, DOOR 1 (called the sphinx piece and yet - go north into the trial room, collect the 10 gold bars, then go back into previous room and collect the final SPHINX PIECE to finish the game. Now go and have a nice hot drink, you deserve it.

And that concludes arguably the toughest Powerpack game ever! Many thanks to Ian Andrews from Incentive for his help and assistance and to Andrew Davies for his invaluable contribution.

S - Selquet			E - Entrance		
SA	OB	TA	OB	OB	TA
SB	OC	TB	OC	OC	TB
SC	OD	TC	OD	OD	TC
SD	OE	TD	OE	OE	TD
SE	OF	TE	OF	OF	TE
SH	OG	TH	OG	OG	TH
SI	OH	TI	OH	OH	TI
SO	OI	TO	OI	OI	TO
SS	OJ	TS	OJ	OJ	TS
ST	OK	TT	OK	OK	TT
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TC	ON	TT	ON	ON	TT
TD	OO	TT	OO	OO	TT
TE	OP	TT	OP	OP	TT
TF	OQ	TT	OQ	OQ	TT
TH	OR	TT	OR	OR	TT
TI	OS	TT	OS	OS	TT
TJ	OT	TT	OT	OT	TT
TK	OU	TT	OU	OU	TT
TL	OV	TT	OV	OV	TT
TM	OW	TT	OW	OW	TT
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TT	OA	TT	OA	OA	TT
TT	OB	TT	OB	OB	TT
TT	OC	TT	OC	OC	TT
TT	OD	TT	OD	OD	TT
TT	OE	TT	OE	OE	TT
TT	OF	TT	OF	OF	TT
TT	OG	TT	OG	OG	TT
TT	OH	TT	OH	OH	TT
TT	OI	TT	OI	OI	TT
TT	OJ	TT	OJ	OJ	TT
TT	OK	TT	OK	OK	TT
TT	OL	TT	OL	OL	TT
TT	OM	TT	OM	OM	TT
TT	ON	TT	ON	ON	TT
TT	OO	TT	OO	OO	TT
TT	OP	TT	OP	OP	TT
TT	OQ	TT	OQ	OQ	TT
TT	OR	TT	OR	OR	TT
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TT	OT	TT	OT	OT	TT
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TT	OQ	TT	OQ	OQ	TT
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TT	OS	TT	OS	OS	TT
TT	OT	TT	OT	OT	TT
TT	OU	TT	OU	OU	TT
TT	OV	TT	OV	OV	TT
TT	OW	TT	OW	OW	TT
TT	OX	TT	OX	OX	TT
TT	OY	TT	OY	OY	TT
TT	OZ	TT	OZ	OZ	TT
TT	OA	TT	OA	OA	TT
TT	OB	TT	OB	OB	TT
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TT	OL	TT	OL	OL	TT
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TT	OP	TT	OP	OP	TT

FORMAT
Commodore

CHUCK ROCK







Rocks provide useful obstacles from bouncing water. Sometimes they even make life easier, not allowing water levels filled with hostile mounds to be an even better way to stay fit.

Chuck proudly sports a beer gut, stable and very little nose. Quite how he won the hand of the beautiful wife Opelia is one of the great mysteries of history, but that's not important right now because the evil Gary Griller has kidnapped her! A heartbreaker - or at least slightly misled! - Chuck sets out to get her back. Unfortunately, he's a lot too slow to do this on his own and needs major league help.

You have to guide this prehistoric pig through 15 zones of dino mayhem in order to reach a shoe-shine with the evil Gollis. There are thunder-bosses to the right of him, thunder-bosses to the left of him and a fair smattering of the big easy female straight



back and end-of-level guardian. Apparently, having rocks at different levels adds more than looks alone, put a funny face and bottom in an altogether dead kind of way.



Swimming is like right position to throw wild cards through in another battle of wares entirely. It takes a cool head, calm hand and as much stupidity as you can muster.

Uncouth, uncivilised and unbelievably thick! That just about sums up Chuck Rock, comic caveman hero of Genius' new platform epic. Can this superslob turn superhero to overcome dangerous dinosaurs, devious detours and deadly droppings on his own? Uh, no, you'll have to help out in a big way.



DINOSAURS THE GUIDE

SPRINTSAURUS - These huge herbivores could grow to a length of 70 feet or more and weigh in at around 27 tons. They are not to be confused with the famous literary family, the Brontës, although it has been theorised that their version of Wuthering Heights would have had better cat chases.

TERRORDACTYL - Much like the Pterodactyl, these flying wings named Mesozoic slaves. Their fossils were particularly sought after during WWII as their bones provided excellent glider frames for escaping POWs.

TRICERATOPS - Famed for their huge horns and armoured heads, this was not in fact their greatest skill. They specialised in close harmony singing, and later evolved into that strange creature known as Theodoraks.

CEPHYROSCUS - The most elegant of the dinosaurs, the 'obov' was best known for its use of Specious and finding daytime TV entertaining.

Shag - Not this shag that the 'obov' used for the 'obov'.



ahead, too. Most will kill Chuck for a quick snack if they get their claw on him, so he has to leap, dodge and bully his way past.

All Chuck can do to prove himself is belly butt, kick and bang himself. These weapons sound weak, but are actually dead effective. With his ample waistline he can leap over the fiercest dino down with one quick swish of his jelly belly. Surprisingly agile, he can leap into the air and toe poke dinosaurs to death - although the will of his size nine does more damage than the kick! Finally, and most importantly, he can hurt huge (and not quite so huge) rocks about.

These rocks are the key to the game. First off, they form a major part of Chuck's offensive armoury. Any rock found lying around can be picked up, tossed overhead and thrown to top (resulting in thunder-balls). They can be used as shields to stop dangerous rock falls coming down, and are vital platform builders. If a ledge is too high, Chuck can use a boulder as a primitive step ladder. And as the game progresses,

reaching new heights and leaping un-leapable gaps becomes ever more important.

Chuck always has to watch his weight and health. Scattered around the platform world are various bits of rock and health-giving hearts. Although on a mission of mercy,

CR racks up mean points for face filling and gutting hearts, hog's heads and chicken legs as he fights for his life. But while this stops his turn from counting, his hearts replace the valuable life energy that's lost every time a dinosaur hits him.



Medusa make life messy - and very short - on world two. They sneak under the mud and keep up randomly, grabbing Chuck's ankles. Truly (Mylar, Johnny Medusa)



Here we see a brilliant example of a pixelated palm tree in the desert. It only flowers once every three different seed drops on the ground's droppings.

Keeping Chuckie fit is essential. If he is to survive the rigours of terrible bushes, mad monsters and the unexpected! When guiding Mr Rock, you always have to expect the unexpected. He can happen upon mad monsters, sinking swamps and all manner of perils that will whenever a new zone is entered, all the while being hassled by an increasingly vicious manager of monsters. One wrong move sends the boy screaming skyward with his eyes bulging in pain; too many leave him lying dead, and you are the



Never settle at a Crossedby foot stand on their heels and hard rocks on to their heads. It may seem Crossedby, but it sure is fun - and it throws you up to that next platform.

Chuck is so controllable that you don't mind taking risks, as skill always offers at least a glimmer of hope.

The immensity of the task, remembering 15 huge maps and racing exactly right every single step of the way is offset by Chuck's amazing technicolour laugh-cast. The monsters look as stupid as Chuck and are twice as fast. Each has its own idiosyncratic method of attack and silly way of dying. This spunky task helps to disguise the progressively tougher gameplay.



Belly full a bird and what happened? They grab you by the hair, drop you into the air, so you avoid a fall and then drop you some where dangerous. Lovely plumage though.

Although not brilliant, the graphics look the part, evoking a comic time when both man and dinosaurs roamed the planet. The lack of reality is total: since when was a thicket of two feet tall? But the whole game has a mad logic, giving an overall task and gameplay continuity. And that's what counts.

Chuck Rock is real good. The precision of the maps and sounds, demanded by on-site-style games, is combined with the up-front speed of hard-core computer comps, all wrapped up in ribald silliness. Chuck Rock's one failing may be that it's all over too quickly, but that's only because it insists that you play again, and again. It puts the books in hand, simply because everything seems achievable, if only you were a little quicker, a little quicker...

CRASHING WERE



Game	Chuck Rock
Publisher	Gemtek
Cassette	£10.99
Disk	£15.99
Release	Late June
Contact	0332 287787

ROCK

down. And with only four lives for the entire game, one death is a death too many.

Chuck plays well. All three zones of world are, while still being a reasonable test of your wits, skill, and timing for levels yet to come. You have to learn how to use crocodile catapults and (periodic) life, how to defend and attack, and the peculiar characteristics of the creatures. Learning the map is essential, if you want to get the biggest possible score and survive. This requires many leaps into the unknown, exploration and some downright foolhardiness. But



Leap over the Bama to play headily. Remember, play on the lowest and out of the box, in this game you don't get anything for two in the box! Super, amazing, great!



To clear obstacles like this, you need to use rocks to build platforms for yourself. It's easier, it's easier! It's just has to chance his own, his leg, his...

POWER RATING

THE DOWNERS...

- Getting better doesn't necessarily guarantee a 10 score!

100

91%

- A wacky wit, cartoon cartoon world
- Firm, deep control of Chuck promises solid play
- 15 huge maps to explore
- Massive replayability means you will be back time and time again
- Good range of weapons and problems to beat
- Has a crocodile foot as an arcade gem
- Made silly, map totally soft, members to beat
- There is a hard balance between goals, health power and progress
- Clearly platform action

...AND THE UPPERS

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HARDWARE CARNIVAL

Zeppelin claims that you can use "the latest high technology weapons". In fact, not one of the pieces of the kit is less than 50 years old, but that's okay, who's counting?

1. THE ARNIE ASSAULT KIT

Soft and squishy cousin of the M16, this is Arnie's standard weapon. He's got tons of ammo for it. Trouble is, it doesn't fire all that quickly.



2. THE M80 LIGHT MACHINE-GUN

This is what Marines used as a light snipe between meals in the line. Pumps lots of bullets, hurts lots of buddies and, er, runs out of ammo quite quickly.



3. RPD PROCKET LAUNCHER

Barrel grows, this powerful old snipe ball blasts away around vehicles like, er, a big blinding thing. You don't have too many rockets, but once you reach the town section, they come into their own.



4. PT-90 FLAME THROWER

As well as having a crisp, large bite to it, the flame-thrower is at least as good as the rocket-launcher for torching buddies, vehicles, more buddies and, er, even more buddies.



By now, I fully expect you to have watched the cover-cassette off the front of this magazine, bunged it into your cassette and been astonished by the playability of this Arnie demo. If you haven't done any of these things, you must be some kind of wimp with your priorities all wrong.

The game has a simple but effective plot. A small green helicopter drops you in a jungle. It then flies off, abandoning you. Instead of getting snorped and "ploring" for a taxi, you strap your ARNIE assault rifle and look for some people to shoot (and, ultimately, a really evil General to blast away). And that's basically it.

Luckily, you are situated right next to a large camp chock full of enemy soldiers, so you're guaranteed a fire-fight. In fact, seconds after you land, dozens of armed men run towards you, simply asking to be cut down.

Each of the buddies doesn't actually fire that much at you. But before you think that you're getting off lightly, there are so many of them that the bullets start to fill the air. It's pointless simply to stay where you are, standing away, because you'll just get overwhelmed with enemies. The thing to do is keep moving. Shoot as much as you wish, but don't stop while you're doing it.



The tanks are the worst enemies. Obviously, they just keep blasting you to death...



Oops, Arnie is shot down by an enemy helicopter. Watch out! Enemies snorped you! Game Code.



Time to pull some better weapons. I think I'll have some more bombs. Please in 30 show if you have...



Getting behind the procedure can't guarantee your safety, but it helps.

Pretty soon, you'll come across some guard posts. It's virtually impossible to tell the people inside them, but as long as you keep out of their line of sight, they shouldn't cause you too many problems.

Occasionally you meet a guy dressed in red. Shoot him and you'll come across a new weapon lying on the ground. Depending on which weapon you've currently got, it'll either be rather useful or incredibly violent. It could be a big machine-gun, a rocket-launcher or a flame-thrower.

Yes, Arnie is a pretty decent game. Once you get the hang, you just can't leave it alone. The playing area is large enough for you to try loads of different approaches. One of the best, surprisingly, is to hold back on the firing unless things really do start getting hot.

The graphics are small but neat, and the speed of the whole thing is set so that you can dodge the enemy bullets and just about survive all the junk as well.

I really like Arnie. Graphically, it's nice but nothing to write in your *Gameplay* about. But it's just too playable. You become determined to blow up the tanks, people and helicopters that stand in your way, and every time you get a bit further, you want to have another go. Great stuff, and worth a decent score, meeting.

ARNIE BEACH



This is what happens if you launch a rocket at a weedy tank. Impressive, isn't it?

Game	Arnie
Publisher	Zeppelin
Cassette	£3.99
Disk	Unavailable
Release	Out now
Contact	091 385 7795

POWER RATING

THE DOWNERS...

- Graphics are a little small.
- Colour-direction could be a bit sharper, but it works in your favour.

100

83%

- Loads of explosions, tanks, grenades and bombs.
- It's a big game, with plenty of variety as you go further and further into it.
- Smooth scrolling, which doesn't hold up the gameplay.
- You'll also need to use a bit of thought to work out the best way through the jungles.
- It's very addictive - just one more game after its best.
- Really sound actually calls the game rather well.
- Takes memory work well, and they can use an incentive to keep playing.

...AND THE UPPIERS

DRIVE FASTER!

What do you prefer a cranky old banger barely capable of 50mph, or a sleek F1 car that's raring to race? TIB's new Ultimate Drive claims sufficient speed to leave

Commodore's 5.25" disk drive standing. But is it all fancy paint work and fluffy dice?

Bones takes TIB's baby to pieces to see what this new disk drive can do for you.

There are a few things you ought to know about TIB's 5.25" Ultimate Drive, if you haven't already heard of, or had the chance to try it yet. As its name suggests, it is certainly the fastest disk drive around for the C64 - even faster than Commodore's 1541, which will leave you short of a couple of hundred pounds. But how fast, it asks for the games player and programmer alike?

ON THE PORT SIDE

To use this beautifully styled disk drive (about the size of a video cassette) simply plug it into the cartridge port, located at the back of your 64. The drive is connected directly from your computer, so you don't have to worry about hunting out an extra power socket. This is of particular benefit to all you laptop people out there who have not considered buying a disk drive before.

Imagine sitting in front of your 64 armed with your tape/disk and your 50-1001 (better term for the Ultimate Drive) plugged in. Eagerly, you load your tape/disk into your 64, and switch on your computer. Within seconds your game will appear and you will be ready for action! Or pressing SHIFT and RUN/STOP, so typing LOAD, etc. anything - just switch on and go (as certain shampoo ads are fond of saying).

In principle, the Ultimate Drive resembles a games cartridge, but differs in the fact that it merely acts as an interface; it is the drive that does the storage work and is the 'gate' of the system. This gives you greater flexibility. For a start, loads of games could be packed on to your average 5.25" disk (if the software companies chose to support it). Imagine how much stuff you could get on to a tape that takes two complete cycles of your 6801-689 tape counter, without any tedious fiddling used of cassettes, and this is roughly how much you can squeeze on to a hardish disk. Simply amazing, isn't it?

IS BIGGER BETTER?

And the speed is a great benefit. With this drive, games could be made bigger and better (they could have more parts), as they would take a fraction of the time to load. The booklet that comes with the drive states that it



Does this mean anything to you? If so, then some of TIB's tools could be for you!

will load 64K in just six seconds. Realistically, however, you're talking about a disk version being ready to play before the computer has even loaded the filename of the tape version!

For endless hours of enjoyment, without even having to touch the keyboard, just bang in the disk, switch on the computer, and hey presto - with your hands on the joystick, you're ready to kill off the latest swarm of Xplopops from the planet X. To get you started, there is a free games compilation disk with the drive.

A PROGRAMMER'S GUIDE

For the more serious user who may want to use the Ultimate Drive to work on programs, there are some major shortfalls. A more viable, updated version of its software is needed before it will be a major tool to the serious user. For all you programmers out there may have to wait until version 2.0 is designed and released before the TIB drive fulfils its true technical potential.

Some of the commercial utility programs I found will work with it. It isn't possible to change the drive device number from 9. You can LOAD/SAVE from Basic

using the direct mode, but programs do not recognise the drive as device 9. Therefore, manipulating files from within a Basic program is not possible. Machine code can obviously access the drive, as demonstrated by the standard software - which comes in the form of five games - but you need to play 610 for the source code to find out how this may be possible! The manual doesn't explain properly how the drive works, and contains a lot of errors. Perhaps spending £12 for the source code may help you to find out.

This directory (B) is not readable into memory, and when it is listed you cannot stop the listing, or even slow it down satisfactorily. The software font is poor with spotty characters that are difficult to read even on a monitor, so if you use a TV screen, you will certainly have problems here. There are simple errors like spelling. If, like me, you use a programming cartridge, such as Action Replay, then you cannot use the drive without endlessly plugging/unplugging the drive interface. A motherboard may help, but to initialise the drive the computer requires resetting. Some load/store commands in the cartridge interface would prove invaluable.

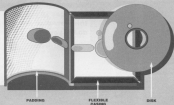
The world's first 5.25" drive comes complete with interfaces, tools and games disk.



DISKUSSING FLOPPIES

One of the more fundamental differences between the Ultimate Drive and Commodore's 1581 is the disks that they use. The 1581 will sports a 5.25" size disk in the front, while TIB's baby only has a 3.5" disk. But surely floppies are floppies are floppies, aren't they?

The iCF owner pulled one of each apart to see what made these magnetic marvels tick. Don't worry nor get an adult to help us with the cutters.



The 3.5" disk is the direct predecessor of the 5.25". So, naturally, the 3.5" disk has many advantages. For a start, it's not really floppy at all, being bound up in a tough plastic case. The disk is protected from damage by a tough metal shield, which is pulled back only when the disk is in the drive. A write protect tab lives in one corner allowing you to safeguard your data without resorting to tape. And the final plus factor has to be that the 3.5" holds four times as much data!

ITEM	3.5"	5.25"
FORMAT	HD	HD, DD
SECTORS	18	15
TRACKS	10	10
DATA RATE	500 Kbps	500 Kbps
WRITE PROTECT	Yes	No
SHIELD	Yes	No
BASE	Plastic	Plastic
PRICE	\$15.00	\$10.00

The floppies, ah, you did write down the file name didn't you. Right, we'll start again.

MS DOS TO C64?

TIB states: But with the Ultimate Drive you can transfer files from a PC to a C64. Although this can be done, it is not particularly easy. If you own a PC and use a word processor, you save out an ASCII file to an MS-DOS disk. You can then, supposedly, put that disk into the Ultimate Drive, load it into the C64's memory, and save it out as, say, a BASIC. But to load it from here to a C64 word processor for editing, etc., you will need to write a rather tricky program to convert the ASCII to-Pet ASCII (the ASCII Commodore used) as well as convert the MS-DOS file (which is a PQF file) into a BASIC file. This, in itself, is difficult enough, but to reverse the process is even more tricky, requiring various flags, ASCII conversion and file conversion. The software on the Ultimate Drive Utilities disk just does not deal with these problems, so unless you are a competent programmer, forget it!



The Ultimate drive loads after some real time-saving tests, but how useful are they?

SOFT STUFF

Eight games came with the Ultimate Drive. Are they just something to fill up the disk or are they worth your money?



OUT2 - A merry runny-aroundy shooty-to-billy comic-book space romp. You have to guide a soldier through a twisted maze of bunnies collecting keys, weapons and other odd objects. Fun to a frantic kind of way.



FIREFLEET - A multi-directional scrolling space battle with some fun sounds. Firefly is far from as subtle as the slow pace holds it back. The flexibility of the ship and the size of the map means that there is plenty to discover.



MOUSE TRAP - Not just sad, but seriously depressed. This is a platform-based leap and collect game that lacks the personality needed to pull you into play. Appealing graphics and a total lack of control don't help either.

0



MILAN PARADISE - A budget smash. This is a surreal beat-'em-up featuring huge bunnies. With the bunnies and the fall down, and where your enemy runs out you fall down. Funny in a camp kind of way.

As outlined above, for the programmer there are a few problems that need to be ironed out before the Ultimate Drive can become an essential C64 accessory. But with a bit more work, this could have a winner. The drive, from a game-player's point of view, is perfect, and most of the major software houses expressed interest in the format. Games are actively prepared to support the drive as soon as it is out on sale and a demand begins to generate.



The double utilities look really impressive, but are they really that hot?

THE PRICE IS RIGHT OR IS IT?

For a penny less than a hundred pounds, the Ultimate Drive is good value for all you game players, especially as it is geared to meeting the trend towards 5.25" disks. (The 5.25" is much sturdier, more compact and less prone to dust than its older counterpart, the 8.25".)

For this drive to succeed as a bonus to game-players though, it will be reliant upon the support of the software houses. You can see the dilemma: the software houses will want evidence that people are buying the drive, and the buyers will want to know that the software houses are going to support it. The danger is that this drive could go the same way as the C64 games console. However, for the games playing public this drive is genuine perfection in a metal casing.

SCORE



THE SOFTWARE HOUSES STATE THEIR CASE

Most of the software publishers produce their games using cassette tapes. Detailed below are the responses of some software publishers regarding their support for the new 5.25" Ultimate Drive format.

COMMODORE It's for the best response came from the Coders. Paul Pearson said that the policy of the Coders is that they already, and always will, do everything they can to support the Commodore 64, and therefore WILL certainly be producing software for the Ultimate Drive.



OCEAN They are very keen about this new drive and have every intention of supporting it fully, once it is out and selling.

As one of the major publishers of UK leisure software, Ocean's support will prove vital if the format is to become a viable platform for games.



DOMES Their next release is June with *Auto Soccer Champ* and they will be putting the game out on cassette and 5.25" disk. But if the Ultimate Drive is selling okay they will give it serious consideration.



ZEPHERUS They are unlikely to use this format (5.25" disk drive) - however, they did say that if the market became more substantial they would have to follow suit and produce for the 5.25" format.

Consider the 5.25" Ultimate Drive as a really good investment for software publishers. It offers developers immensely fast loading times that can really leave designers the opportunity to release mega-size games of extraordinary depth of play. The disks simply hold more data and load it in far faster. And think what the concept of the disk drive, plugging into the cartridge port could mean to you, the games you play and the time taken to load them!

weight in gameplay gained? A brilliant competition would make the drive a 'must have', so we've played them all and rated 'em out of ten.



MUMMY - The sequel to Joyce's 4th story, and other, read it up you'll understand it. This graphic adventure is so new it should be in the classic mode and get killed by little ghosts, and there's a...



TOP DUCK - An oddly amusing Bubble Bobble type hybrid starring a duck. Run along platforms, pecking bricks to hit insects (FTs). Control quite make it a comedy, but at least refreshingly silly.



FROGGY - A real relaxing gaming star. You control an implacable family size type thing that has to dodge and leap over slimy monsters. Solidly playable and just frustrating enough to keep you playing.



EDINCO - Fast paced and the power fun, as you skate around a large open world building for things to kill. A control game, this one has to be played on tape - so stick joysticks watch out! (Said out with story/plot).

INSIDE INFO

Storming back to full strength, Inside Info returns. Techie bod, Jason Finch, is here to answer all your techie queries. So if you're having hassle with your hardware, trouble with your tape or are doubtful about your disk drive, then drop him a line at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.



DRIVE HASSLES

Dear Inside Info:

I have a K7-100 5.25" floppy disk drive for my Commodore 64. Is it possible to alter the disk controller so I can retrieve files from some old disks that I have, which are formatted in DD502 and DD502.5? Secondly, is it possible to produce a screen size of 320 by 192 with the Commodore-64? Can you help please?
 48 J. Winstan, Darwen, Lancashire

Hiem... tskky. First of all there is no simple way for you to retrieve these old files unfortunately, because it just isn't possible to change drives in that drastic a fashion. The only thing I can suggest is that you get hold of a DD502 drive and attach it to the 64, load in the files you want, then connect your K7-100 and save them out on to that. It's a bit like trying to convert files between Commodore and MS-DOS drives.

On your second point, that isn't possible either (what a great start to this session). You can get a screen size of 320 by 200 or 160 by 200, but not the particular combination you are after. For those of you who haven't the foggiest what I'm on about here, the sizes refer to 'pixels' - the smallest dots that your wonderful computer can display on the screen. Each character is eight pixels horizontally by

eight pixels vertically. Sorry to have to disappoint you on both questions.

OLD TIMER

Dear Inside Info:

I have a cassette deck that used to be my brother's a few years ago, which was for his VIC20. The deck is the right one for my 64 too. It loads most of my games but there are a few that it won't load. If I bought a new cassette deck would this solve my problem and where could I purchase one?
 48 J. Oxborn, Reading, Kent

THE SPYKED BROLLY

In 1986, George Markov, a Bulgarian diplomat, bumped into a man with a brolly in the street. Shortly afterwards, Markov left it, collapsed and died. Not too weird, you might think. But when the pathologists got him to his afterwards, they found a tiny poison-filled pellet in him. It was about the size of the ball in a flu, and had been injected through the umbrella by the spy Markov bumped into. Interesting... eh?

If your brother used to use it on his VIC20 then it should imagine that it has passed its 'use by' date, as it went 'What usually happens is that all sorts of disgusting bits of dirt and grime get attracted to the important parts of the cassette deck, and over time this results in the reliability of the tape heads (the important bits) decreasing. They also get knocked out of place a bit now and then just through general wear and tear. This means the heads need 'realigning', and there are kits you can buy to help you do this. Some games are rather sensitive and need decks that are 100 per cent accurate, so I would recommend that you buy another one - it's probably about time. They are about 30 quid and can be bought from most places that sell CBAs. Alternatively, give Data Electronics a buzz on 0762 714717.

PLAY PASS

Dear Inside Info:

Here is a very different password program that takes no typing in or any AS statements. All you need to do is type it in, then run it. When 'ENTER PASSWORD' comes up just press play on your tape deck and then when the last message comes up stop the tape.

```
10 PRGM CDS1471: PDS: END: 139
20 PRGM PDS000: PASSWORD?
30 GOTO 1, 34, 18
40 PRGM CDS1471
50 PRGM PDS000: NOX: NOX: ARE: CLEAR: 16:
  PAUSE?
60 GOTO 1, 18
70 PRGM CDS1471
80 END ** END OF PROGRAM **
```

Now for a few questions.
 (1) How do you get GYS numbers for games?
 I've got an Action Replay if that helps.
 (2) When is 'Back to Basic' coming back to GFT?
 It'll don't get a letter printed in this mag soon I'll go somewhere the Zzap. This will be the fourth letter that I've sent in! Give Martin, Lonsdale, Suffolk

Amos, such thanks. Well, now you've got one

Real 42 The ultimate play pass offered





printed, I trust that the post-sourcing of your letter on this page is to your satisfaction?

Thanks for the program. To get 875 numbers for games you have to search through a game's code and therefore need to be a competent assembly language programmer. Are you - human? Regarding the series, I don't know anything about its return, so you'll have to write another letter to the great Ed and wait again for a reply to your fifth letter.

TEXT TO DISK

Dear Inside Info
Please, please help. I'm really puzzled. I got a C64 with 1.44-1/2 disk drive for Christmas. Trouble is, if I try to save a block of text on to a disk formatted disk it won't save, yet I can save computer program listings easily enough. Can you please tell me how to save text on to disks, as not only being new to computing, I'm also at my wits end. Also, can you recommend any good Commodore books for beginners?
Gail Worthington, West Bromwich

The best book that you could buy at this point would probably be the Commodore 64 Programmer's Reference Guide, which is widely available. It features most aspects of the computer with plenty of examples, and I wouldn't be without my copy. Other than that, you should be cautious about buying books on basic programming because the Commodore 64's Basic is different to most others. Look out for series in magazines, too.

Regarding the permanent storing of text, it all depends on how your text is temporarily stored. Most word processors have the facility built in, as you should buy and use one of these if you are writing something like a report or letter.

Otherwise, what you must do is create a 'sequential' file (file data is recorded sequentially) and write a number of 'strings' to it. By strings I mean things like AS or WS or whatever. Below are two short examples of writing and reading, in that order, text to and from a disk file:

```
10 OPEN 1,1,"SEQUENTIAL",R
20 AS=COMMODE "FORMAT"
30 AS="PROGRAM"
40 PRINT AS;PRINT$E
50 CLOSE 1
```

```
10 OPEN 1,1,1,"SEQUENTIAL",R
20 PRINT$E
30 PRINT$E
40 PRINT$E
50 CLOSE 1
```

A file will be created called FILENAME in the disk directory. The code SEQ will appear next to it to indicate that it is a sequential file. The 'S/W' and 'S/R' mean

I was lucky enough to receive a disk drive for Christmas and since then I've been trying to write a program to transfer tape to disk but as yet I have not succeeded. Is there anybody out there who has? I would be grateful for any help that you could give me.
Craig Milsand

Well it all depends on what sort of things you want to have transferred from the humble tape to the wonderful disk. If it's your own programs, then all you need to do is load them into the computer from tape and then save them out on to a suitable disk. If, as I suspect, it might just be, you want to transfer commercial software like games on to a disk then you should skip your wrist because it's not allowed.

Anyway, programs aren't generally used to transfer stuff from tape to disk; cartridges are. Something like Action Replay should help you out and, even a review of which was featured last month. But don't do anything rash with it as it can't do anything. If you're a CF reader would even contemplate such a thing.

TOTAL RECALL

Dear Inside Info
I have been a proud C64 owner for three years and have been programming Basic for even longer. But I am still puzzled - is there a way to store a screen of data without having to store and recall 1,000 characters and 1,000 columns on card? If so, what is it?
Craig Chapman, Bedford, Gwent

Erk, this is bordering on the very difficult but I'll try to be brief. Yes, is that okay? Oh you want to know how to do it as well? The technique of storing

Stack, stack, every byte, with T8's new eight-card-bit.

The ultimate answer to the dilemma - C64 (i) disk (ii) number (iii) actually (iv) 'sequentially write and sequentially read', respectively. You should find some more information in your disk drive manual - an explanation of these here would lend an article of its own.

TAPE TO DISK

Dear Inside Info

less information than you really need, and still being able to recall it all, is known as 'data compression' and it can apply to anything, not just characters and colour information. You could use it for storing write data for instance - in fact anything that has repeated numbers in the data. There are loads and loads of different methods, the simplest of which follows.

You store each number as usual until you come to a place where a number is repeated twice, one after the other. Then you scan along the rest of the information for how many more times that same number occurs without a different one in between. Then you store that number and carry on until the end is reached. So, say you have 40 spaces on the screen, the code number for which is 32 - check out the User Manual. You would record 32,32,32 because there are 28 spaces following the original two. Recall is the reverse of storage. When you get a number repeated, use the third for the number of repeats. Call it 87 Good.

ULTIMATE DRIVE

Dear Inside Info
In the CF18 Inside Info I read that T8 is releasing a 3.5" disk drive for the C64. You told us the price of the drive but what you failed to tell us was:

- 1) When is it going to be released?
- 2) How much will the drive cost?

Matthew Connolly, Banco, Llanwrthwl

T8 PLC have already released the drive, but they have been having a few problems with it - namely that some bits don't work quite as was originally intended! So I'm not entirely sure what the availability of the drive is at the moment. It would be best if you call them on 0274 755995.

The disks are standard 3.5" disks and can be bought from all computer shops. They are usually about £7.50 or less each, depending on the shop. You would need double sided, double density ones. Alternatively, look up for reputable mail order companies because they usually sell

than a ten cheaper. In fact, T8 were running a special offer whereby you could get 80 disks together with a storage case for just £15.00.

NR: See p.36 for more info on the T8 drive.



HORROR BEYOND BELIEF!

CERT X

The Mighty Brain



Are you brave enough to tackle one of the universe's greatest intellects in a cerebral correspondence challenge? Oh you are! Well then, drop **The Mighty Brain** a line at **Commodore Format**, 30 Monmouth Street, Bath, Avon, BA1 2BW.

PLAYERS' HANDBOOK

Dear TMS

I have returned to my C64 after many years (don't put with your 64, you WILL come back to it) but find that I am unable to obtain any books listing earlier types of adventure games. Could you please help me with this? Jack Spens, Loughborough.

Jack, now I'm glad you asked me that, no I really am. You see a few weeks ago a new book dropped through the CF mailbox. It's called *The Adventure Gamer's Manual* and costs £12.95. It contains synopses of both early adventure classics and the modern marvels, across a wide number of formats. It is far more than that though, as the bulk of the book concerns itself with the theories and techniques used to

create adventures, and provides many a helpful hint for playing them.

The Adventure Gamer's Guide, by Bob Redrup, is published by Sigma Press, ISBN 1-85048-253-5. Or, if your bookshop is unable to order you a copy, phone Sigma direct on 0625 530005.

TMS

TWO INTO NONE

Ye TMS! (is coin a phrase?)

I have a slight problem. Years being the owner of not one but two computers, I am normally better off than most. However, over recent months a slight problem has occurred. My parents have confiscated both my Spectrum and my C64. Recently, I have found myself becoming incredibly irritable, short-tempered and unable to concentrate. With my scholarship exam coming up very soon, these factors, and especially the last one, are becoming rather worrying. I have a strong feeling that my lack of concentration stems from a lack of leading atoms in kingdom come. This problem is getting more on my nerves by the minute and without a psychic lead soon, I feel I will definitely crack up. What am I to do?

Alexander Young, Oxford.

Hmm! Now you see I'm lost. You are dealing with two areas close to my heart (at least metaphorically). Firstly, you are obviously a keen gamer with a taste for high-speed action, but you also have an excellent talent to exercise your brain power in your exam, so this would be my suggested course of action. Talk to your folks and remind them of the old adage "all work and no play, makes Jack an incredibly irritable, short-tempered boy who can't concentrate". Then after a deal they let you have one of your computers (your C64 not the Spectrum, as I feel

MISSING MOVIES

Dear TMS

Was there ever a C64 cover of the film *The Last Starfighter*? And if so, where can I get hold of a copy? Fred, Gough.

The Last Starfighter (Lorimar/Universal Pictures 1984) was never made into a computer game. If any film was ever ripe for conversion it was this one! The hero was selected because for me an arcade ace and the *Death Blossom* *Brain* was just like a smart bomb! A shame, a real shame.

TMS



The happy bit from *The Last Starfighter*.

the Spectrum would only increase your frustration) on a limited time basis - say one night a week or for an hour every couple of days - if you're up-to-date with your revision. This way you get to play all-world marbles, you can concentrate, you're smiling and everybody is happy. Good luck with the negotiations, and remember that most game-types don't negotiate computer games as the legitimate form of entertainment that they really are!

TMS





James Leach, a games player on Internet that he couldn't think Super Seymour. MS

What this case does show, however, is that reviews are opinions. CP's opinion always tries to reflect the overall mood of a game: how good, bad or indifferent any bit of software is as a total package. But while the writer always strives to deliver the definitive opinion, some people will insistently find that our conclusions differ from theirs.

So always plink through reviews and try to separate out opinions from fact. If the review says there are eight levels, that need assured that there are eight levels, but if the review states, "I thought the game was too hard," then filter this through your own experience. Because, if you are a hot-hot games-player and the reviewer is writing for the average player, then you might find the game play a little easier than other people would.

Your clear and concise opinions, though, are always welcome, so write in and let us know if you think we're too generous, too tough or even spot on! TMB

TYPE CAST

Dear large amount of Gray Matter
Please, please, please, help me. Whenever I type in a code listing, if the line doesn't start with a number, a message appears saying "SYNTAX ERROR". I say again, please, please, help me!
Damon Taylor, Dover

Pokes are small programs that subvert the main game code. For this reason, each line of the pokes must have a number, as the C64 knows exactly in what order to execute each instruction.

A REG

Dear TMB

Please answer my humble questions, you gorgeous mass of nervous tissue.

- 1) Will *Smashy-Power* come up for the C64?
- 2) Would you do one of those game round-ups for Soccer, just like you did with driving and fight sims please?
- 3) Can *Aliens* actually be completed?
- 4) Don't you think that *Reg of Concorde Street* is excellent?

Reg Gae, Southampton

Before I start Reg, what makes you think I am nervous? But enough of that, on with the answers.

- 1) *Smashy-Power* was released nearly five years ago and so a follow-up seems a tad unlikely, especially as the Argonaut boys who coded it have since gone on to many new projects.
- 2) The could well run one of *Archibute Ark Ark Appleton*. *Smashy's* game round-ups he ran in conjunction with the European Championships this summer. He's put in his leave and will do it if the MoD decides he can spare the time.
- 3) Yes of course aliens can be completed! Am I not living proof of that? I am an 'alien' and I quite obviously have the necessary bits in alien speech (are you sure - BTW, so I can be said to be complete).
- 4) I have avoided 'Concorde' on the advice of my doctor. However, when asked, the old-hand *Street* fans who put *Public Domain* together said "Yes". And so it seems you are right Reg. Reg gets the thumbs up from the *Perotch* crew. TMB



Reg from Perotch, charmingly disguised as Reg (Paul)

SIMPLY BRILLIANT?

Dear TMB

I was reading your review of *Super Seymour* (CP16) and read about it being very difficult and the graphics not very good, but I thought seeing that it got 50% and that a 'Coke' it's buy it. I went out and purchased it at 10.40am on Saturday. I sat down when I got home and coded it up saying "This'll be good".

So there I was when I loaded, starting to the jolly music which the review said was "not brilliant". That was the first thing I found that differed from your review. Then I pressed fire to start the game and when I saw the graphics I thought that they were some of the best background graphics I'd seen. My second disagreement with the review.

Then I started playing and died. But on my third go I reached level seven. Then, on the next few tries I kept getting to higher levels until I reached number sixteen.

The next morning at 8.00am I loaded the game up, dived, gasped at the graphics and got to level 18 with all my tries, and proceeded to the next without taking a hit, thinking "typed Level 17 here I come". But no, it was back to level 11! I'd completed it within 20hrs of buying it!

Now either your reviewers are totally useless games-players or I'm simply brilliant! Perhaps the readers who also have bought this game could write in to say what they think of it.
D McCormack, Cornford

The review of *Super Seymour* was the focus of a lot of discussion in the CP office. Most of the team had a blast and the results were interesting. James and Tandy found it hard going. Garry was reasonably good, while Roger and Edie were brilliant - and you fell into this group. We reached the opinion that it was highly playable (what more proof do you need than it getting you out of bed at half past eight on Sunday?) and that some players found it a bit tough.

Anybody in arcades like *Super Seymour*, it's not just finishing that's important but also your score - as both require different playing styles. So there's life in the old fudge yet!

HALL OF FRAMES

Dear TMB

I have been reading *CP* for sometime now and I always look forward to reading your section. So I have decided that it is my turn to fire some questions at you. So here we go!

1) I have been looking for *TV Sports Football* for sometime now and can't find it. Can you help me?

2) Have you got a cheat for *Pinbot's Chase*?

3) Since January's *CP*, on the scanner you have said you are going to review *Mega Tents* next month but you still haven't reviewed it. When are you going to review it?

4) How about some more PG games on the Powerpack like in issue 12?

5) Where did you find *Pagan Purses*?

6) Why did you empty him?

Mark Wyatt, Colchester

1) *TV Sports Football* poses two problems: it's very old, and recent changes at Mirrorsoft Towers have left a lot of grey areas in terms of back-catalogue stuff. Mail order ads would be my best suggestion.

2) No.

3) Every month we ring US Gold and they tell us that the game is in final testing. So we put it on the innermost ring of the scanner. Then it doesn't show for review and we ring the Games and they say that it is still in final testing. The result of this is that the game has been virtually ready for review for three months, a position the scanner has mirrored. This is in no way a criticism of the Games though. They want to make sure that *Mega Tents* is as good as possible and won't release the title for review or sale until it meets their high-quality standards.

It's annoying to have to wait for so long, but when the wait is for the sake of improved quality, it can only be for the best in the long run. So we'll review it when USG are happy with it.

4) OK, you'll see some on the tape reel soonish.

5) We found Roger in High Wycombe High Street with his nose pressed up to the glass of Sinfire and salivating over the full-price games.

6) His cheap!

TMB

Compiling Journalist
TMB takes the 'your
PG' message to the
highest office
in the land -
John
Major's Prime 6!



time and time again how an earth could this have happened - while compiling Action Blast. So let's get on with the questions:

1) Why do they sell *Planet Switcher* if you don't need them?

2) I am still amazed.

3) Please print this as it is really bugging me.

4) How much would I sell my Commodore and PG games for?

David Wilson, Fakenham

You did what? Without a ... I know I don't doubt that you did think, but you appear to have been what they say in the games trade as unbelievably lucky!

A *Planet Switcher* simply arrests C64, but doesn't have a self-turning off the cam.

12 GAUGE
AUTO-LOADER

Dear TMB (The mighty Blob! that that)

1) You did not state which car-park that Matthew Bice (CP 8) was supposed to meet you in!

2) I tell that machine-gun you've got it loaded with blanks.

3) Is Mega better than a Nintendo? And don't give me a silly answer as my computer has a major problem with the load command, and only understands it when it wants to.

4) When are you going to put a decent game on the Powerpack, like *Head for Hell* or *Cyberforce Warrior*?

5) Pink ya red, then why don't ya challenge me! I'll get my *Oszi* line and blow ya to bits. Jonathan, Peterborough.

A 125 longbeard and a spear of Jothabian please!



1) I didn't state which car-park the confrontation was to take place in because I didn't want innocent bystanders to be hurt. If Matthew, and his curious culinary habits, wants to have a go, then he'll know exactly where to come.

2) No it was not loaded with blanks. A *Phased Plasma Rifle*, with a 4096 range, is a weapon not a prop!

3) I personally prefer the Mega Megastore to the Nintendo NES. But this is solely because the Mega joystick took the title.

Because the Mega joystick took the title spoilsports. There isn't really much to choose between them: the NES has more custom hardware; the Megastore has faster 'clock speed'.

However, a simple loading problem shouldn't make you want to trade in a computer for a console. For starters, your C64 doesn't have an innate intelligence as it can't decide to load or not.

Therefore, it seems you have a hardware fault. What about getting it fixed?

4) CP111!

5) I do not think I am red, but what I lack in the 'red' department is made up for by my ability to spot *Red*!

TMB

THE END

Is there something you just must know? Then drop TMB a line at Commodore Format, 20 Monmouth Street, Bath, Avon BA1 2BN. The Brain scans each month's mail for the very smartest letters. It reads each one but can't reply by post (so don't send any SAEs). The cream of the crop will be used to create the best letters section in this timespace continuum.



ROGER FRAMES

buys
Budjit Games



Roger thought his mate Barry would be coming over to stay for two weeks. He even broke into his piggy-bank in anticipation. So he screamed in terror as he saw who was actually coming to stay. It was his arch-enemy, Veronica Nolan...



MYTH

Kixx £3.99 Contact 021 625 3388

Is this game a hit, or is it a myth? What a great joke that was. Anyway, Myth is a bit of a platformer. You play a little red toad and hop like mad who goes back to various mythical times and, er, kills things.

The graphics are completely excellent. And what atmosphere! Close your eyes and you could believe you're actually there (uh-oh!) You can't see anything. (Eh. As your animated guy wanders around, loads of skeletons, flying demons and other things materialise (at least, in the Greek myth) for they die).



So you've got to learn to fight. This is the worst part about Myth. It's got a stupid control system, where you have to twist the joystick in weird positions to get a decent punch or kick. It's like frustrating as dropping a 20p piece down a pavement grating.

But you never know - you might get the hang of it. If you do, you'll find Myth is like completely brilliant and very, very large.

MYTH

I despise the control system almost as much as I loathe the female species. But the game itself is a stunner. Big, bold and beautifully smooth.

FRAME RATE



TURRICAN II

Kixx £3.99 Contact 021 625 3388

How this I like. A game where you get to dress up in some armour and scuffle about on another planet, shooting thousands of nasties. Great stuff.

Turrican II is, at its simplest level, a platform shoot-'em-up. But wait till you see it! Tons of spikes, buckets of colour and loads of incredibly illegal weaponry make it a classic game. Truly a diamond among small bits of broken glass.

These 500 was, Veronica Nolan. Scourge of the whole last year at St. Jeremy's. I guess she's finally went into shock. How could my parents let her into the house?

The worst thing is, she's a girl, so all the money tips I got out would be needed on her. There was only one thing I could do. (Whistle I had an instant, by intention, diversion and take away with my 50 for a couple of weeks. I wouldn't even be able to come out of my room at moments. It could finish me. But it would be better than facing Veronica.

Part? I doesn't matter. You just go as far as you can, jumping on platforms, climbing hills and firing at the four loads of unpleasantness that come your way. Cool or what?

So it's dead smooth, fast, big and has that catchiness that makes you want to see up loads of expensive electricity, playing it well into the night. So do as I did. But your best is value the cash for this one.



Always use concentrated firepower to get those white looking really white - and with out a ball with. (What is a ball with? And what's so bad about it? Mind blowing)

TURRICAN II

Good enough to cover in whipped cream and eat as a weird sort of plastic puff-pastry, licking your lips with delight as you do so. Yummy.

FRAME RATE



THE SPY WHO LOVED ME

The 108 Squared £3.99 Contact 021 625 3388

We don't seem to hear much from old James Bond these days, do we? But it's nice to see the old game coming out at a less ridiculous price. The Spy Who Loved Me is a vertical shooter, where you have to drive

James's car, boat and, er, biddly thing up the screen as quickly as you can.

Of course, the route you've got to take is filled with obstacles, and there are loads of weird tokens floating around (which you've got to collect, too) you're basically just teetering up the screen, shooting at badies, turning over pedestrians or bunnies, collecting tokens, and trying not to crash into things. It's just like real life, actually.



Ah, a life on the ocean wave, then, sand, car! and headless shouting at me from behind my back, the steady onwards.

This is one of those games that certainly isn't bad, but isn't special either. It's certainly got that addictive 'one more go and I'my three-quarter finished, but, ultimately, it's a simple game that remains the same every time you play.

Graphics are fine, and you get a fair bit of speed up, so it's not rubbish on that score. That's about all I can think to say about it. Oh, the film has got some good bits in too.

THE SPY WHO LOVED ME

Not as bad as finding a nest of spiders in your Wellingtons, but not as good as finding an old lion in there either.

FRAME RATE



70%

SOCGER PINBALL

CostMasters £3.99 Contact 0206 814 133
Well! Not only is this a pinball simulator, but it's also vaguely got something to do with space! That should please Bert Banister, the famous 'World Team' striker and obsessive pinball fan. But will it please you?

I gave this an evening's worth of play and decided



I didn't score fast enough. I think I must have lost my last goal and added the wrong name of Icelandic player, Veronica and Mum (the teacher) had confused me and forced me to act as a stupid character in a dream. I thought I would die of shame.

I could only think of escaping and playing my 84 for some exciting violence.

that it starts off as pretty addictive. You spin the ball up the, er, machine, and then try to flip it around into the other players and eventually the goal.

The pinball machine has a football pitch drawn on it, and your main aim is to stop the ball going between your bottom flip-guns. When it does (as it eventually must), it's a goal against you. And you'll scream, my and pin a weird religious sect in your annoyance.

After trying to keep the ball out of your goal, try and score in the opposing team's goal. And that's it. Simple idea, simple background-graphics, nice ball movement and some silly pieces of footballers scoring, crying, kicking, etc.

So it's not very inspiring, actually. Pinball is frustrating, and you want to win, but often a while you'll want to go out and sit in the garden or something. And after you've forked out £4, you might do a bit of crying yourself (like a big girl).

SOCGER PINBALL

It's not bad, but it gets boring after a while. You can have cheaper fun by turning on old Muggshot gloves inside out and doing South-Georgian impressions for strangers at 10p a go.

FRAME RATE



53%

DRAGONS OF FLAME

Kix £3.99 Contact 021 828 3388

Time to disappear into weird mystical land again. Yes, *Dragons Of Flame* is a huge multi-load Dungeons and Dragons type quest, in which you control a group of borks with silly names as they wander around a besieged land. There's Bluebell the dwarf, Piggie the hamster, Gremory the barbarian and Toby the estate agent, all of whom continually get into combat with various tedious underworld forces.

Either you love these games or you'd like to pop them under the wheels of heavy earth-moving equipment. If you do love them, you'll find codes to do in *Dragons Of Flame*.

I watched him with a ball-bearing, so I'm not surprised that the profile has got a bit of a headache. It'll do it again in a moment. Watch...

COMMODORE FORMAT June 1992 - read it - don't be a dummy



Alright Toby - get this mess off me! You know I'm allergic to weasels. They injure you with their horrid pointy fanged lips!

There are two views of the action: a close-up sideways combat one, and a map with mountains, rivers and Burger Kings on it.

It's all fairly slow, and the land you wander over is massive, but as quests go, this one is worth having a crack at. If it was a meat, bespectacled cheapskate, I'd give *Dragons Of Flame* 70%.

DRAGONS OF FLAME

For the hardened adventurer, it's better than outgassing algae to the sides of your face and calling yourself Steven Spielberg. Be boring for the rest of us.

FRAME RATE



70%

LOTUS ESPRIT TURBO CHALLENGE

£M £3.99 Contact 0742 783 433

Now this is my cup of Lotus: roller with stakes drilling round the bottom! A decent racing game. Not only that, it's a decent two-player racing game. With a split screen and everything! How can it fail to stir you?

The idea is to race a really expensive Lotus round some bendy circuits, beating



Get with my way, yikes, I paid for this game, you know! I'm the only one allowed to drive on this circuit, like, do you hear that!

loads of supposedly famous people in other Lotus's. It's all in 3D, and the graphics are bigger than Ferrari's bathroom. Not only does it look exceptionally good, but it's as fast as a royal on the M4.

The faster you do, the further you start from the front of the grid, which is a bit annoying, but once you get up the car's gears and handling, you should be able to win the first couple of races with practice. I couldn't, but then I was trying to keep the fuel consumption down: (it all costs money, you know, and someone has to pay).

The two-player selection has a split screen, with both humans watching with glee as they race past each other. It's classy, fun, and if you can beat them, you'll feel good for the rest of the day (the I did when I beat Barry, my second best mate, who's got the fastest Scatstro in this side of High Wycombe, remember?).

Yes, I'm quite prepared to give Lotus a Gordon. I don't care what you think. I think it well deserves one. Hokey for British sports-car! (Well, the ones that are left).

LOTUS ESPRIT TURBO CHALLENGE

Hot-rodding action round twenty-funny circuits with loads of opposition, and a stonking two-player lot. It's very lot as good as a large postal order!

FRAME RATE



90%

SHADOW WARRIORS

The Hit Squad £3.99 Contact 081 832 0423 Desperate ninja violence rules the world. Or rather it doesn't, but it'd probably like to. Shadow Warriors isn't really about shadows, but ninjas. You play a guy in a blue boiler suit who must wander around looking, slithering, punching and doing the washing-up on the main streets.

The idea is to fight some chunky bloopers in green boiler suits. They run on in front of you, threatening serious physical trauma. Beat yourself, and let the fire button do the rest.

It's not a bad game, is Shadow Warriors. But there are so many ninja games that you've probably either got one just like it, or

you DON'T ever want to own one at all. Remember, it'll buy you one 20 thousandth of a Ferrari Testarossa, so sticking it in a bin liner under your bed for when you're older might not be such a bad idea.

So if you're on the lookout for a completely fat ninja game, tough task and keep looking. But if you're a ninja fan, kit yourself out in an old black jumper, connect together a couple of bamboo rods with the chain from the bath-plug and wander down to the shops for your copy. It's not too disappointing, and the graphics are nice and big, it's a little jerky.



But it'd just keep upside down in this bed-like fashion until everyone gets bored and decides to go away.



Come on you gamblers. Come and have a go. It's not that hard to beat enough! Oh, Er, I didn't mean it. It was a joke, Howard. (Get Over!)

SHADOW WARRIORS

Outright ninja game with absolutely no sign of either Tang Blackbone or the quiet one out of the Phil Shop Boys in it. But it's four whole quadrillions, to say it only if you can't get enough of the ninja format.

FRAME RATE



69%

HIT PACK NUMBER 1

Zeppelin £3.99 Contact 081 3637750

It just goes to show you, the Codex aren't the only birds to do four-packs. Here's one fresh from the Zeppelin's country mansion and indoor arboretum-out-fish processing centre.

KENNY BALGUSH SOCCER MANAGER

Yes, it's a management game. But it's all controlled with the joystick, and it's fast and gives you on-screen highlights of the game. If you must own a soccer management sim, then this is an excellent one to go for.



Simulator?

Simulator?

Somewhere I think the truth is being slightly obscured to cover a game which has never been within a hundred yards of a middle one.



As the wheel fell people drove in, one of them takes the plunge and drives in and it wouldn't pass the quality and into the net. The second game will (both of them).

RALLY SIMULATOR

Hum. Not a simulator in any sense of the word, but a top-down view racing game. Turns round a well-confusing course, trying to avoid the other people. Not as good as Rallycross or Super Sprint, but better than a punch-in the car from an indie game.

PARA ASSAULT COURSE

Scenery-stealing wagger. Flip your joy stick as fast as you can. Jump over things, try not to smash your head on any stone walls. Friends tell me that this is exactly what the Paraclete Regiment is like.

MOUNTAIN BIKE SIMULATOR

Again, not really a simulator at all. The task facing you is simple. You must ride a slightly



Yeah, that water is seriously cold. I thought like every event must cheating people. I didn't realize that you had to jump over small ponds as well.



Yes, I know it's a boring screen, but get used to it. You'll find off a lot if you decide to load up Mountain Bike Simulator. The glad I'm being paid to play it.

50 BUDGET TIPS

weirdly mountain-like (seen from side view) over a series of tough bumps. You also fall off with astonishing regularity. It's difficult, it's not very addictive and to be honest it's incredibly annoying. We're gut to be talking about the worst game since *Coque's* *Flint Simulator* (and I just made that one up).

HIT PACK NUMBER 1

For a quid a throw, it's not really worth it. The lead is *Flint Simulator*. *Killing Daisies* is good for a management sim, but the other two are as bad as people who get hit about *The Hit Parade*. Thinking they're trendy.

FRAME RATE 49%

MANCHESTER UNITED

GBN 13-00 Contact 0740 790 400

Football is a great game. Lots of rough and tumble, lots of shouting, muddy boots, and, usually, not a girl in sight. *Man Utd* is all the time if my glasses don't keep breaking.

Manchester United captures this spirit particularly well (apart from the glasses breaking thing). It's got plenty of manager mussy bits in it, with loads of decisions to be

made. The simulation continued. Before you could say "Search by advertisement", *Man Utd* and the dreaded *Man Utd* had run up a gingham track with fluffy sleeves and a rather ruffled neckline.

Once they'd finished, I made my move. I started through the back, leaving *Man Utd*, until I reached my room. But before I could get to the safety of my bed, I was rugby tackled from behind. Veronic, the mascot (aka-head) prop. St. Jeremy's had over seen, threw me to the floor, head me unconscious with my special built game face and hung me on the television door.

Secondly, I came round. Veronic was using my kit, and looking my high scores. That moment was the worst in my life. I vowed to get even. Frances will have his revenge!



Where's (Bryn) Robert? He's lying on his back in the changing rooms, complaining that he's got a romance and can't come out.



Doesn't the male room just seem class? Well that background picture's quite nice...



made on players, training, formations and how much money you are allowed to raise as manager.

But before you think to yourself "Oh no! A football management game. I've plunged into the afterlife of despair! When a personal disaster" and your yourself to death, listen - there's a lot of on pitch action happening as well.

Every match your team is involved in is played on a massive top-viewed field which scrolls around like a mad thing. You seem to be able to influence the play (as be ready with the joystick. You don't seem to be able to do that much as regards controlling the player with the ball, but the manual says you're doing something, so you must be.

It's fast, furious fun and makes *Manchester Utd* an excellent place of solace for lousy fans (especially those who live in the Manchester area, possibly as far out as *Stockport*).

GET IT OFF YOUR CHEST

With summer well on its way and the thought of those gloriously sunny, long school days, what better gear could you wear than an 'Ugh, Girl! Tee-shirt' just the thing for wearing when playing your GB in the garden, or walking up High Wycombe High Street. Alternatively, hang it up in your bedroom window to keep the sun off your valued GB screen.

Come on and support Roger's cause and help him in his battle against Veronica Hoot (or just beat him at his own game) by strap-pling up an 'Ugh, Girl! Tee-shirt'.

At only £5.99 they're a real bang! (Just think of all their uses), and you'll be the envy of all your GB game-playing chums (and a friend of Roger's for life). Don't delay - Roger's sanity depends on it! Get one now!

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MANCHESTER UTD.

If you've got to have a management game, make sure it's one with real players and some hectic on-pitch running around. It's as good as finding a load of Christmas money you didn't know about.

FRAME RATE

81%

Have you ever pondered the possibilities of pitting Strider against the hordes of SWIV, or taking the Bionic Commando into combat with the Foot Clan? Steve Jarratt has, and that's why Commodore Format set him the task of taking the very best bits, from the very best C64 games ever devised, to design...

The game that never was!

THE HERO

Chuck Armstrong — post man, post cybernetic prosthetic attachment, post space gambler.

Unlike most heroes, Chuck was abandoned by humans and found in a conflict by robotic aliens (who were there on a sight-seeing trip to look at the strange circular markings left by human footprints).

Taken on board the huge spaceship, his extra-terrestrial foster parents soon learned to love Chuck as one of their own. As is the custom with intelligent androids, when he reached the age of 'one light-year service (about ten) Chuck was given a complete overhaul. A slight blemish in his upper arm was mistaken for a nailprint and he was given a powerful teleprinter arm as a replacement one (Bionic Commando).

By the time of his 'second light-year service', Chuck eventually began to realise that he was different to his foster family and sought adventure and excitement elsewhere. His robotic family had spent many long evenings in, discussing the importance of a good education, and so, packed to the brim with the mathematical laws of zero.

ages, statistical occurrences and random probabilities, he left home and became a full-time gambler.

Chuck proceeded to visit the Galaxy (looking for bigger, rather gambling joints. Of course, keeping track of over 50 quadrillion different units of Galactic currency (most of which aren't even decimal) is almost impossible. So post-space gamblers play instead for sums of values... And Chuck is one of the best.

After a few decades in and out of gambling dens, Chuck has amassed a huge personal arsenal consisting of

a sword (Excalibator (E-699A)), a rotating Laser Whip (Sword), his own personal Dragon (Dragon Direct), a white dog well-versed in the Ninja arts of canine defence (Shadow Claw), a robot parrot (Robot Rangler), a shiny Turbo-Laser Egg (space what?), and a rather smart Flapjack hat bearing the label 'To Rock, all my love, Sordal'.

Almost overnight, Chuck saw the good reality of who he was — a shadowy work of a man (albeit with the fastest card-shuffling synapses ever this side of Phoenix).

Centurio — so he decided to put his forgotten game to good use. And so it born: Chuck Armstrong — all round, good guy.

THE PLOT

Chuck is super-heroic stuff got off to a pretty poor start. After several rolls stuck up from 'loser', a 'loser' stuck in a lift (loser) and the other unfortunate thing stuck in a roulette (loser).

Chuck was starting to despair that he'd never make the hero grade.

Then, on a shopping trip to Earth, he met Elvira — Mistress of the Dark. Chuck fell deeply and madly in love. He was totally besotted with all of her, and extremely keen on several parts of her (I think we get the picture) — *Elb*.

Elvira too fell head-over-heels for Chuck, which was kind of fortunate. The two shared many a romantic night under the different moons of many planets and really did get on very well. Little did these star-crossed (or somewhat improbable) lovers dream though that Elvira's dark and mystic part was about to catch up with her...



THE FIENDISH EVIL-DOERS

Many months before, two thousand years ago, a particularly fiendish kind of devil creature in the Bydo Empire (M-Type), which put Elvira in the bad books of some seriously evil people.

And so it came to pass that in the middle of a hot bedding session, Chuck and Elvira were visited by a Bydoese delegate. A nasty struggle ensued in which Chuck was knocked unconscious, stripped of his weaponry and dropped into a tank, dark and no doubt deep (dungeon and Elvira was whisked away to a secret location deep, deep, deep within Bydo territory.

THE GAME

On recovering his senses, Chuck realizes his plight and the plot. Sighting elvira, he thrusts his metallic arm towards the wooden door at his feet and, moments later, steps through to meet a dark and forbidding dungeon.

After several brief battles with Ono and Gollum (HeroQuest), Platform of the Witchlord, and AM Other RPG of your choice, Chuck finds himself in a massive room filled with angular rocks and towers. In the center stands a tall, menacing



ing figure who slowly revolves, overloading his guns domain. As he turns to face our hero, Chuck suddenly feels his enemy drain. If he stands in this monster's gaze for much longer he'll become easy to nothing. (The Samurai, using his bone arm, Chuck gathers rocks and starts them one on top of the other to form a huge tower. Climbing up, he spies another platform just below him and leaps across.

Jumping from pillar to platform, Chuck finally reaches a high vantage point where he can see the top of the central tower on which the monster stands. Plastering his boots, the lone creature vibrates into nothingness, leaving Chuck on his own. With a mighty leap, Jumping clears the gap and lands in the now vacant tower. A surge of power courses through him giving him a fiery feeling in all the dodges down his arm and the world disappears before his very eyes. (Just, actually, Chuck disappears in the very eyes of the world and reappears in the middle of a flat, forbidding plain. The sky is blue, the ground is green and there's not lot.)

After a brief rest, a small dash-shaped craft arrives nearby and a strange mechanical creature disembarks.

"Hi, welcome to Tang," announces the robot (Mazzyman). Never one to miss a golden opportunity, Chuck runs straight past the outstretched arm of the Mazzyman, leaps into the ship and hits the turbo button (don't worry, it's nearly always red and marked turbo).

"Come back with that ship," comes the plaintive cry from below, "that's my brother-in-law's engine!"

Bouncing the ship as fast as it can go, Chuck takes a while to survey this strange new world. The single city on the planet is cities crossed by roads and dotted with isolated buildings. To his rear he sees a small dot on the horizon. As the dot gets bigger, Chuck rapidly assesses that it's coming towards him, not going away. A missile hurles past the cockpit and, almost as quickly as before, Chuck realizes that the dot is approaching and firing at him.

A display of breathtaking excitement follows, as both craft scream across the afternoon sky at this remote planet (just outside the Bydo Empire, as it happens), both pilots bask in the advantage, using lightning missiles and plasma-fueled laser rail rods (After Burner) to out-maneuver the opposition.



With a beginner's luck on his side, Chuck managed to fly straight through the cables of a huge suspension bridge while his opponent successfully splits his craft into several pieces like a well-boiled egg at the mercy of an egg-slayer. Plastered by his victory, Chuck attempts one last roll and, true to form, crashes into the dirt. Our dauntless hero climbs out of the wreckage and slumps over in a nearby building. Opening what is obviously one of those up-and-over garage door things, he finds, to his surprise, a garage filled with wall-to-wall oil.

The vehicle has great many tires, a roll cage and one half of an engine. Chuck jumps in and starts it up. With his foot to the floor, he hurtles out of the garage, on to the open plain and really into it. But just as you couldn't guess he drove up a similar car in his wing mirror (presumably guided by a relative of the who who just taught the farm in the daylight) — and the chase is on.

Before long, the Tarmac woom of Tang give way to rolling, elevated roadways (Stunt Car Race) nearly forked on either side by

HOW TO MAKE A HERO

What makes a hero heroic? Well you need a dash of...



...gleam, our Elvira: Mistress of the Dark. Then you'll need a pinch of...



...somewhat unknown, our The Dark Knight, two teaspoons of...



...arrogant locations, the HeroQuest. Blunder for 15 minutes, then add...



...two sals of a psychomantic armor from a demented, for this is well before...

preposterous steps. Just one false move and our would-be top racer will be a top-plummeter, followed by a top-crashing footbrill into the ground.

The dual continues for lap after tortuous lap, with the roadways punctuated by jarring chicanes and rollercoaster hills. Suddenly, taken by a brainwave, Chuck starts on his knees just after the bend of a steep hill. His pulsator zooms over the hill, over Chuck and, looking back to see where

A final battle between two of the most enigmatic characters ever to grace the Universe with their presence

Chuck has slipped, passed by, over the crest as well. Suffice it to say, the driver loses his 100% to claims discount.

Slowly finishing the course - and skidding off - only to complete a death-defying leap the top, which he had seen earlier (Hard Drive) - Chuck bounces back up to the road and drives back towards the finish.

During the next few days, Chuck explores great chunks of the city. He finds his way into the labyrinthine undercity, solves several puzzles and, after destroying almost every building on the planet for fun, is given an interstellar spaceship.

Snuggling into the leather upholstery of his fine new spaceship, Chuck starts fiddling with a few buttons to see, as all great space pilots say, "what this baby can do". Like most spaceships, this one is his steed when it comes to firepower. Sporting the usual futuristic rocketpod (A-Type, multiple synch-firing orbitals (B-series), "flak" weapons (Delta, plus forward), up "d" down and rear-firing lasers (Arma-type), this heap of hardware is up to any space battle!

"Get speed and control for the Bydo Empire," says Chuck into the inter-computer. And, sure enough, a few hours later Chuck is whipping her'd said, "Hot-a-course for Allen Towlers," because there is front of him lies the might of the Bydo Empire in all its majestic, gory glory.

Well, no bunch of smarmy steers is gonna get in the way of our hero, so he tells 'em all (as you just have to do with aliens), and sets down on the planet at the heart of the Empire's domain.

Using all the weaponry, hardware, cunning and guile at his command, Chuck finally battles his way through to the big building which has final battle within its walls.

Moving through the doorway Chuck notices slime and goo dripping from the walls

- well, it's the sort of thing you notice, isn't it? Anyway, as he moves closer into the building the walls get even gloopier and the rooms grow even darker.

Suddenly, his mother harker starts bludge - someone or something is headed his way! He spins around but can't see anything. Suddenly he is alerted by a noise behind him. Whirling a full 180°, he opens up with his machine-gun and scatters an evil-looking creature against the far wall.

Its acids remains hostile and back against the metal surface (Allego), and Chuck really wants to ask: he hasn't got up this morning.

After moving through several similar rooms and solving encounters, he finally reaches the end of his trial. There, in a glistering cage, sits Elvira, chained up and coking, well, rather sexy actually, in that classic topless heroine kind of way.

Just as Chuck is about to blast open the lock, out of the darkness steps... Kuribator (The Last Ninja series.)

"So, we meet at last Master Chuck Armstrong!" greets the ancient (Elego, "Long have I waited for this moment... a final battle between two of the most powerful and enigmatic characters ever to grace the Universe with their presence."

"Do your worst!" cries Chuck, lunging at the via Oriental with his laser whip.

"Not so fast, Charles," says the fiend, sidestepping Chuck's laserball advances. "You are no guest here, so I may choose the mode of combat." Moving with the grace of a cat, Kuribator slides over to a large stone table that is studded with mystical signs, dragons and oriental landscapes.

"You, Armstrong, are no match for me."

There is a terrible pause. Elvira grips as Kuribator opens the cabinet to reveal a large, black leather case.

"...glistening wedge!" rakes the evil one, brandishing his favourite golf club high above him.

"Curse!" exclaims Chuck. "You know my alien percentage means that I can never go near steel. One pole shot into a bunker - and I'm done for!"

"Hahahahaahahahaha!" laughs the mad old thing, making a few fire for the first time in the way that only shrewd fools and mega-villains can.

"I... I'm sorry, Elvira. I may not be back," says Armstrong as he steps off towards the first hallway.

"Come back, Chuck, come back!" cries Elvira, reminiscent of an old Chinese ad. She'd seen the sticky approach to the 14th green - it was a hole from hell!

And so the final dual between good and evil takes place on a reasonably close replica of the Social Creek golf club (Landerbrook), deep in the heart of an alien Empire.

And only you can decide the outcome!

KEVIN JAGGARD



... sprinkling in Lotus Export Turbo! Then their everything into a slab and...



... garnish with a little Bangerbox... And for that little extra something serve...



... with a cheeky little Turboman side salad. Et voilà, the perfect game!



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BACK ISSUE BONANZA

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Imagine fighting space robots in the largest public libraries in Britain? You don't need to - it's all here!



But I've just blown up that fire, owner of the automatic shop in all dimensions. That's his helicopter here, using overhead.



Well, my wife, after that, I've got a big ball, full water pistol and I've got a ball to use it!

Have fun, no fear! These guys of danger and a helping of fun. *Skull And Crossbones* and you're in a sideways-scrolling chop-ten-up world. It's bright, colourful but not that sophisticated. There's a fair bit of fighting to do though, and a pretty decent two-player option to help you do it. Sadly, it's just a case of whacking the few baddies to kill everyone, one by one.

Overall, it's about as mindboggling as lying flat asleep on a beach in Tahiti, listening to the sun dip gently below the horizon.

TNT2

Badlands, mind. Sixteen courses packed with corners, straight bits and unusual hazards. Like *Indy Head*, you must visit a small spiral around the single screen circuit.

Three other cars left around, too. But the most fun to be had is with another human racer. You can use missiles, bombs, guns and defoliant to disable your opponents and make sure you win.

Badlands is an excellent midgen-episode racer. Although frustrating, it's smooth, fast and controllable. *STUN Runner* is next on the review-dinner's Parmesan work-top. You've got to guide a sort of bubble-car with wings along a series of tunnels at high speed. Coming up the other way are various things to be blasted (or collected).

It's a nice idea, and with 24 levels there's a lot to do. In fact, it's a pretty good conversion of the old Atari coin-op. The only things wrong with it are that it sometimes looks slow and jerky and the sound effects are a tad harsh. The music is good, though. Yes, *STUN Runner* isn't lost at all.

In *Indy* you have to chop along various canals and streams, jumping a stick in a jam-jar. Some really mean fly and steel it by blowing you up or ramming you, so you have to shoot them. There's a 3D behind-the-board view, and you can speed up, slow down and weave around. It's really a driving game, only the road is blue. *Ex*, and it's not very brilliant. *Mythia* lacks excitement. It's tedious, the graphics aren't special and you'd only buy it on cassette if you had a cassette-shaped hole in your rear and needed to plug it.

Escape from the Planet of the Robot Monsters is a 3D wonder-robot jodder. The idea is to collect things, avoid or shoot why robots you see, and explore. It's smooth and the 3D works well, but it lacks the competitive biting edge that makes a game tickle. But it's long, nicely drawn and it's fun.

Game	TNT2
Publisher	Domark
Cassette	£12.99
Disk	£14.99
Release	Out Now
Contact	081 760 2222

POWER RATING

THE DOWNERS...

- *Skull And Crossbones* isn't particularly brilliant, early.
- Unless you've got a disk drive, competition for this can be a real pain in the bottom.
- The real star game shines out.

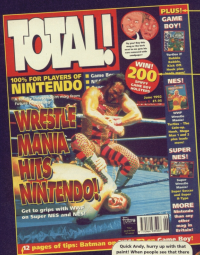
100

73%

- *Badlands* is a charming game, and could well become your favourite.
- *STUN Runner* gets a bit slow, but has some novel graphical ideas.
- *Escape From The Planet of the Robot Monsters* is a 3D laugh at first.
- *Mythia* is a fast, wacky racing game with a few tricks.
- Overall it's a high quality collection of Domark games.

...AND THE UPPIERS

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



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300 competition winners will walk away with their Game Boys tucked safely inside these smart holsters!

12 pages packed with tips for Batman, Terminator 2, Digger T. Rock and Star Wars. Plus all your game questions answered!

Quick Andy, hurry up with that paint! When people see that there are real Turtles in the mag, they'll fall over themselves to buy a copy. What a great idea, eh? And it was mine, not yours but mine. My idea, mine! Hahahahaha!



Got a Nintendo? Then get TOTAL! Issue Six is on sale right NOW!

The Addams Family

You've seen the film, you've read the novel, you've even played the game, but how about winning the compo?

You have to admit it, those kind Coogan people have played another starring role with their conversion of the film license, *The Addams Family*. The movie brought the cult classic TV family back to life in a hilarious romp that stormed the box office.

Now Coogan have revealed a winning game giving you the chance to solve the spooky case. Yes, the entire Addams clan have been kidnapped by a corrupt lawyer, Tully. Only Gomez has escaped and he must save his loved ones (see the full review on p. 62).

Coogan are giving away three copies of the video and 10 copies of the game. So you now have the chance to watch the film while relaxing on your neck or the opportunity to play the game in the comfort of your crypt. Simply put your best Addams Family head on and get thinking. What we do offer is the main clue descriptions of those weird Addams Family relations. Write down their names and "pseudonyms" (what a ploy if you want), together with your name and address on the entry, and pop it in the post to us at: *Thames Addams* (or *Wednesday Compo*).

C/P: 20
Moonmouth
Street, Bath,
Avon, BA1
2DL, by
28/9/92.



To give you some hints on the kind of family they are, we've listed a few of their distant relatives below:

Aunt Astoria: has a beard - "but never a mustache!"

Aunt Beaman: often mistaken for a man in family photos.

Aunt Phobia: had a twin - her twin's twin killed in her bed by Gomez.

Conscience Addams: first to leave his smoking ship.

Cousin Blot: his hair became infested with bull weevils.

Cousin Blot: terrified of ghosts - until he became one!

Cousin Crissy: fire, floods, and male, one female.
Original

corner of the family keep-esthed (aka Lurch).

Cousin Crissy: ate a tooth-size blade that was smuggled in a cake to him in prison, he gives it back then!

Cousin Fernus: it's his leg sticking out of the window in the living room.

Cousin Goo: "never how to look for a job. Never found one!"

Cousin Grady: executed by being squashed. Cousin Gr: (for a picture, see the end of the review, page 62)

Cousin Plato: has two heads: one size 6, one size 8-9-4.

Cousin Stash: ran away to the sewer in a "18 of paper".

Cousin Tigger: all very abstract.

Dr. Halloway Addams: first man to sell guns to the Indians.

General Wilfrid B. Addams: surrendered his army, but "not until they caught up with him".

Grandpa Sturg: a backtooth and receding chin - "very handsome".

Grandpa Gusty: a trailer - but he did it for the money.

Great-Grandfather Blot: raised sacred rubies from temples.

Great-Grandfather Peggy Addams: swam in 15 countries for piracy, executed by walking the plank.

Great-Great-Great-Aunt Sings: buried during the Salem Witch trials.

Marmaduke Knott Pasha Addams: learned the history of Alexandria (Chris 50176).

Old Senator Addams: imprisoned!

So Senator Addams: burned his house down during experimentation.



You wouldn't think that there's a decent game to be made about a load of slugs, would you? I mean, it's not as if they're fast, they're certainly not violent and they don't often carry powerful handguns.

But CodeMasters weren't to be put off. They slaved away for a year and a day, and they came up with the character of Slig, who's got to be the coolest slug this side of the New Forest. If you



Ah, Steg! Slig's friend who is much less clever.



Remember, two grades in those bubbles should keep the bubble's bubble quiet for a while, but not count some more. It's in to see them reach their next bubble.



Here you have to eat up the air-bubbles to clear the bubbles through the holes. Tricky indeed, but it's got to be done.

WHT THE CODIES ARE WRONG ABOUT SLUGS

A quick trip into the C7 herb garden convinced us that the Codies are missing up slugs with another animal, possibly the Tarsiusmorus Rex. Here are the facts:

1. Slugs do not have roots. Omistans do.
2. Slugs aren't carnivorous. Omistans are.
3. Slugs, or, can't slow bubbles. Omistans can if using a scopy solution and do out on trees.
4. Slugs can't move quickly unless they get stuck on the bottom of your shoes. Omistans can.
5. Slugs, or, don't often green. Omistans might totally have been.



Before it is not, there's a maggot in that bubble floating gently upwards. No, I mean you don't believe me word of it.

remain swapped, just look at the marvellous sea-slugs, they float in some pad on the cover of this new magazine.

The plot does not involve eating cabbage or leaving slugs to eat, unless, instead, you (as Slig, have got to feed your kids. They all sit in a nest at the top of every level slugs in nests? The Codies are missing their animals, I think. (See panel for seeing right). Anyway, the babies are at the top, and the food, in the shape of loads of small maggots, is crawling around at the bottom.

Slig must either down to the maggots, keep them in bubbles and guide them one-by-one to the nest, so the babies can eat them.

The difficulty comes with the obstacles that get in the way. Spikes, air-blowers and cut-the-back all need to be avoided or adjusted so that the bubbles have a safe passage. This means that Slig must guide them nearly all the way.

So he's got it tough, has our little slug. Only one thing makes his journey: his point-up. Slig has an energy bar, which decreases whenever he blows a bubble. Blowing food reduces it, but there isn't much food per level, so he can't afford to waste his precious bubbles.

What he can't, though, is find such neat items as comic legs, a hovering jellyfish, super-speed and something else, which I've forgotten. These make his considerably easier because he can ring around the levels with astonishing speed.

Slig is a little like the Koolhaas Lennings in that you're basically got to



loads of power-ups, grab, food, pipes and, or, lots of other interesting things. Yes, it's a great life being a slug.



Spikes are the boss of Slig's slimy little life. He can't be harmed by them, but he has to watch all his grub-filled bubble breathing.



That well-mounted switch turns the air-blowers on and off and even opens some rather useful holes in the floor.

juggle your priorities between getting all the grub into bubbles, guiding the bubbles higher and getting yourself food.

And it's pretty good. The graphics aren't as snazzy as in recent Codex games, but this is made up for by the gameplay. There are 11 levels, each more fiendish than the last. And if you don't tear the plug out of your 64 in frustration, you'll find it dead rewarding to play.

JAMES LEACH

Game	Slig The Slug
Publisher	CodeMasters
Cassette	£3.99
Release	Out now
Contact	0825 814 132

POWER RATING

THE DOWNERS...

- Graphics are a bit uninspiring.
- Slig can get frustratingly nervous around, especially around corners.
- The increasingly frantic gameplay might not appeal to everybody.

100

76%

- It's a race against time and being a slug, you've got your work cut out.
- Loads of well-mounted and green-up things even more varied.
- 11 levels mean that you'll always get different challenges to face, and even find a several screens in one.
- Code system allows you to play the level of your choice, good you've got the power, that's it!
- Lots of power-ups mean that your grey cells won't be left in doubt.
- The can't take your highest score down as the only 64 in game pad.

...AND THE UPPERS

0



that up. Now here's the review.

THE ADDAMS FAMILY

IAN

It's a

**LAN
CYCLOPEDIA
INVESTIGATES
THE ADVANCES**

When Flannery was married after Charles' death, she was bound with her three children.

The TV shows collected loads of paying sponsors in the USA, such as Glaxo, Pepsi, Coke and Unilever. Quite an interestingly, Foster was played by Jackson Coogan, who, alongside Charlie Chaplin in his 1921 film, *The Kid*,

And the actor who plays Thing, the feral, man-a-cured-for-pieces-until-Ted-Carsley, who played Lurch, admitted that it runs him. He never had a sugar alto sweet as Thing, rather, obviously, as an

Stones help to soothe
Stomach's distress
Aches (powder of
the white seed)
Ginger, Mentha,
Clove Buds,
Peppery,
Wheatgrass, Fennel and
Cardamom, all good.



Who? The Addams Family? Never heard of 'em. Before my time. Hang on. I'll just ask Trenty... Yeah, he says that apparently "they do what they wanna do, say what they wanna say, be who they wanna be and, er, dance when they wanna dance". Glad I've cleared

that up. Now here's the review.



After phoning Hollywood, I managed to find out that the plot of the smash movie has got nothing to do with that of the Oscar game. Lucky for me. But, as I didn't get to see the film because I was too busy working on the last screaming issue of *CP* of the time.

The game plot wouldn't actually tax the brain cells of a retarded amoeba. Gomez, a gay with the pin-striped suit, has lost all the other Addamses, and is basically wandering round a computer game trying to find them. Guesses who you have to play? Winning. You have to give Gomez instead.

If I said that this is all the boring preamble to a platform game, you'd probably say "Oh no, a platform game! I said this is the boring preamble!" But listen. This is no ordinary platform game. If you've ever been completely flummoxed by a tough platformer, been stumped by a difficult timing puzzle, or been knocked by a hard foe, you'll be at home with *The Addams Family*.

The game itself is kindish. Don't expect it to be kind. Before we go any further, let me stress once again that *The Arizona Cardinals*



very challenging. If you've ever played Jet Set Willy on your 64, this will remind you of it. Though this

The second is in the timing. You start outside the mansion where Easter, Mondays, Thins, arch, Wednesday, Thursday, and Thank- s-marche it's Friday live- of course, they've ing. Now can either side of the house or on foot door and get out.

Those last guys – what we used to know
is, (and who are they? Well, they appear to
be someone called Tobi. For some

Dive straight through the front door and get stuck in with the bad boys

of him, but he seems to have some connection with the local Council. His plan is to have the Adams Family's crumbling mansion on Cemetery Lane condemned, and get them evicted out on to the streets. To be honest, this sounds like a pretty good idea. I mean, you should see the state of it. Anyway, this Tully chap has assembled thousands of ghosts, spirits, monsters and other nasties wandering around the mansion, trying to stop young Gurney from getting around easily.



Chomsky argued that we should make both elementary mathematics the province of the human mind and language's syntax



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Forget that dangerous floor: it's another-related keeping from here onwards.

All this means that our hero must become a total master of timing. It has to be said that the guys who programmed this game are absolutely brilliant at setting puzzles, traps and traps, and every screen is packed with the sort of

prizes which will have you scratching your head until a bold push appears.

Instead of just jumping from platform to platform, you've got to dodge the pointy stars, jump on the baddies (well, some of them) and basically keep moving, avoiding, trapping and planning to reach the safe spots.

All this is said without, but you've also got an energy test which is continuously counting down. The only way to keep it topped up is to go for the little hearts which occur on certain screens. The worry here is, though, that these aren't exactly placed in the easiest positions to reach, it's those damned programmers at work again. In fact, I've lost

Most Cleopatra (right), there's something a few per cent.



A locked green door. Perhaps it might be wise to search for a green key?



Visiting 0001 Cemetery Lane

Below, there are three screens.

taken from the simplest part of the game, instead of just looking your way from left to right, you have got to find the correct direction. Upstairs (left or right), downstairs (left or right), and if you want through the door (left or right) (right or left).

The thing to do is find some way to move and go in the right direction. The playing area is several screens in height, and to make matters worse, several screens in depth (which you get to by using the doors). It will be a weird road when you've finished.



part in the game. The number and variety of baddies is certainly impressive, and, as I've said before, what's so brilliant is the way you've got to plan your way through the screens, it's tough, it's barely possible and it's something you just can't leave alone until you've cracked it.

Dotted around the mansion are a large number of doors. Most of these you can just walk through, but some require that most useful of things, a key. The coloured keys can be found all over the levels but, like the hearts, they're never in easy places to reach. Getting them is always worth it because you can keep them until the end of the game. They also work on all the doors that are the same colour as them.

Let's assume he's killed by a couple of words, or, otherwise, and it's in his own house, too!



Plenty of conditions to jump on, but they are there for more than a second and they stick.

I share you the wonder into (left). Cemetery Lane on your screen, at night, starting halfway into, on Friday 19th, going via, then 10, 11, and 12, with a 13th screen in the

throughout the entire game, so it's almost worth losing the old life to get hold of them.

So, overall, I reckon *The Addams Family* is fairly close up to the top. It's a game that has really got life to do with the film. But purely as a platform game, it's one of the best. It's got excellent graphics, it's fast, it's got loads to do and the puzzles are difficult but very rewarding to get through. What more could we want?

JAMES LAMON

Game	The Addams Family
Publisher	Ocean
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	081 602 6632

POWER RATING

THE DOWNERS...

■ Maybe, just maybe, it's too tough.

100

92%

■ But I reckon it's challenging and addictive, with loads of screens to explore.

■ The graphics are neat, fast and atmospheric. Loads of weird backgrounds and rapidly moving baddies.

■ Really novel effects.

■ Plenty to collect - lots of keys, hearts, weird pointy things and other stuff.

■ Many restart points, so you don't have to start from the beginning each time you play.

■ It's a triumph of the programmer's art.

■ Great facility allows you to have loads of bonus attempts at it per game.

...AND THE UPPIERS

Boo finds a secret door. He's much cheered by this, so he can continue happily exploring the level.



The beginning of each level is designed to let you in gently, then it gets really tough once you've got the hang of it. Boo.



Boo starts on a sort of church thing dashes about his head. Don't ask me why there's a church in an English stately home.



Big screws drill themselves up through the floor all over the place, so be careful where you put your feet (not that Boo has any).



Our amorphous hero leaps over a weird sort of, uh, anglo figure. Don't question it, just avoid it.



Stage staircases litter the big house. They look like those staircases that French Guyton used to play.



THE BOB

A long time ago, in a galaxy just over the road, an alien and his family were on holiday. Then disaster struck! The kids got separated from their dad, and wandered off round a rather pathetic planet filled with crumbling ancient buildings and diesel fumes.

You guessed it - Earth is that woody planet. But before you start getting completely terrified at the idea of aliens attacking, settle down, take a sip of tea, enjoy tea and get this - Boo is completely harmless. He isn't planning to invade at all. He has been brought into existence, in fact, the word he can do is jump on people, which, to the jumper, feels like someone dropping a large marshmallow on you.



A big statue collides with Boo, and he dies, deflated instantly by the sharp pointy bits of the skeleton.

Anyway, you must control Boo as he looks for the mini-Bobs, who have stupidly got themselves into the worst positions on each level. Well, I suppose it's not stupid at all really. I mean, if they were close to the beginning it wouldn't be much of a game, would it?

Because Boo is an alien, he's got the ability to travel through time. As everybody knows, all aliens have this power. Some just don't choose to use it, that's all. Anyway, the three time zones that Boo visits are handy in that they make up the three huge levels of the game.

To make things more fun, I'll go through them in no particular order. There's the Eighteenth Century Castle. I'll save time in describing this by asking you to think about any National Trust stately home or castle your parents might have dragged you round on a moonbeams, moonset day last summer. A

drawbridge, the odd suit of armour, a few big staircases and a crowd of excited French kids, all with fluorescent hock-nacks - does this sound familiar? Well, you'll find it all in *The Bob Game* (except for the French kids, who Zeppetti have carefully avoided including).

And, of course, there are plenty of platforms. What would a platform game be without platforms? Pretty darn boring, that's what. Anyway, Boo not only has the ability to jump large-distances from platform to platform, but he can also do a super-jump, which gets him across unobtainably large-gaps. I carry it out, all you have to do is simply pull down on the joystick before you push up. Simple and effective.

What's more, if you're thorough you can help Boo find various useful devices to get him around the levels more generously. Boo is the hero. For those not handy enough to know, a hero is a baseball cap with a propeller on the top. In the game, this propeller allows Boo to float up and down the screens with ease, forgetting about platforms, nasties and anything else. Trouble is, the beamie propeller only lasts for 30 seconds, so you really can't afford to waste it.



He can jump on people which feels like someone dropping a large marshmallow on you



In the top right, there's a switch Rod needs to reach if he's going to rescue that poor little mini-Bud stashed over to the right of him.

Right. Where was I? Yes, another level is set in Ancient Egypt. Rod must search those yellow pointy things in the desert (pyramids - Rod. He must contend with mummies, ancient Egyptian goddesses and, like the other levels, some rather nasty plants).

Finally, there's a Victorian Haunted House. It's packed with ghosts, haunted and other scary things that begin with 'g'. Conversely, possibly. Being the last level, it's bigger and tougher than the others, as you'd expect, and has more of those hard-to-reach switches.

The switches are found dotted around over each level. You wander along and activate them, and they do all sorts of weird and rather useful things, such as opening up floors, walls and ceilings. This has got to be done. But some of the switches have to be used if you want to get back. Very puzzlematic, indeed, and it's worth making a mental note of all the switches that you have triggered with, otherwise you'll get stuck.

The Rod Squad is a very neat game. It's got to be said, it has marvellous animation and rather spotty gameplay. The levels are big and taxing, too. Thus, you might not be

amazingly enthralled because it's yet another cutesy (and we've seen a lot of these recently). But you can't deny that it comes quality. For the modest sum of £3.99 (unless you're Roger) is fact, the only thing that's stopping The Rod Squad from being a C+ber is there are only three levels. Five would be almost pertinent!

JAMES LEACH

SQUAD



Rod bounces out of his flannel (just ripped off from the bit on the left) into the pyramid (just ripped off from the Egyptians at all). Somewhere, there's a mini-Bud waiting for him, so don't being asleep. You've only got 10 minutes to get the bouncer.



Rod battles with a dangerous, deadly computer game along the pyramid's, it's underground, sun-park level. Don't mess about with the Ancient Egyptians, just in case they curse you or something. But then again, they might not, see it's just a computer game, not real life.

Game	The God Squad
Publisher	Zeppelin
Cassette Release	£3.99
Content	Out now 091 388 7739

POWER RATING

THE DOWNERS...

- Three levels isn't enough.
- Rod bounces off the walls in a most irritating manner.

100

86%

- Excellent animation. Rod really seems to have weight and mass.
- Lots of puzzles, all carefully packed into each level.
- Sound effects, although few, are instantly striking.
- Great, such as the catfish detection, is superb.
- It's not seen approach each level in a different way. It's not just a left-right routine.
- It's close to get into, but toughness up slowly later on.
- You actually have to think about how to solve many of the puzzles.

...AND THE UPPIERS



IAN CYCLOPEDIA GIVES YOU THE TRUTH ABOUT ALIENS

The Universe contains 100,000,000,000 stars, of which the Sun is just one. Assuming half of these have four planets orbiting them (we have nine planets orbiting ours), that makes 200 billion planets in our solar system, one out of nine planets has life on it. Assuming this to be an average, 200 billion divided by nine is 22,222,222 planets with life on them.

Therefore, there must be some serious intergalactic war going on, maybe involving the following creatures:



The Pod People of Zook. Known as fearless killers, the Pod People have over-contaminated their planet, and consequently it's been on the market now for over a year. They're looking to move somewhere quiet but central, ideally with pleasant views over the Horsehead Nebula.



The Spangly Bogomaster. This alien was the only survivor of his race, after he played a practical joke involving nuclear weapons which unfortunately went disastrously wrong. He's believed to be rather upset still by the whole thing, and doesn't talk much to outsiders.



King Spidren of the Third Moon. Not a King at all, Spidren is in fact a petal pump attendant. His cousin is the real king, and Spidren borrows his official outfit for fancy dress parties and to impress female Spidrens in winter bars.



Dread CE 117. Known as CE to his friends, this dread patrols the shore beaches of the outer Sumatras. The temperatures reach 320°C, so CE's job is to carry any sun-bathers with heatstroke to the nearest Blush-Puppy outlet.



The Mighty Brain. Although some would say he's pretty smart (with an IQ of -1), he's actually imbecilic, stuck-up, stinky and generally undesirable. This might be because he has no hands, legs or external limbs of any kind, and thus cannot even ride a mountain bike.

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