

No. 11
BIGGEST AND BEST!

GET A 64? * THEN GET THIS!

10

FORMAT

Commodore

POWERTESTED

C64

MORE
REVIEWS
THAN
ANY
OTHER
MAG!

EXILE
Switchblade
RBI 2
Gem-X
Magic Candle
The Power
Security Alert
Extreme

PLUS LOADS MORE...

SPACE DOUBT!

*Is this really the future of arcade adventure games?
Gary Penn PowerTests
EXILE on page 20*

Commodore!

2 COMPLETE GAMES!

PARK PATROL **ANARCHY**

POWER PACK

PLUS
2 (GAMES)

EXILE **F1-GP**
CIRCUITS

Is something a scam? You bet perhaps! Don't read, they claim. But get your tape off the magazine case or CD and in case...

This has been a coverage announcement thing.

ACES HIGH!

Test pilot the finest flight sims on the C64.

Checks away on page 14!

COMPO

For fab details turn to p64 NOW!

Future
PUBLISHING

The greatest of value



GOING OVER

NAARC

NAARC The serious action thriller with the big finish. Investigate the criminal underworld - your mission is - to seek out and destroy the King pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-tycoon

pariahs in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! There there's the gas guzzling Cadillac jock - a cool specimen, often banging on the door rail, a serious looking piece to hit hard and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad... You've got a Chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the King pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the Fugged horror of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **EASIER** - explosive power sends you hurtling through various

terrains - hold the line or plough the

fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... It's the most real pursuit game to hit the micro screen.

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FOR THE BEST IN SC



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ER THE TOP



TOTAL RECALL

As *Johnny Suede* you have been haunted by recurring dreams of another life on Mars. You are taken to *Rekall Incorporated*, a unique travel service specializing in implanting memories into the minds of those who desire to turn their dreams into

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You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange events, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that complements the success of the year's top movie.

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The future is a rough place Detroit is a bankrupt city... torn apart by the decadent forces of the *Old Man* and his corrupt corporation. If you want to die - then walk the streets. If you want to live - then pray for the return of *RoboCop*!

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Don't be left high and dry this summer. Let no game make a claim until it's been played to destruction by being

POWERTESTED!

35 EXTREME DIGITAL INTEGRATION

An alien spaceship crash lands on the Earth with its self-destruct mechanism activated. What should you switch off, the mechanism or your 64?



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DOMARK RBI 2

Baseball comes to the 64 in the form of RBI2.

Should you run out to pitch or stay safely at the back of the bleachers? (16:47 64)



44 KEYS & CANDLE

MINDCRAFT

A special double review of Keys To Maramon and The Magic Candle - two rollicking RPGs for disk-driven dungeoners.

32 SWITCH BLADE GREMLIN



The last of the Bladeknights has to reassemble the broken pieces of the Fireblade. But just how sharp does it turn out?

20 EXILE AUDIOGENIC

Not only have you got to defeat the evil Triax and save the planet Phoenix but you've got to rescue your space marine chums from a fate

worse than death in this rip-snorting, maul-breaking arcade adventure. Corkal!



35 WORLD CHAMPIONSHIP SOCCER ELITE

Find out if this new soccer game is first division stuff or strictly in the Sunday league. Kick off with 64!

POWER PACK

EXILE

Audiogenic
Recover the Remote Control Device in this truly mammoth chunk of arcade adventure.

FIGP CIRCUITS

64
You can smell hot metal and oil when you load these lovely laps. Prove your driving skill as



stomking scorching lead-escape whizzes passed at 200mph.

ANARCHY

Marathon
Terrible trawler, tank

action. Soak a security droid in the gob with firepower from your ACE 8801 armored fighting vehicle. Destroy the rebel weapons store in this explosive scrolling shoot 'em up.

PARK PATROL

Archon
Not, no smart bears? Out in the wild there are perils enough for the park ranger to face. Rescue unruly travellers and keep wildlife in check.

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JULY 1991

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Buy software, brilliant binders (Starline) and so much more!

74 COMPO WINNERS

...and what's coming your way next month

QUICK START

PARK PATROL

Show your true skills in port one and press F1 to visit the clean-up. Walk into cars and other



garbage to pick it up. Press fire to jump over creatures and press fire near the river bank to leap into your dinghy (oo, ho, hee).

ANARCHY

Start your turned farmer in port two and press fire twice to begin. Shoot all the



square blocks which don't have a flag in them to clear the screen. When the background scrolls, head for the exit at high speed!

EXILE

Tap RETURN to get rid of the intro screen, then step a joystick in port two and thrust away! Hit SPACE to bring up the action menu or experiment with the keyboard commands (come to think of it, you'd better read the full instructions now).



F1-GP CIRCUITS

Start that gear stick in notch two and

push forward to accelerate. When your revs hit red, press fire to change into high gear. Blow up and see if you can break to first gear!



NO START!

Drivers! Disaster has struck once again. It's bloody awful to see accident-prone drivers of CP PowerPak refuse to load. You've checked the head alignment on your tape, cleaned the heads and turned the deck upside down - but all to no avail. Here's what you do: pop the tape (with the tool) into an envelope or jiffy bag. Enclose a stamped addressed envelope and send it all to Atlas Audio Video, Harcourt, Halesfield 14, Telford, Shropshire TF7 4DD.

But whatever you do - DON'T send it to the CP offices, please!

POWER PACK

EXILE

Audiogenic

This anonymous playable segment of Exile not only gives you a taste of the look ahead (should you decide to buy the game) but also profiles a small challenge to test your adventuring skills. To complete our demo you must find and collect the Remote Control Device (RCD) - that's it, so close or anything. Now you say I'd probably want to do that, but we're going to make it worth your while: As you go along, make a note of what does what and where, and make a map of the playing area. The three best solutions (with maps) win a copy of the full game.

Our copy can't have enough teeth to provide you with all the finer details of Exile's many features and control systems. The rough guide here should get you going, but you're going to have to experiment and show a little pioneering spirit for some of it...

CONTROLS

Your character speeds along courtesy of a rather nifty jet pack. Practice makes perfect with this baby: joystick control is all right, but for a just-ported performance, use keys. **Q** joystick left - Thrust left; **W** joystick right - Thrust right

STEP 1 - To leave your space-station, hit the small switch on the right and stand on the old log furniture.



Exile - joining the jet-set...

STEP 2 - Move the gun. To pick it up, walk towards it while holding the **Q** key down. Release it by keeping SPACE, pushing left on the joystick and pressing fire. Let the stick rearmature and now release fire. Press fire again and you should receive a stream of plasma death.

STEP 3 - Head into the cavern via this shaft - but watch out for the automatic gun emplacement!

STEP 4 - Let yourself fall under gravity until you land on the desert ship below...

STEP 5 - Head to the right and pick up a fire grenade. Throw them in your direction by pressing **Q**, **W**, and **space** and for that pesky robot!

STEP 6 - To get through this hallway, you're going to have to use the rest of your grenades. And don't hang around when the thing goes off!

STEP 7 - Oh-oh! There's a huge space-thing getting in the way. You can't blow this to bits so to push him off the ledge. After that, you're on your own...

P (joystick up) - Thrust up
L (joystick down) - Thrust down
SPACE - Toggles coin screen; tap twice to cycle through both coin screens

COLLECTING OBJECTS

See an object, pick it up, all day long you'll have an object. To pick something up you must be touching it and it must be in front of you. Hold down \rightarrow and move forwards if it you don't fancy carrying stuff around with you all day, stick it one of your four pockets, using \downarrow , press \square to cycle through your inventory.

\leftarrow - Pick up \rightarrow - Throw
 \downarrow - Drop \square - Store object
 \square - Get object

ARMING AND FILING

Once you've collected a weapon, you can inflict some damage on your surroundings. To fire a weapon you must first select and then aim it. When you find the gun (it shouldn't take too long) pick it up using the \leftarrow key. Click on the gun icon and keep the \rightarrow pressed. Tap the space bar and the icon should turn white. Now, whenever you press the joystick left button, the gun will shoot straight ahead. To alter your aim, press the \uparrow key: a stream of particles shows the trajectory (of course gravity plays a part too).

\square - Raise aim \downarrow - Lower aim
 \leftarrow - Aim sideways SPACE (button) - Fire

GRENADES

The small grey cubes are grenades. You can throw or drop these as outlined above, at which point they flash furiously and make a horrible whirring (I am about to explode) sort of a noise. That's because it is about to

Getting a handle on those Exile icons



explode. Your best course of action is this: get out of there (or face the consequences)! You can disarm grenades by picking them up again and pressing the \rightarrow to deactivate it (if you're brave and quiet).

TELEPORTING

You never hit it (Exile - but you can turn got bored covering the same old ground. This is where your patented handy-dandy teleporter comes in useful.

To mark a position in your porter's memory, press \square . When you next press \square (or your energy drops to zero) you'll be automatically reappear at this location. You can store up to four locations and teleport between them with successive presses of the \square key.

If your energy drops severely, rather than stick around and get wasted, you can use your teleporter to send you back to the start position in the blink of an eye.

ENERGY

You have a series of batteries (for your jet pack, protection suit and response) and can transfer energy between them at will.

To re-distribute energy select the device you want energy for (press the corresponding key), then select the battery from which the energy is to come (hold down SHIFT and press the key). Power is exchanged and the energy bars move accordingly.

REPEAT LAST MESSAGE

If the console prints a message up and you missed what it said, hit HOME to see it again.

DOORS

There are loads of portals all over the place, just waiting to not let you in. Some doors need blasting open, some doors need keys, some will open when you touch an invisible trigger nearby. Either way, they're a pain.

ANARCHY

Hewson

Destroy all the weapon containers with your ACE mid-interceptor unit ('tank' to his mates). At the same time avoid the security droids as they're deadly to the

touch. When all of the containers have been destroyed the building's security system collapses and the attack opens allowing you to blast deeper into the enemy complex.

There's a time limit of two minutes to complete each mission (before the security system detects your presence and

drains all oxygen from the building killing any intruders (that's you, buddy).

Every fifth building contains the rebel's nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder, follows his exact course (even until it catches and destroys the line.

Anarchy - tanking through level one

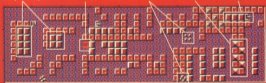
These blocks - the ones without doors or flames - are the ones you have to destroy. As destroy them.

And when you've destroyed all the blocks, get it for the exit as fast as you can!

These relay things are vital to touch. Destroy these and they automatically turn into blocks which are a bit less nasty.

To complete the level you have to make sure these five symbols are dead.

You start here - and while you're about it, destroy these three blocks as well.



PARK PATROL

Activation

There is trouble down at Paperstone Park. Old leaver Percy Nutting has had a near-violent breakdown and the place has gone to the dogs! You are invited to take up the slack (oops) of becoming the new man or woman that's up to you in charge of the park.

As Park Ranger you are equipped with a rubber dinghy, some tools (ropes and a few inches of mountaineer). Your task is to clear the litter up, catch out the intruders in distress and keep the park wildlife in order.

Before you start you can actually enter a menu screen to choose the size of your Park Keeper and set the number of facilities for each level. If you aren't bothered about this, just hit F1 to start a one player game.

To collect litter, walk into it or steer your dinghy over it. Once all the garbage has been sorted away, your score is calculated and you can move on to the next area.

During the course of your park-keeping activities, you'll come up against all manner of hazards such as swamps, snakes, turtles, river logs, food-stealing ants and gentlemen who sink your dinghy! Most of these are best avoided with some basic footwork or rapid left manoeuvres, although there are a few exceptions: water-borne turtles can be run down in your inflatable; snakes can be neutralised by pressing fire to release some snake repellent; and sneaky food-fighting ants can be jumped upon to rescue the food.

For a hefty points bonus try log-rolling. Steer the rubber raft into a log causing your raft to fly out. If you land on the log successfully, a timer bar appears at the lower right of the screen. Turn your raft so its faces into the screen. Then as the raft bounces the water (log-rolling) upgrades to keep him on top of the log. If he goes over the top of the log, log down is being him back. When the timer runs out, jump back into the dinghy and collect your maximum score!

Occasionally, you'll hear a mournful siren (ing sound) and a 'HELP!' sign flashes on the display panel. This means that there's a swimmer in distress - sail your dinghy into the swimmer for a successful rescue attempt.

Always keep an eye on your calorie counter. If your energy drops dangerously low, head back to your shack and walk inside for a revitalising top-up.

SCORING

128 points for each piece of rubbish Bonus points for remaining energy supply and calories
A bonus Ranger every 20000 points
5000 points and 1000 calories per removed blemish
5000 points for successful log rolling
200 points for sailing over a turtle
Check out our Park Patrol-control panel while the game loads.

That Park Patrol panel



FI-GP CIRCUITS

Idea

Wick's new racing game looks back to the days of Sega's *Monaco GP* (the formula is now 'Super' version) - but improved on

Warning signs

If you look at the top of the screen (in the header, really) you'll notice the icons that appear, warning you of approaching hazards.



Read signs from top left to right: right lane ahead, sho zone, pit lane, left lane ahead. Then the warning symbols: tyre wear, mechanical damage, low fuel

the old vertical scroller with some tidy black graphics and a starting pit sequence.

This time, courtesy of the Italian pro-gaming team, lets you loose on the Monaco street racing track, and even lets you pit in - as the professionals do.

To get going, simply push forward on the joystick and when your rear view built up, press fire to charge up to high gear.

To enter the pit, wait until the lane appears on the right, next to the starting grid and get in. To change your tyres, refuel and get any damage fixed click on the corresponding button and watch as your team gets into action!

When you've completed three laps, the bottom bar blue. Click on them again to turn them green, and then hit the ESC button. Press fire again to give your crew the OK signal, then push forward to repeat the race!

Pit and the pendulum

If your car is suffering from bald tyres, a fuel shortage or an empty tank, pull into the pit lane (right of the starting grid) and let the mechanics do their job. Click on the corresponding button and watch those precious seconds tick off as you wait. When it's your turn, click on the button again, hit GO, give the OK signal and pull away, good as new. Of course, the clock is ticking away all the time, so don't hang around!





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SNIPPETS

LET'S GET DEVIOUS

Devious Designer is a new game out from Image Works. Dr Devious is a famous bankers scientist, and it's his fondest wish to get corners on the Earth and make it a square world. He's obsessed with cubist painting, you see, and he wants the whole world to look like a cubist painting. Working on the game are Martin Frater and Bob Stephenson. It's a fast-paced game where you have to find different shapes against the clock.

VERY SILLY

News has just reached the CF world about an incoming game from System 3 called Silly Party. No firm details about the gameplay or price as yet, although release is said to be in about 4 weeks time. One thing is very sure, it will be very silly.

WHIP CRACK AWAY

Good news for fans of everyone's favourite adventuring archaeologist. A fourth and final Indiana Jones game is coming along from veteran Indy master US Gold. The latest episode of the series, The Fair of Atlantis, is reported to be around six months away from the shops, so look out for more whip cracking fun just this side of Christmas.

WHEN I'M 65

Commodore have confirmed that they are working on a new computer based on the C84 but capable of Amiga style 4096 colour graphics (the new machine, code-named the C85, is based on the 68000 just like the C84, but has the addition of 8FF format graphics like the Commodore Amiga. This means that any graphics used in Desktop Publishing packages and joint programs, such as the amazing DeluxePaint from Electronic Arts, can be used on the new machine! The C85 is reported to have an internal 1.5" disk drive, and will be able to run all existing C84 games. This obviously means having a serial port to take a normal C84 disk drive, plus a port each for a cassette and cartridge. Although it has been stated that there are "no plans to release it before Christmas", the machine is said to be at the stage of being sent out for testing to certain trusted C84 programmers. Although Commodore's comments say just a possible release next year.

Commodore are waiting for a certain amount of purpose written software to become available before committing to a firm release date. A Commodore spokesman said that although it will be compatible with the C84, there would be "no point in releasing it before there was a decent line of new software". Start buying new chips.

Scramble! Scramble!
Software attack!
The CF scanner is
bristling with blips
as it detects
another salvo of
new 64 games. Full
details follow. Guard
your wallets until
further notice.
Meanwhile, be alert.
After all CF likes
lerts... (That's
enough announcing
thanks -Ed)

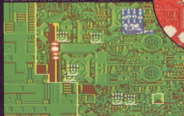


VOLFI

How many of you people frequent video arcades? Come on, hands up... one, two, three... a few thousand. Well, those of you who do may have seen an odd little puzzle called Volfi by lush game kings Taito.

Well, now it's a real white star and Empire has done the C84 arcade conver-

sion of Volfi, and it's looking pretty darn hot. If you haven't seen the arcade jobby you're bound to have seen a similar game, as several different versions have come and gone, the most well known of which was called Qix.



Let's have a big hand for our publisher's lack of game-playing prowess (sorry). After becoming a little over confident we can see a trail of fireballs coming rapidly towards the hapless spaceship. A going for approach is definitely not recommended in this game.

The game takes off from where the old Turok game of Advanced left off, and like the previous best strategy game, the idea is simple. You play the role of the thing and blowing it is an absolute nightmare. Don't get us wrong, it's hugely playable but it has to be said that it's also incredibly difficult. All you have to do is fill in as much of the single screen play area as possible. When a certain percentage of it is full, the level is complete.

You manipulate a space ship called Scanner around the screen. It runs on lines on the screen and when you press fire you draw new lines behind you. When you completely enclose an area of the screen with your lines it gets filled in.

Several factors contribute to try to prevent you doing this. A horde of alien crew

Try to enclose all part of the screen containing enemies. Once they're inside an it gets filled in



things, the BIG bad blob at the end of each level. These change from level to level with more vicious enemy types the further you get into it.

It looks like it's going to be a real hard nut to maintain a score, so come on down real early for the authoritative Commodore Format PowerTest.

Nobody else has ever, ever, ever done this. I think I'll go and get eaten by an early 1980s worm thing, so it's more of a challenge! Two wonderful past operators in the very first level, but first, so to speak



ED



Warning! When you enclose all of the levels in Turok you're treated to the stunning panoramic view. Lucky you

things like giant crabs, killer ladybirds, jumping spiders and deadly eyeballs are leaping and flying around the screen. If you're travelling along an existing track they call it a wall

you find when you go into line drawing mode you become vulnerable. The trick is to repeatedly jostle off small areas so that you spend as little time as possible unprotected safety tip areas.

Another problem is that when you're making track the creatures don't actually have to touch you to kill you. They merely have to touch the track you're making and a line of fireballs rakes along the track towards you killing you on contact. Even that's not the end of it. If you take too long over the task, your shield disappears permanently leaving you vulnerable even when you're not drawing tracks.

Each level has a multitude of doors like bowtie and, in the tradition of these

OVER THE NET

Volleyball isn't the most obvious choice of a tip-top arcade game, but Over The Net from Line1 looks set to set a few fans when it is released at the end of August. Just like the real game you prance around on the beach with a few scantly clad chumps, bumping a ball over a net on the volley.

All so into what the ball

touch the ground, and if it does, the other team gets a point. The game is played a bit like tennis, except the only thing between you and the very hard ball

Making a ball bounce with your net on but your points come like you're not right? Try it yourself on next month's cover



is your on arm. You don't even get a bat, what a wally. Still, it is a nice sunny day and so after the match you can go and pump some iron and sunbathe your pectorals out.

So get some sand between your toes, dude! The best news of all is that you can play this game sooner than anywhere else, as a playable demo will be free with the next issue.

So, look out for the exclusive demo on the CD 11 PowerPack coming in August.





Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away. Red dots represent games that have been delayed...



FIRST SIGHTING

Over The Net
Lionel Lion, sand, sea and beach volleyball come to life on your 64. Look out for the full review and scan nearby some next issue.



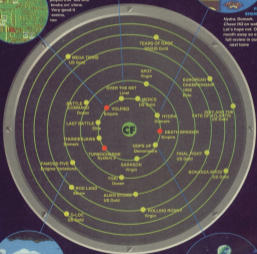
FIRST SIGHTING

Myths, Demons
Chase PG on water? Let's hope not. Only one month away so expect a full review in our very next issue.



FIRST SIGHTING

Puffed, Empire
We've both seen and played this. It's with brains not' brains. Very good if serious.



TEARS OF WIND
adgus Gold

SPOT
Vingis

EUROPEAN CHAMPIONSHIP
1980 Pate

OVER THE NET
Lionel

MYTHS
US Gold

LET'S ADD THE DATE OF BIRTH
US Gold

MEGA THING
US Gold

BATTLE COMMAND
Ocean

HOLYED
Empire

HYDRA
Demons

DEATH
Empire

LAST BATTLE
Empire

THUNDERBOLTS
Demons

DOPE ON DEMONIA
Vingis

FATAL FIGHT
US Gold

FAMOUS FIVE
Empire

SARADON
Vingis

BORNEA BROS
US Gold

TURBOCHARGER
System 2

TOAST
Ocean

ROD LAND
Empire

ELLEN STONES
US Gold

ROLLING BONES
Vingis

G-LOD
US Gold



FIRST SIGHTING

Famous Five, Empire
Katakombas. Based by brotherly troubles, this text adventure's future is foggy. It's a little slow rocky, it should be with us in a few months, if not sooner.



FIRST SIGHTING

Dope On Demonias
This Ping-pong features a god attacking digitized theme tune. Look forward to that and some gorgeous graphics in next month's review.

WIN *IT'S WILD!* **WIN**



WIN!

THIS AWESOME "THUNDER" DRUMKIT COULD BE YOURS! ALL YOU HAVE TO DO IS ENTER OUR SIMPLE PHONE QUIZ, ANSWER THE QUESTIONS CORRECTLY & YOU'RE IN WITH A CHANCE OF WINNING!

0898-334078

WIN!

THE "SUNN MUSTANG" BASS GUITAR AND "MARSHALL" PRACTICE AMPLIFIER IS THE IDEAL SET UP FOR ANY WOULD BE BASS GUITARIST. ANSWER THE QUESTIONS & IT COULD BE YOURS!

0898-334079



WIN!

THE "YAMAHA PORTASOUND" ELECTRONIC KEYBOARD IS THE ULTIMATE MUSIC MACHINE! IT COULD BE YOURS. JUST

PHONE

0898-334080



FOLLOW IN THE FOOTSTEPS OF YOUR HEROES! WE'RE GIVING YOU THE CHANCE TO TAKE THE LEAD WITH THIS WICKED "ENCORE" ELECTRIC GUITAR AND "MARSHALL" PRACTICE AMPLIFIER. GO FOR IT ON...

0898-334081

WIN!



Ever since he fell off his first cliff, man has wanted to fly and Gordon Houghton's lemming-like tendencies are worse than most, so it was a dream come true when we offered him the chance to test pilot the best flight simulations around

Eve... When I was only knee-high to an armada, a flight simulation was a rubber band, four pieces of tape and a good throwing arm. We used to dream of two-tone computer worlds with crude sprites or jerky vector graphics, planes that handled like towing loads and enemies you could destroy by crashing into them. Tell that to people today and they won't believe you: nowadays it's all F-16s, F-16s and stars of the art attack displays.

Flight sims are unique in C&A programming history, because the area already available are probably as good as you're going to get. Smooth vector graphics, high-quality stereo sound and a huge variety of options and missions have been around for a couple of years — the only

ACES HIGH



way the genre can expand is sideways, with more missions and different aircraft. This explains why there have been very few releases lately, none of which have been remarkable.

Apart from a few exceptions (such as Flight One and

Flight One II), most of the games have concentrated on control, although there has been the odd 'quirky' release, such as Stonehenge (but that's already been deleted) and Super Hawk (an arcade-style helicopter game which incorporates peculiar missions). All of these face one major problem, balancing the demands of running speed against the level of ground detail.

In Stealth Mission, for example, the beautifully detailed tiled 3D doesn't really work in real time, even if it is good for screenshots, at the expense of the ageing Spitfire 40 with sparse detail and crude sprites. Most releases rely either on sprites or vectors to represent land features — vectors are more flexible and tend to be used for 'stealth' simulations, but sprites often look more realistic, so they appear more in arcade-style games.

If you have trouble finding any of the following titles in the shops, don't give up. Instead, try one of these three number methods. Firstly, old classics often get reissued on budget labels — if that's the case, we'll mention it below; alternatively, there's a chance you could find what you want in a bargain bucket. Secondly, you should find a few of these games advertised by mail order firms, if all else fails, contact the software house direct. In conclusion to this round-up, we'll print the addresses of all the companies whose games are mentioned in a later issue, get the Marks fixed in your sights. It tells you know which sim I think got off the ground.

Kite Marks

The most important aspect of any true simulation is how faithful it is to the real thing. Some games attempt too much, but about every third 3D release has failed because the update speed is too slow. Some attempt too little, not enough missions, instruments, or too few options for the player.

Some games get it just right: bags of missions, smooth vector graphics, a plane that handles beautifully and masses of enemies. Watch out for the following logos to help you sort the chickens (not to mention the doves) from the eagles.



The P1174 is one of our all-time smooth-looking machines with strong visual appeal, first-class presentation, excellent design and smooth scenery. Fly in!



This pushes the outside of the envelope with the best of them, but it's got the kind of minor design faults which lead to ground rattle failure, frustration or occasional boredom.



Better than the best flown by Wilbur and Orville Wright, but



not in the same league as the Stealth Bomber. One for madcap fans or people who say, "I must collect them all," a lot.



This is the best C&A when it first took off, but the pilot looked out long ago. The best is the game's landing gear doesn't work, the flags are unanchored and the in-flight menu is scotch eggs and ham chook-meat. Deserved to be shot down. It's times like these that probably has been.



Virtually there

It was only as recently as 1970 that flight simulators appeared: General Electric supplied MMB with the first programme. Only a couple of decades on from that date, all pilots – commercial and military – are now trained on simulators. The most common of these, such as the 41, 5011 Trainer and the Vax-based Boeing 747-400 series used by British Airways, can cost anything up to 150 million (and you probably won't see them on The Knight Factor). The latest development is known as the Super-Cockpit, conceived by Dr Tom Furness at the Wright-Patterson airbase in Ohio. It is a helmet which completely encloses the head, with two separate screens over each eye con-

veying slightly different images to create the sensation of 3D. Whichever way the 'pilot' looks, the world moves accordingly. Future versions (currently being developed in France and scheduled for the end of the century) will feature a star on which all the standard HUD information will appear, plus a computer able to converse with the pilot. This synthetic voice will not only convey information, but will be able to advise the best manoeuvres in tricky situations. Whichever flag-pole, it will be some time before computers can simulate flight perfectly: you can't accurately recreate a big firm with hydraulics alone.



ACE

Essence

Availability: On a double pack with Ace II as the Encore budget label. £2.99 (classific). **Bottom:** Both the 1 and its sequel have the most minimal instructions you'll find in any simulation. There are no details about your own allies other than controls and displays.



Rating out of 10: The game's easiest self-orienting sequence proves the city's the limit.

There's no score and only a few clues as to how to fly. When it was released over five years ago, it was the best thing since hand-wing jets. It shows off the 'light' side (we're being) image with fast graphics, furious arcade-style gameplay and all the basic gun paraphernalia to boot. Those included winter/summer, day/night options, an array of missiles, flares and shots, and one skill level. Add a gripping mid-air refuelling sequence, superb dogfights, a rear-view camera and some soundly speech, and you have one hell of a game – even by today's standards.

ACE II

Essence

Availability: On a double pack with Ace as the Encore budget label. £2.99 (classific).

Three points on: From its predecessor.



Five up, instantly: Incredible sound and action in ACE II.

Score: Ace II's most exciting feature was a split-screen two-player mode. Unlike the original, its major appeal is the ability to get swept up into the sky and start blasting. This is also its drawback: it's much less of a simulation and more of an arcade game. There is only one scenario (the Middle East), coupled with a daylight option for two players. You can predetermine the number of planes to be destroyed and the number of hits sustained by both players, but you can't

do these things that simulation fans love, such as complex aerobatics and fiddling with the flaps and stabilisers. Worse still, the 20-level computer opponent is excessively difficult – and as a result you stop biting your nails and switch for the off switch instead. The pinching criticism is a lack of depth and variety; endlessly shooting down planes soon becomes tedious.

FIGHTER PILOT

Digital Integration

Availability: Dye Back budget label. £2.99 (also released from deleted on the Silverdust budget label at £1.99). Another release from 1985, this was arguably Digital Integration's most successful game to date. The classic that Space owners rated above was converted to suggest Commodore owners and... just about fulfilled its promise. Your plane is an F-15 Eagle, a single-seat air superiority fighter and the second-most easily aimed ever built.

As you'd expect, the action revolves around air combat, mainly destroying enemy

bombers which are making big holes in your five airbases. It's accurate because action is scarce but impressive: you spend ages

smoking up behind your opponent before spitting fire with bullets. Unfortunately if you miss you can spend ages trying to find him again –

and the graphics aren't even hairingly realistic. Options were ahead of their time: the ability to change turbulence levels for enhanced realism, alter the stability, game type and skill level and operate a good degree of control over the sound field. Try it only if you're feeling nostalgic.



It isn't easy to show that you can't beat on Fighter Pilot.

F-16 COMBAT PILOT

Digital Integration

Availability: Digital Integration. £9.99 (class). £74.99 (also). More than a year old, D's most recent flight sim is by no means the worst one around, but it falls far short of the standards set by MicroProse. The first disappointment is the packaging – the fancy key guide and hefty manual appear impressive and help mask the enclosed sheet, which tells you all



Keep your HUD up if you go on a mission in F-16 Combat Pilot.

the features you're not going to find on the CD4 version. The game fails to convince you after that: six missions (five of which can be flown immediately) offer a good deal of usability but not a lot of challenge. The plane itself is pleasing to fly, though the visual display (apart from wire-frame graphics) and sound effects are disap-



pointing, and the range of controls and weaponry is adequate without being outstanding. It's complex enough to please committed flight sim fans, but it's too unimpressive for first-timers.



The greatest realism in air combat simulation - Stealth

F-15 STRIKE EAGLE

Microprose

Availability: Microprose, £9.99 (casual), £14.99 (hard)

This is one of the oldest flight sims around, but it costs still give some of the recent releases the runaround in a cockpit. If you can stomach its breathtaking graphics (the eight increasingly difficult missions are based on real events, mainly concentrated in the Middle East), it's a very playable and faithful simulation of the F-15. It contains all the major flight, weapons and information systems of the F-15. There are four skill levels (from Novice to Ace), an unusual (and fairly redundant) four-player option, and the usual range of controls, weapons and air-to-missile devices. The 40-page manual contains a mass of information on air combat techniques - but the real test of any simulation is how it flies. In this case, the answer is very well: the graphics aren't outstanding - a fairly crude top-down 3D display is all you get - but the plane handles beautifully. Try it and fly it.



Anticlimactic without doubt ahead in Microprose's F-15 Strike Eagle

GUNSHIP

Microprose

Availability: Microprose, £14.99 (casual), £19.99 (hard)

You won't find a better helicopter simulation than this. The outstanding manual sets the tone for what is to follow, with over 80 pages packed with informative and interesting reading. The game (with a fairly keyboard-centric) lives up to this promise: a vector graphics language which moves rapidly into ordering the detail it has to handle, brilliant overhead scenes and a huge range of options, including the chance to create your own character, difficulty levels from training to war, and a reality level which can have you crashing or take-off or sailing into the skies from the word go.

It's the attention to detail which makes this stand out from the crowd: the way missiles disappear into the distance, the genuine weight of information crammed into the game. The cassette version has a lengthy manual but is well worth the wait - Gunship is a vital part of any flight sim fan's collection.



PROJECT STEALTH FIGHTER

Microprose

Availability: Microprose, £14.99 (casual), £19.99 (hard)

This is easily the best flight simulator available, though it's more user-friendly on that than it is on realism. Grasping the role of a Lockheed F-15 stealth fighter, you run missions in the potential war zones of Libya, the Persian Gulf, the North Cape (Iceland) and Central Europe. What makes the action so appealing is that you can virtually design your own skill level, by setting the degree of enemy activity, your own strategy, the type of target in each mission and (as a result) your own status. If you're successful - ideal for the career-minded.

The plane itself is superb - it's not just a case of placing everything you see, but compensating on making your movements and executing your mission orders as efficiently as possible. Presentation is typically spot-on: the landscapes and planes are utterly convincing, the sound effects are

functional but good, and (best of all) you can get up and fly it straight away. A wealth of packaging (including huge manual, maps and keyboard overlay), a superb choice of missions and brilliant presentation screens all go to make it unbeatable.



SNOWSTRIKE

Epic4US Gold

Availability: Celsius

In January 1990, the US elected a new President, on a ticket to wage war against the South American drug barons. In spite of

Congressional disapproval, the President

launched his secret weapon,

the F14-LCB

fighter, a highly manoeuvrable

craft used to destroy the

most important drug

installations and

supply routes.

In April 1990,

Congress approved the

Snowstrike mission, launched

from the aircraft carrier, Eagle.

This is the background to a standard flight

sim which involves five different missions in

two categories (land and sea). Land tasks

involve identification of coca plantations,

the equally variety concentrates on sinking enemy

targets and drug supply strips. For all its

options (including a variety of skill levels and

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ard flying game: the graphics aren't detailed

enough to keep you enthralled, the sound



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Left in action: Snowstrike failed to reach its target in 1990 and has been deleted. Effects are limited, and the missions aren't really varied enough to have you coming back for more.



SPITFIRE 40

Microprose

Availability: Defined by Microprose. Also available on the Grand Prix Ace computer and is now available on budget from Alternative, £2.99

This was one of the first ever flight simulations to attempt a convincing impression of 3D - and it almost works. It throws you into the flying jacket of a young inexperienced Spitfire



The Battle of Britain starts here in Microprose's Spitfire 40

A brief history of flight

1890 - 1903: George Cayley perfects fixed-wing gliders with stabilizing tails which eventually fly half a kilometre.

June 4, 1903: The Wright brothers launch an unmanned glider for the first time in the skies above Kitty Hawk. It reaches an altitude of 1000m and stays aloft for ten minutes. Aeroplanes were surprisingly quick to follow.

December 17, 1903: The first sustained manned flight (that every-one remembers) by Americans Wilbur and Orville Wright. After experiments with gliders, they build a biplane, the Flyer I. Orville is

chosen as pilot and becomes the first man to fly aboard a powered machine - for 13 seconds. November 13, 1907: The first take-off by a manned helicopter is accomplished by Frenchman Paul Goussier at Lunanx in France.

(Helicopters flew - albeit badly - in model form in 1784, and Leonardo da Vinci had designed a similar model to the 1784 project as early as 1480 - smart dude.)



pilot in 1946). All the basics are there: three flight modes (practice, combat and combat practice) which cater for novices and ace pilots; suitably elementary controls and a comprehensive instrument panel.

You can control it from take-off to landing and everything in-between (with some exceptions) and you can even save games. When the action falls down is in its representation of the outside world: convincing still graphics - cockpit, maps and instrument panel - are set down by a society of detail and realism in the 90s.



STEALTH MISSION

Intelligence

Availability: Denied

Stealth Mission is more famous for Flight Sim 1 and 2 and all the accompanying scenery disks, copies of which are now like gold dust in my toy box, but if you care, Stealth Mission - their first real attempt to get to grips

with a combat

simulator -

appeared three

years ago and

inside a brave

club at EMI 3D.

Its presentation

is very impressive

over maps, a

rotated cockpit.

a host of spectacular internal and external views, and the option to fly three totally different aircraft (the F-16, the experimental X-28 and the F-14).

This is offset by some severe drawbacks in EMI 3D mode: there is a hefty command buffer between key presses and on-screen responses, and there is no-time acceleration features. Even so, there are plenty of missions (liberal over national territory), and an option to switch to vector graphics - which run more rapidly on a 1.28 than a 486. A great simulation of flight and a very impressive slice of programming, but you have to accept all its faults before you can enjoy it fully.



STRIKE FORCE HARRIER

Warfare

Availability: Alternative CF-89

Claiming to be 'not just a flight simulator... but also a full battlefield'



Strike Force Harrier drops the name it never really gets off the ground.

Instead, Harrier uses a similar graphics engine to Spitfire 40. This means that it has virtually the same characteristics: unconvincing graphics detail, basic sprites and crude representations of ground and sky.

This doesn't mean it's at all bad, particularly for the price: there are three difficulty levels and four modes of flying (including a demo mode), a comprehensive instruction booklet (including tutorials), and more than enough opponents to keep you busy.

You can actually play the game as an arcade shoot 'em up, if you prefer, although it's at its best as a simulator. There are much better shoot 'em ups around.

It's not entirely faithful to the jump jet - in particular there are a few idiosyncratic features which would not be found on the real thing (such as the special Fixed On Pole Tracking Radar) - but if you stick with it, Strike Force Harrier will keep you interested for a short time.

SUPER HUEY

US Coast

Availability: Denied

Released way back in 1986, the arcade-style flight sim is bristled by today's standards. Your Huey LH-19 faces four missions: flight instruction, exploration (surveying uncharted mountains), rescue (relieving survivors in a mountainous region) and combat (the ultimate test - fighting off hostile forces attacking a secret desert installation). The graphics are impressive enough with a good sense of speed at low altitude, and the responsive landscape takes a long time to explore. Even though there is a wide range of controls, it's easier and more comfortable than an aeroplane; the difficulty of the last two missions means that it has to be.



SUPER HUEY II

US Coast

Availability: Denied

The helicopter has only changed a slight - it's now a LH-19 - but its controls have doubled from 20 to over 50, and there are now six missions. These are tough cookie-cuts, ranging from first aboard all rigs to the Oceanic Bermuda Triangle stage. Each one is preceded by a snippet of digitised speech and contains some excellent visual effects.

The arcade bits of the action haven't changed - but the quality of the graphics has. Better still, the helicopter isn't as easy to control as the LH-19, but it is ultimately more manoeuvrable - and that means increased flexibility. If you must choose between two Hueys, opt for this one.



SH2 - a short hopping challenge game



GAME/TITLE	AVAILABILITY	REMARKS
Strike Force Harrier	Alternative CF-89	Warfare
Super Huey	Denied	US Coast
Super Huey II	Denied	US Coast
Stealth Mission	Denied	Intelligence
Stealth Mission 2	Denied	Intelligence
Stealth Mission 3	Denied	Intelligence
Stealth Mission 4	Denied	Intelligence
Stealth Mission 5	Denied	Intelligence
Stealth Mission 6	Denied	Intelligence
Stealth Mission 7	Denied	Intelligence
Stealth Mission 8	Denied	Intelligence
Stealth Mission 9	Denied	Intelligence
Stealth Mission 10	Denied	Intelligence
Stealth Mission 11	Denied	Intelligence
Stealth Mission 12	Denied	Intelligence
Stealth Mission 13	Denied	Intelligence
Stealth Mission 14	Denied	Intelligence
Stealth Mission 15	Denied	Intelligence
Stealth Mission 16	Denied	Intelligence
Stealth Mission 17	Denied	Intelligence
Stealth Mission 18	Denied	Intelligence
Stealth Mission 19	Denied	Intelligence
Stealth Mission 20	Denied	Intelligence

THE CHARTS

FULL PRICE GAMES



GOING UP



GOING DOWN



STAYING STILL

1	CREATURES Thalamos	Good game prevents. This excellent and amusing game from Thalamos finally fills the number one spot	
2	DIZZY COLLECTION Code Masters	Using someone's feet. The ever popular Egg Snake drops on a number two despite containing Fast Food	
3	TEENAGE TURTLES Mirrosoft	Comcasted! These sickening Turtles have dropped, though not very far. This for a game across markets	
4	VIZ Virgin	Typical! Put a 'Not for sale to children' label on the box and everyone buys it. We gave it 55% on other sites	
5	BACK TO THE FUTURE 3 M'soft	Straight in at number five. It's a good job people weren't put off by its appalling graphics. CF rated it 50%	NE
6	BIG BOX Beau Jolly	Up one place! It should be doing much better. A lineup of 50 games for less than a tenner is a must	
7	LAST NINJA 3 System 3	Planned Ob. We awarded it 57% and that was on cartridge. Now it's on tape it really shouldn't be missed	
8	POWER UP Ocean	A new entry for Ocean's spiffy compilation. Turbans, Reddies, Islands, Island Shoot and others. Pleasant!	NE
9	SYSTEM 3 C'TION System 3	This compilation got a whopping 64% in issue 7 of CF. Now it's flying up the charts, which is how it should be	
10	ROBOCOP 2 Ocean	Murphy has gotten it would appear. This 55% cartridge game (as rated by us) is holding its own (50th-51)	
11	S.C.I. Ocean	Has moved up another place! Surprising since it's both a soft game and not very good (we gave it 74%)	
12	SUPER MONACO GP US Gold	Going, going, er... still going, a rating of 18% from us was the kiss of death. No, seriously, the car does good	
13	HOLLYWOOD C'TION Ocean	This well-known compilation is still fighting its way up the charts despite getting on a bit over	
14	GOLDEN AXE Virgin	What an excellent arcade conversion this was. We gave it 58%. You need to see why it's still here six months later	
15	TURRICAN 3 Rainbow Arts	A game this good deserved to be around longer than this. But no, down it tumbles, by other games in fact	
16	LOTUS ESPRIT TURBO Granlin	Fully four wheel action earned this beauty a place in the Top 20. It's slowing but there's mileage in it yet	
17	F16 COMBAT PILOT D.I.	Hang on! This game has been around since the dawn of time and it's still only dropped two places	
18	TOTAL RECALL Ocean	No more for the Martin Rod-ent simulation. It got 17% when we reviewed it. Don't expect to see it next month	
19	GAZZA 2 Empire	Despite being awful, drops only another four places. His transfer fee has dropped considerably more	
20	SHADOW OF THE BEAST Ocean	What's this? A new entry, ranking in the back door. This is an excellent conversion but a bit hard to play	NE

BUDGET GAMES

	MAGIC LAND DIZZY Code Masters		MULTIMIX 1 Mirox	NE
	DRAGON NINJA HD Squad		BOBBY AND SCRAPPY BOB II Tec	
	PAPERBOY Ocean		QUATRO SAIBES Code Masters	
	DOUBLE DRAGON MushiProSoft		QUATRO ADVENTURE Code Masters	
	C'S ELEPHANT BATTLE Code Masters		SWO BOSS SAJ	NE



What a welcome. It splits second after Exile has landed, a trillion molecules inside your ship stop and grabber your most valuable piece of equipment (?) before transporting back to his underground laboratory. How often in question is the destination, man? It's been two centuries your ship's flightless. Typical. Oh, well, go get 'em, Flyin'...

When Traxx was a nipper he didn't want to be a train driver or an astronaut like the other kids in his class, oh no. Traxx wanted to be a mad scientist specializing in obscure genetic experiments with animals and human beings (the kind our Ed likes).

And that's exactly what he's doing now, over 140 years later, on the planet Proxus. What a gig. But it gets worse... Traxx was creating a race of killer maggot creatures to destroy the universe - until your space marine makes arrived and unwittingly donated their bodies to science.

Traxx's laboratory lies deep below the planet's surface, on which your mission begins. Starring between you and the destruction of Traxx and the rescue of your studies is a labyrinthine cavern network filled with the results of Traxx's experiments, robotic security guards of sorts, and dozens of natural and Traxx-made obstacles.

So that's the story. The action's considerably more involved. In fact, there's just so much to see and do in Exile that it would take more space than it's possible here to even begin to explain it all. But here goes...

Exile's such a costly because everything about it centers around physical forces. Your on-screen after-ego can interact with pretty much anything - and pretty much everything tries to interact with you or on-screen after-ego. Every object has not only its own function but size and mass which determines how it's used. Every creature has character and class.



In that hovering orb to the left of the picture is an extremely useful piece of equipment called the Remote Control Bender. It's used in conjunction with gears to unlock and open doors and to activate and deactivate teleporters. What a gift you won't believe. It wouldn't matter if you were, for above the ceiling there is an indestructible sliding door which is triggered by an invisible switch directly above it.

EXILE

Audiogenic have pulled out all the stops to bring the C64 an absolutely out of this world arcade adventure. Our reviewer dons his pressure suit and plays a game with frogs, catacombs and not a little gravity



It's a Corker

is own thing - some can be shot or burned or picked up or used as a means to an end or a problem. Some simply get in the way.

Because of this, the puzzles aren't as clearly defined as those in other arcade adventures. There's by and large more than one solution to every problem, and the order in which the puzzles are tackled is fairly open-ended too.

The star of Exile is the most versatile computer character ever seen. He walks. He runs. He jumps. And he ducks. Nothing rare there, granted. But thanks to the rather exact space out, the player's after-ego is more impressive still. Stripped to his back is a jet-pack, which allows him to float about in any direction - unless there's some preventative force such as one of the many strong



Opening the doors at the base of your ship was easy enough - they were unlocked by pressing the switch to the right. But when it comes to passing through the entrance to the underground cave network, you need a helping hand... a grenade perhaps. (As this was found on the primary mission, avoiding the gas compartments, you still have behind this help of necessity for protection.) You throw the grenade at the door, not forgetting to first set a suitable trajectory. It warms short sounds as the glowing grenade's short fuse diminishes. *Ring boom!* The door is blown to glass but you weren't because you had the sense to duck. Not all doors are so receptive to force on the one



First thing's first. Let's find a means of getting out the first. Some form of catacombs would seem to form, and here's one someone's made earlier. But wait - in case is looking a tough but couldn't door which opens when you approach it in possession of the Ring.



Skilled flying is central for here, to avoid the invisible switch which closes the door. Better still, throw the Ring through the doorway before it closes, then teleport back outside to collect it.

The robotic inhabitants of this planet come in many different shapes and sizes. Apart from the gun emplacement there are aggressive ground-based and floating devices (such as this one) to contend with. There's also a friendly druid called Chador who's motivated by Covenant crystals and answers your beck and call by means of tiny whiffles - but you have to feed them first. Starting straight in a flightpath with a lead robot is not wise. Your first task is to feed these grenades - just until the robot in question doesn't blow it back! It just so happens that this druid holds a personal, more powerful gun, which is only revealed on its demise. The most effective method of destroying this druid is to send a grenade through the teleporter junction corresponding with the one inside the ship (see below this page). This is where the druid lives. By the time you arrive it should have been blown to Kingdom Come.

ambs float around the planet. The suit is also capable of supporting heavy equipment gauges, including a jetpack booster, a protective shield of sorts and four types of jet, each with definable trajectories within a 180-degree forward-facing field (protected items are thrown in much the same way).

Every item has its own energy supply, powered by collecting power



Imagine, you'd have, say, an object of better still a creature composed of potassium. You'd pick it up and take it to a pool of water. Then, what would happen if we dropped our lead, so to speak, in this fluid? FIZZZZZZZZZZZ! A reasonable reaction, not only because the creature's body is around this - well, Potassium in water - but also because it was the user's own doing. So it's not just

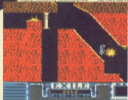
Exito's best example in the world, but it serves to illustrate the potential.

Exito represents the future of arcade adventures. It's as simple as that.



GARY

Game	Exito
Publisher	Amfibogenic
Cassette	£11.99
Disk	£15.99



A pipe fits at the bottom of this short shaft. Frangible, it, there's a water tank at the top, and its inhabitants see and in the lead in its identity. It's a step to their increasing budding by absorbing them - or rather just, reacting them with a flame. The wings are one of a few species of creature on this planet which can actually be picked up. Frogs are another, though their use is greater. They float about by a good below the terrain and were the reason you now drop the lead. See this, the monkey-like frogs in this scene like to hold the feet of any object they can either eat or graft to their protrusions. In fact don't hold anything valuable while in their presence. The frogs can be used for any obstacle the legs happen to hold



With the tank filled with water from the pool inhabited by the frogs, it's time to take it to the fire. Make that you can stand on the frogs and float on the water. This is a series of objects of equally small mass, or everything in it will become "property". To explore the deeper parts you need a heavy weight to help you sink.

packs. Even if there are none in sight, all is not lost... I, say, the jetpack needs energy and one of the guns has plenty, you can always transfer it. As well as having four pockets for the storage of any items small or light enough to fit, the suit also has a personal teleportation system. By flicking a switch your co-ordinates are remembered - up to four positions are, in fact. Now what the mood takes you, you can teleport to the last registered position. This feature actually has more use than is at first apparent, as you will see.

Although Exito isn't perfect, it's the most gripping game I have played in years - since The Colonel is last - and it's intrinsically the most exciting concept I have ever seen ever. I'd love to see more of the same, perhaps with a tighter design, which would show off the system in a more obvious light. The possibilities are endless. The physical and chemical reactions which are part and parcel of the system could even be used to exceptional effect in simulation. The user would learn through having fun, which is the best way to take on board information. You could alter the variables such as gravitational pull and introducing different sized objects and masses and viscosities of fluid and chemical compositions and see what happens. Just



it takes practice to be around with a tank full of water and not spill a drop. Suppose, keep up one of the door opening the fire. Not a bit!

Now, when there another way for that personal teleportation comes into play - as it's place the feet and remember our position before coming off.

POWER RATING

THE DOWNERS...

- Few minor console flaws.

100

97%

- But the 8-bit save amounts over those rough edges
- The atmosphere is where needed to come, partly due to the believable physics but also because...

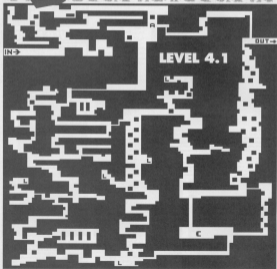
- Small particles for exploration, exploration, flowers, jetpack emulators of all
- Entry creature and water tank it's own world
- A huge map with every nook and cranny
- A liberal sprinkling of interesting action...
- Plenty of scope for expansion without even touching the tank in hand...
- And all in a single lead!

...AND THE UPPERS



Activating the invisible switch opens the door again, only this time the feet falls and spills its lead into the fire, which is understandably anticipated. Now that the door's open we return to the previously mentioned second position, which is found above the door, and, more importantly, below the switch. The 800 is your life taking.

GAME BUSTERS





LEVEL 4.2

TURRICAN 2

HOW TO COMPLETE IT (PART TWO)

Before you plunge straight into the final part of our Turrican 2 solution, you ought to know something, we haven't provided maps for levels 3.1, 3.2, 3.3 and 3.4. This isn't skipping on our part. As you read through the solution you'll see that maps for these levels simply aren't needed. You can proceed in the knowledge that we haven't blown it. And welcome to GameBuster!

LEVEL 3.1

Yeah, a fast shot: aim up section, very much in the Centaro mould. Suffice it to say, keep your trigger finger moving. The gun enhancements and rockets pose no real danger, so just concentrate on the attack moves. Most of the extra lives

are at the bottom of the screen. The end of level boss is a one-eyed green thing, which spits out eyeballs — just

LEVEL 3.2

A uniquely different level, as the screen scrolls in every direction! A fully upgraded laser would help at this point. Simply stay in the middle of the screen and follow the wind direction. Oh, and don't go after any extra lives, you'll lose a life trying to get one. When the landscape levels out, the mother ships appear. They both fire 8 laser beams, then fire rapidly for 4 or 5 seconds. The later one is as tough as you could ask for.

LEVEL 3.3

Hyperdrive! This level is fast and demands lightning reflexes (I wonder if they based it on

the awesome coin-up Antburner?) so warm up your trigger finger. Stay in the centre of the screen, but when it splits, go to the bottom, as that's where most of the extra lives are. Don't forget to

look for the mega bonus which says 'Katakai Level... Piece one finished. The mean mother ship at the climax of the level rotates predictably around the screen, then splits open — dish out damage now. It separates into two parts so dispose of the top one first.

LEVEL 4.1

From the start I recommended that you head for (A) and blast through the blocks to arrive quickly at the exit. You can go off and explore the labyrinth if you wish but you will probably lose more lives than it's worth. However, I've marked all of the extra lives available (L). At

(C) you will come face to face with a huge winged serpent creature. Don't worry — it's easily disposed of.

LEVEL 4.2

A potential nightmare! Walk your way to (A) and collect the extra life. Then head to (C) and go along the hidden passage (to the right) for 4 more lives. Now go to (D) where you can either gyozeope down the tunnel or zip up to (E) for yet another extra life, and then to (F) for another two. (G) has a surprise in store, namely 4 huge walkers. You can jump over them or use a powerline or tea.

LEVEL 5.1

From the start go to (A) for some handy bonus, then weave your way to (B). Gyozeope down the tunnel here for 3 lives. Head for (C) for another life. Make your way to (G) via (D), (E) and (F). Climb carefully to (H) for two more lives and jump across the pillars at (I). Two lives are hidden here. If you get stuck at (J), use your lightning to reveal the hidden block. Jump on it then jump up to the next part.

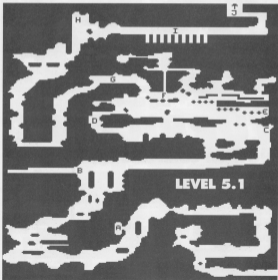
LEVEL 5.2

Another wily about ten up section. All I can say is keep blasting and use your powerlines whenever pos-

sible. A couple of extra lives can be collected from the right hand side of the screen. At the end of the level you are 'mano a mano' with The MadTime. (Do boss!) Blast like crazy at his vicer and move when he moves. After a while he will disappear in a cloud of colourful combustions. Sit back, watch the terrific end sequence and roll on Turucon 3.

So much to do, so little time...

Action Replay owners who are having a constant row with the time limit might like to try this POKE for infinite time: POKE 3061,170



SAMARITAN'S CORNER

CJ'S ELEPHANT ANTICS

If *Barbie Burgess* hasn't got an Action Replay cartridge or reset switch he'd better get one quick or these POKES are asked for soon work.

POKE19429,181 — infinite lives, player one
POKE19871,188 — infinite lives, player two
0Y30744 to restart the game

Alternatively, when the title screen appears, type the backwards: 88108888888888888888. The border will then change colour and both players should have infinite lives.

STORMLORD

Clay P Satter of Worthing, has's an Action Replay POKI for ya. POKI 23666,173 for infinite lives.

RAINBOW ISLANDS

Several people have asked for a Rainbow Islands cheat so those of you who can read your machine by this.
POKE19429,189 — for infinite lives
Then type 0Y32987 to restart the game.

RICK DANGEROUS

Lee Matlock and James Boyle should find this of use. They sent me a little drawing of the art in Rick D they were stuck on, which I think is a spiffy idea. More of you should do the same as it makes my job of typing a whole lot easier (probably tip #2).

DRAGON'S LAIR

This one's for P Satter of Worthing who can't quite cope with the falling disk bit.

As soon as the Circle starts moving at you, push towards it and at the same time jiggle the joystick left and right. When the disk stops, jump off. The rest of the game is equally tricky so the following listing gives you infinite lives.

18 1-18752
28 8824 A + 2F A-216 7804 18
28 T-T-8 + POKI1,4 + 1-1-1 + 0000 28
18 1F 0-8177 7800 06280 *000007 0A6-0070 442... + 00429152
48 08287 *0A58 00000*
180 0A78 1A5, 1, 1A8, 170, 32, 184, 255, 310
110 0A78 8, 32, 184, 255, 12, 215, 255, 240
128 0A78 25, 184, 40, 182, 187, 84, 1, 200
138 0A78 14, 187, 242, 4, 189, 44, 292, 270
148 0A78 194, 8, 202, 14, 247, 74, 32, 8
158 0A78 120, 242, 2, 189, 104, 1, 207, 244
168 0A78 48, 202, 34, 247, 74, 1, 44, 149
178 0A78 145, 142, 208, 15, 74, 0, 32, 74
188 0A78 103, 1, 145, 18, 248, 258, 74, 94
198 0A78 1, 258

BATMAN THE CAPED CRUSADER

Jason Blaine of Newcastle need look no further than here for the solution to The Joker Plot.

Start by finding the lightbulb. Use it in the darkness to find the flashlight and get mass. Use the mask before entering the sewers, and use the flashlight in the darker areas. Find the false teeth — you can now eat food for extra health. Find the shades for later use. Then go to the fair ground to find the money. Use the money in the fruit machine room and keep gambling until you get a Joker card. Go to the hall of mirrors, find the camera and use it. Find the impossible door then use the Joker card to get through it. Go back down into the sewers, find the coffers and defeat all ten exposures... or else! Go back to the fairground, find the Joker and kick his face in. He will drop a rope — pick it up. Go to the roller coaster, climb up the gold and get the hammer and nails. Now find the dagger. Then go to Robin and use the rope to free him. Use the hammer and nails to stop the moving doors. Hooley!

PETER WHO?

A friendy year old lad called Peter has written to me. I don't know his surname because his signature was an appalling scribble but he asked for some tips on *Missionary* and *Dan Dare* so here goes.

Dan Dare

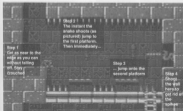
Use the seed as a shovel to find the crowbar. Use the crowbar to open the locked hatch. The vines together to reach inaccessible places.

Throw the fruit down the narrow gap — *Brimpy* will go after it and return with the bomb. Kill the *Treans* to gain valuable extra credits. Use extra credits to free your stumps.

Missionary

Use the antenna with the rifle in the communications room. Use the photon emitter in dark places. Use the power amp to increase the speed of your craft. Use the Novolative to start the intergalactic ship.

Use the Antigrav to pick up heavy objects. Use the kitchen sink to pick up anything. Use the anti-time beam to reassemble destroyed buildings. Destroy ALL mechanical buildings for a HUGE reward.



Blimey! Stand-alone POKEs

It's a fact that Stephen Curry isn't 7' He's just as short, blower! marvelous POKE ratings that don't require any cartridges or switches or mow to run them. All you do (as if you don't know already) is type them in, save them to cassette or disk (in case you've made a mistake...! Then what? Oh, you hear

you run the one you want to use, and load in the game as normal. It might need young Curry a little something for his trouble. Then again, I might not. He'd just have to average the points every day in the vain hope that I've been generous. (Don't worry Stephen, I will see to it myself that you get something — Ed)

RAINBOW ISLANDS

This one gives you infinite lives and if you're as fast as the game we'll see you'll need all the help you can get.

1. **ROM RAINBOW ISLANDS CASSETTE CHEAT**
4 CLR - FOR A-Z11 TO 299 - READ 9 - POKE A,B : C=C+8 : NEXT

3. **IF C=251 THEN POKE157,158 : SYSG21**
5. PRINT "DATA ERROR"
7 DATA 32, 56, 248, 196, 196, 141, 27, 3, 196, 196, 141, 86, 3, 196, 141, 141
9 DATA 89, 3, 196, 132, 141, 90, 3, 196, 171, 141, 27, 3, 96

NEW ZEALAND STORY

Would you credit it? This one gives infinite lives as well.

1. **ROM NEW ZEALAND CASSETTE CHEAT**
4 CLR - FOR A-Z11 TO 299 - READ 9 - POKE A,B : C=C+8 : NEXT

3. **IF C=251 THEN POKE157,158 : SYSG21**
5. PRINT "DATA ERROR"
7 DATA 32, 56, 248, 196, 141, 27, 3, 196, 175, 141, 86, 3, 196, 141, 141
9 DATA 89, 3, 196, 141, 141, 90, 3, 196, 13, 141, 91, 3, 96

BATMAN THE MOVIE

Into again. This provides infinite lives for this sporting title for several years.

1. **ROM BATMAN CASSETTE CHEAT**
4 CLR - FOR A-Z11 TO 299 - READ 9 - POKE A,B : C=C+8 : NEXT

3. **IF C=251 THEN POKE157,158 : SYSG21**
5. PRINT "DATA ERROR"
7 DATA 32, 56, 248, 196, 196, 141, 27, 3, 196, 173, 141, 86, 3, 196, 141, 141
9 DATA 89, 3, 196, 3, 141, 90, 3, 196, 79, 141, 27, 3, 96

CHILLER

Infinite money this time folks.

1. **ROM CHILLER CASSETTE CHEAT**
3 CLR - FOR A-Z11 TO 299 - READ 9 - POKE A,B : C=C+8 : NEXT

4. **IF C=256 THEN POKE157,158 : SYSG21**
5. PRINT "DATA ERROR"
7 DATA 32, 56, 248, 196, 171, 141, 27, 3, 196, 132, 141, 278
9 DATA 3, 196, 86, 141, 230, 3, 96, 196, 173, 141, 173, 99
8 DATA 286, 32, 258, 96

Chip's Challenge

This is it! The end. The very final part of our Chip's Challenge codes.

101 9999	115 0599	129 1660
100 Y009	116 100M	130 XPP9
100 0142	117 8927	131 LY90
104 0999	118 059V	136 UZL2
105 Y805	119 89FF	137 89FF
106 8A78	120 FLAP	138 UAUT
107 9298	121 8975	139 VLA4
108 L100	122 2A58	140 8A8V
109 8708	123 TR20	141 MCJ5
110 0300	124 TR8C	142 UCJ7
112 0A2A	125 M97T	143 8900
113 0145	126 0912	144 0910
114 2998	127 3A92	145 8E9E7
	128 PTLA	146 898N
	129 8928	147 0932
	130 0912	148 8958
	131 8980	149 0828
	132 299A	



This is the Commodore level. We won't show you the last one though, it's spoil it.



What the hell, how it is. Courtesy of Ed, the way that there to get me your... (and)

Iron Lord The complete solution

A heavy, headbust, beating, swifling, woom, gloop thank you to **Brian Salzman** for this complete solution to **Iron Lord**. Apparently it took him months to complete it and now you can do it in a matter of hours. Makes us sick, don't it?

Go to the first village and enter the archway contest. Make sure you practice so you have to win all three stages. On the first stage you must score over 500. On the second over 600 is needed and over 800 on the third and final stage. When you succeed you are awarded a gold trophy.

Leave the village and travel to the miller. Talk to him and he will tell you that the miller at the second village is refusing to pay for some wheat he bought.

Now go to the monastery and talk to the chief monk. He will tell you that his fighting monks are sick and the only person who can help is the herbalist situated in the first village.

Go to the first village and find the herbalist. Give him the trophy in return for a herbal potion. Go to the second village. Talk to the shop-

keeper and he will offer his help if you can find his pearl necklace. Next go to the inn and talk to the innkeeper. He refuses to hand over any money to a knight of no repute. (This is the guy who hasn't paid the miller remember?)

Travel to the city and enter the job. Inside there is an arm smelting contest going on. Enter it and win it twice. Go to the barmaid and ask her if she can help. As long as you have won the contest at least once she will tell you about a friend who can help you. She then gives you a pendant to give to the friend.

Make your way west across the city to find the barmaid's friend. Give the pendant to her and ask for his help. He will then tell you about an army captain whose life he once saved. If you give him a suit of armour he gives it to the army captain who then lets you borrow some of his men. Now ask the barmaid's friend about the pearl necklace otherwise he sells you one.

Go back to the monastery and give the chief monk the herbal potion. The fighting monks are cured and the head monk goes off to persuade the Knights Templar to help you.

PART TWO

Return to the innkeeper and ask him again to pay the miller. He says he will but only if you can get the monks to sell some of their special wine to him. Go to the shop keeper and give her the pearl necklace. Ask him if he has any suits of armour and he'll sell you one.

Go back to the monastery and ask the chief monk to sell the wine to the innkeeper. Go back to the city and talk to the barmaid's friend. Give her the armour then go back to the inn to tell the innkeeper about the wine. He pays the miller and asks his brother to help you.

Go to the castle, walk to the tower and declare war. Your army should be around 700 men strong, not as big as your brother's army but they shouldn't pose too much of a threat.

Once you've defeated the enemy you will feel yourself in a bitpinch. Search around for some arrows which point downwards. Then all you have to do is kill the chickens that fly above you. To Do!

Gimme!

Arrrrgh! I can't miss. What do you think is the hardest job in producing a magazine? Editor? Writer? No way! Sub-editor? Right! Don't make me laugh. Even being a part writer ain't too bad. No, the hardest single job is putting together the Masked Game Masters pages each and every month.

Tell you what, why don't you make my job a whole lot easier by sending in loads of good quality letters, suggestions, solutions and POKEs. You won't regret it.

Waaaaah! It's not fair!

Stop your Mudding! Those of you with neat switches who immediately throw a wobbler when you realised our Action Replay POKEs booklet was no good to you can calm down. We're not a load of STB members to go with some of the POKEs. We can't include all of them but we will endeavour to do as many as possible over the next few months. A big thank you to Mr G F Rivers who submitted 'em.

FOO!

07521136

ACTION BIKER

075113112

ALIENS

075333333

ATTACK OF THE MUTTANT CAMELS

07544444

ARCADE CLASSICS

07544444

ARMY BRVES

07555554

BALL SLASHER

07555550

BATMAN THE MOVIE

07555554

BLASTERPODS

07555552

BMX RIDZ

07555552

BMX SIMULATOR

07555550

BOMBACK

07555551

BOMBACK 2

075555512

BOMBO

07555551

BRASSTOFM

07555550-09 07555554

BREAK THING

07555550

BUBBLE SCORLE

075555518

BACK BOGGERS

07555552

CALL DRON 9

075555577

CAMELON

07511440

CHALLENGER

075555558

CHUCKLE BGG 8

07511800

CRABBY GRISTLE

07555554

COMMANDO

07555558

DELTA

07555550

DEMARUS

075555512

DRACONUS

07555550

DRONDRONE

07511800

DRUM

07555550

ELOOM

07555554

EKLOON

07555551

FANTASY WORLD BOOZ

07555552

FALCON PAROL 2

07511804

FORGOTTEN WORLDS

07511800

FROSTBYTE

07555550

GHOSTBUSTERS

075555516

GREAT DARK SISTERS

07555556

HYPERSHOOT

075555524

IBALL

07511800

INDY'S LAST CRUSADE

075555582

INTO THE EAGLE'S NEST

07555554

JACKLE AND WELDE

075555584

JEEP COMMAND

075555584

KANE

075555512

KING FU MASTER

07555558

LICENCE TO KILL

07555550 OR 07555548

LIGHTFORCE

075555513

LIVING DELIGHTS

07555552

MEGA APOCALYPSE

07555552

MONTH ON THE RUN

07555554

MUTTANT BERTY

07555558

MUTANTS

07555556

MEMECS

07555556

NEW ZEALAND STORY

07555556

ONK

07511804

OLLI AND LISSA

07555557

OUT RUN

075555548

PARALLEX

075555518

PIRATA

075555512

PLATFORM

07511800-09 07555542

POO

075555512

PRO SKATEBOARD SIM

075555518

RAD OVER MOSCOW

075555518

FRAME BUSTERS



Welcome one and all to cheap cheats as Roger Frames brings you the solution to another Dizzy game and, if you flip the page, you'll find a gold mine of cheats for the latest budget games

SNORKEL

INFRA-RED
DETONATORVIDEO
CAMERAGLASS
SWORD

SAC OF GOLD



From the start, L, pick up the GOLD CHEST, drop it next to the rock cave, R, L, L, L, L, jump up next to hat, L, L, L, L, U. Get SNORKEL, R, hit stone (secret switch), L, D, D, R, R, U, L, U/R, U/R. Get GLASS SWORD, L, D, R, U. Get VIDEO CAMERA, D, L, L, D+R, D, R, R, R, R, R, R, R, drop SWORD and CAMERA. Holding the Snorkel go R, D, R, R, get SPARE, L, L, U, L. Pick up SPARE,

SWORD, and the SNORKEL. In that order, R, D, R, R, R, drop SPARE on bouncing rock, ride up on the bubble, R, U, R. Drop SWORD on the grave (don't drop down yet), R, R, R, R, R. Get the SET, L, L, L, L, L. Drop down the grave, R, R, drop KEY on the 'treasure', D. Get MICROWAVE, U, U, L, L, get DYNAMITE, L, ride up on bubble, R, U, R, R, R, R. Give MICROWAVE to shopkeeper, collect the BRAT, R, R, drop ball

SPADE

BUBBLE

DYNAMITE

AXE



TREASURE ISLAND DIZZY

In water (don't get on it). Drop the DYNAMITE here. L, L, L, get BIBLE, L, L, get AXE, L, D, L, L, L, L, D, L, L, U, L, L. Drop AXE in the middle of the bridge. Get G, P, get CURSED TREASURE, L, L, U, P, P, P, D, P, R, D, R, R, R.

Ride on bubble, P, U, P, R, R, R, also TREASURE in shopkeeper and collect the MOTOR, R, R, drop MOTOR on the BOAT, drop the BIBLE here and collect the DYNAMITE.

L, L, R, L, R, R, R, L, L, L, U, L, L, W, L, L, L, U, L, L, M, L, U, L, U, R, U. Get MIFIN RED DETONATOR, D, L, R, D, L, L, L, L, drop DYNAMITE next to construction, drop DETONATOR behind the small pile of rocks. Get BAG OF GOLD, P, R, P, R, R, R, R, R, R, D, R, get VIDEO CAMERA, R, D, P, R, R, ride on the bubble, R, U, R, R, R.

Give GOLD and CAMERA to shopkeeper, collect PETROL, and IGNITION KEY, P, R, drop PETROL, and KEY on the BOAT. When it is moving, jump on it (don't

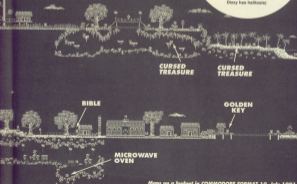
Here we go with our second Dizzy solution in a series of... well, loads. As long as the Codies keep producing 'em, we'll keep solving 'em. Be sure to come back next month for the FrameBusters guide to Magicland Dizzy, not to mention a heap of other budget stuff

Dizzy's Do's

- * Keep the SHARKIE at the bottom of your inventory whenever possible.
- * Even though you only have one life, the game is easy - take it slow!
- * DO NOT walk under cages - jump to safety instead.
- * Once assembled, the boat will move back and forth between the island and the harbour, so don't rush to get on it as soon as it starts moving.
- * The TOOTHPASTE is useless (unless Dizzy has halitosis).

safe) and jump off at the harbour to complete the game! What else...

ish... For total freedom you must collect the 30 coins dotted around the island - some are shown on the map, but the real are hidden! Best of luck!



The following list (PCRE listings are again from young Mr. Corey of Glasgow). Type them in, check them, check them again, then save them in tape or disk for safety. Then all you need to do is run the one you want to use and load up the relevant game.

GHOSTBUSTERS

Who ya gonna call? (Not Roger Ingot! Please that's for sure - (a) if you don't think it's useless do you mean? Speak up.

- 1 RUN GHOSTBUSTERS CASSETTE CHEAT
- 2 CLR + F0R A-275 T0 275 + B0AD B + F0R A,B + C+C48 + B00T
- 3 F0R0L,B + C+C48 + B00T
- 4 2F C-1040 T000 F0R0L57,120 + 07071
- 5 F00T "T000 B00K"
- 6 DATA 32, 84, 245, 145, 32, 143, 1, 145, 74, 141, 254, 4, 144, 151, 4, 143
- 7 DATA 242, 4, 94, 145, 145, 141, 94, 212, 141, 124, 90, 208, 32, 204, 90



Don't cross the streams. Here's a classic moment from a classic game. And now you can play it with infinite lives.

OPERATION WOLF

Oh budget the gamers an absolute giveaway. If you haven't got it, go and buy it quick. Then you can take advantage of this glorious listing. It gives you infinite bombs and bullets.

- 1 RUN OP WOLF CASSETTE CHEAT
- 2 CLR + F0R A-275 T0 275 + B0AD B + F0R A,B + C+C48 + B00T
- 4 2F C-1040 T000 F0R0L57,120 + 07071
- 5 F00T "T000 B00K"
- 6 DATA 32, 84, 245, 143, 0, 145, 32, 1, 217, 94, 3, 212
- 7 DATA 224, 4, 284, 245, 94, 145, 145, 141, 30, 217, 241, 215, 215

THE FALCON PATROL 2

This one gives you infinite lives. And bullets! It's a bit ray. Come to think of it, it probably gives you infinite fuel too!

- 1 RUN FALCON CASSETTE CHEAT
- 2 CLR + F0R A-275 T0 274 + F0R0 B + F0R A,B + C+C48 + B00T
- 4 2F C-1040 T000 F0R0L57,120 + 07071
- 5 F00T "T000 B00K"
- 6 DATA 32, 84, 245, 145, 25, 141, 24, 4, 143, 1, 141, 17
- 7 DATA 4, 94, 245, 245, 245, 30, 231, 141, 204, 124, 141, 94
- 8 DATA 142, 74, 4, 212

GUTZ

This little beauty was featured in our cover cassette way back in issue 3. It was free so it's about as budgety as you can get.



If this game has been annoying you since we gave it away in issue three, this PCRE for infinite lives is just what you're after

- 1 RUN OP WOLF CASSETTE CHEAT
- 2 CLR + F0R A-275 T0 275 + B0AD B + F0R0L,B + C+C48 + B00T
- 4 2F C-1040 T000 F0R0L57,120 + 07071
- 5 F00T "0710 B00K"
- 6 DATA 32, 84, 245, 142, 0, 145, 32, 1, 171, 94, 3, 212
- 7 DATA 224, 4, 208, 245, 94, 145, 245, 141, 244, 144, 210, 22, 204

RSVP

Roger needs you. Yes, without you dear readers my tips section would be as dull as a plowshare.

Send all of your floppy-type stuff to me at: Frankston, Commodore Forum, 32 Monmouth Street, Bath BA1 2DP

CHEAP, CHEERFUL... AND OLD

Philippe (Sumner from Belgium has sent a lovely load of PCREs for old budget titles. If you have an Action Replay or Reset can't help give 'em it go.

AGENT 0 2

Part 1
PCRE 43863,172 - infinite energy

Part 2
PCRE 45020,165 - infinite lives

Part 3
PCRE 38206,8 - infinite energy
Type 57549152 to restart any part

DOXY'S DRAGONSD
PCRE 3738,172 - infinite lives
5752002 to restart

DRACONES
PCRE 10930,172
PCRE 10950,172 - infinite lives

PCRE 5426,172
PCRE 5425,172 - infinite flames

Then enter the following to restart the game

PORT 2648,74
PCRE 2658,18
PCRE 2655,9
5751090

EXCALIBUR
PCRE 30583,165
PCRE 20514,105 - infinite lives player 1

PCRE 20585,165
PCRE 26523,165 - infinite lives player 2

PCRE 25550, (2-8) - number of planes needed
Then enter 575 7405 to restart

FORCE ONE
PCRE 5284,172 - infinite lives
PCRE 5285,189
PCRE 5275,9
PCRE 5271,234 - switches off collision detection
Then 5752002 to restart

HOPPER CORNER
PCRE 50850,172 - infinite lives
PCRE 45119,172 - infinite time
Then 5754560 to restart

HUMAN RACE
PCRE 5023,165 - infinite lives
Then 5752700 to restart

RAGE
PCRE 6005,9 - infinite arrows

PCRE 10694,165
PCRE 10697,0
PCRE 10694,234 - switch off collision

PCRE 10437,0 - infinite time
PCRE 14800,0 - infinite bullets

PCRE 11384,165
PCRE 11382,0 - for a short train
Then type 5752807 to restart

LATER FORCE
PCRE 5181,165 - infinite lives
PCRE 11760,172 - infinite bombs
PCRE 20270,0 - auto fire
PCRE 37864,174
PCRE 37872,06 - invulnerability
Then 5752807 to restart

RADARS
Type "MREASTAR" on the high score table to play with mega-flares

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SWITCHBLADE

The hero in Switchblade has a heroic cyber-axe complete with detachable blades, obviously. Alas, to keep it working for good he has to grease it, right? Hence the phrase "follow grease". Or, please grease.

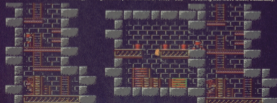
Your character's name is Hero, and you are one of a team of basic Madenights. You and your cyborg theme look after the people of the Undercity, so-called because it's underground, down below and generally beneath the seat of the Spind. Tragically, an evil chappy called Havelk has come along with a load of subversive frogs and killed all the Madenights, and most of the Undercity citizens as well, just 'cos they were in the way, really. They have also shattered the Fireblades, the source of the Madenights' power. Your mission, should you choose to accept it, is to retrieve the sixteen fragments of the Fireblades to restore your power. Oh yes, and if you do that you can kill Havelk too, if you have the time. Not as easy as it sounds (and it doesn't even sound easy).

Just how sharp is the latest release from the Sheffield software house? Our reviewer takes a close look under the manhole cover and he's quite blunt about what he finds

Visually, the game is reminiscent of Risk (especially) and so it should be with the same team behind it, and like Risk 1 and 2 the play area is shown as a side view whereas the various rooms and passages are top-down. The gameplay is very different though, leaning more towards a beat-'em-up style, rather than the pseudo-intensive RPG format.

A nice feature of the screen display is that each section of the city is invisible until you enter it, so you never know what's around the next bend, just like in real life. But once you've accessed an area it remains visible throughout the rest of the game, so at least each time you re-enter it, it's like having a memory of where you've been. (Not that we know what having a memory is like in the CP office - Ed.)

Controlling your knight is a bit difficult to start with, moving left and right is easy enough but judging jumps is very tricky. This is because you seem to defy all laws of physics when in mid-leap. The animation on the jump is a bit odd, but with practice it stops being a headache. Fighting is also an acquired skill. Pressing the fire button initiates one of a number of attack types. Whereas in many games the joystick would be used to select the move you want, in this game it is the length of time you keep the button pressed that dictates it. To help you a power bar is displayed to the bottom right of the screen. A quick press causes Hero to perform a high punch. At the other end of the scale, a long button press accesses the crushing kick move which, incidentally,



This may look like a lot of a bother, (especially when you see you can't kill the more creep). Take a closer look at the blocks next to our hero, Hero.

There you go! One less block and a high punch and the blocks are destroyed. You can now crush the next creep for all its money worth. Except in this case there is none. Note that to the bottom right of the room there are some more destructible blocks.

Game
Publisher
Casualty
Disk

Switch Blade
Grenlin
£10.99
£15.99

ADE



Here's how it looks. Only B, X, R and G keys to control. What does that spell for me with 15,000 points?

is also the most powerful. There are many different rooms, some of which come in handy during tricky but non-combat-related situations, like on that table.

Your enemies in the University are almost as bizarre and varied as Art for 'Giles' Aderton's broader collection.

There's the winged Spikadee (you can't kick to the soft part should see him off), the Mammatae (who are a little more powerful but still no real threat), and the Great heads who are menacing mediocre-haired fiends and more than a little persistent.

But there are as nothing compared to the Giant Nuborgianian or, last but not least, Hovels himself. In fact the latter two are so hilarious they aren't even pictured in the game manual, so you'll have to read your own proverbial thumb to see what they're like. There are sixteen opponents in all, far too many to list individually here, and although you can dispatch them with one quick move, their high concentration of attacks are likely to do you in, in the end.

Flames come out of the floor, as do spikes and blackballs but avoiding them is really a case of timing your jump. The only puzzle lies in trying to reach places which at first seem inaccessible.

Sometimes a wall is made up of breakable blocks. Destroy them and maybe reveal a bonus or wall.

Fortunately bonuses are plentiful in the game. There's a variety of firing weapons to be collected, a welcome break from all the dodging leaping up you have to do. You can also collect extra speed, invulnerability, power-ups, and vitality restorers.

Usually Switch Blade blows hot and cold. The subdued colours and depth of the University provide a great deal of atmosphere. It's all very tight and claustrophobic. But the sprites, your opponents and Hovels himself, are pretty average and poorly animated. When you're in a tight little mesh-mesh of flying limbs gets very confusing. It's actually possible to kill an opponent with your back turned to him.

It is, however, a tag master's dream. Both the onfly display and the mini-observatory bursts make exploration fun. But regrettably, I don't think there's enough mental stimulation to prevent the small boredom after several days play.

ANDY



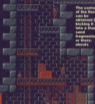
Jumping will do us good here. That power-up may not only be needed if you haven't a few screens left to find the back door.



How do you do Great Head. Personally, I think it looks more like Lee. Tony with that long cross-hair, that, however with your feetwork and an absolute stick around his long.



Over there on the left is a bonus weapon. See it sitting off on its bed behind the blue crates there?



The contents of the Book can be obtained by kicking it into a break-down fragment—or three—of these blocks.

POWER RATING

THE DOWNERS...

- Spike animation is pretty poor
- The word control system takes a bit of getting used to
- Jumping is far too fat in view
- The gameplay lacks the variety that would keep you interested

100

78%

- Fantastic atmosphere of claustrophobia generated by subdued background elements
- Plenty of opponents to encounter at your peril
- Most things method able to atmosphere
- A wide choice of ranged weapons to collect
- Further exploration revealed by hidden bonuses
- Environment blocks enhance path-finding element
- Friendly display features

...AND THE UPPERS

0

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The weird and not-very-convincing-at-all energy platform. It requires dedicated energy and ammunition and should be used often.

Several look at that great and fascinating thing: energy things. Please use a football bat I should call my party to object here.

This is our here taking care of the fire you see in the game. You won't get you here to get to this point though. And you'll have fun.



EXTREME

A little while back, a game appeared on the Spectrum which had sufficient-but really rather excellent graphics. So imagine our joy when the full version plopped into our office. Now imagine our subsequent disappointment when we realised that it wasn't extreme at all.

It's not that the plot is a disaster. Okay, an alien vessel crash-lands on earth with its self-destruct activated (can't exactly invent stuff, but I've heard worse). So what is it? The real problem is that everything that merits note is contained solely in the first, very brief level. Beyond this the game becomes dull, annoying, ridiculously easy... not worth the bother.

Level one is a four-way scrolling shoot 'em up with a puzzle element. The puzzle forms the only hint of challenge in the whole game. Work out level one and you have to all intents and purposes completed the lot.



Yes, you do. What I said was, 'if you're white then that's what you do.' I said 'you're very stupid and dumb.' I said 'my ball.' I said 'you're very stupid and dumb.' Even the white area's backwards.

someone with no prior knowledge of the game could still complete it in less than a day and that's unfortunate.

Level two is hardly worth mentioning. It takes place underwater. You have no weapons and all you need to do is move right a few screens (avoiding some ineffectual but supposedly deadly fish), collect a spinner

Work out level one and... you've completed the lot

The total area in which you play is small enough to begin with. But it's divided into even smaller sections which are only explorable after certain puzzles have been solved. There are additional shields and weapons to collect as your reward. The extra shields are useful - they - vital to completing the level. Weapons though, like the go-go, are purely cosmetic and better left alone.

Opponents take the form of bug-like creatures, a flying saucer and some fireballs. Sadly, these beasts seem to follow no tight pattern whatsoever. They seem only to make the screen look busy.

As I said, there are a couple of neat puzzle bits but if I told you what they were you'd complete the game in a matter of hours (or less). Having said that,

then or... move back again. In the third and final level, your gesser is precariously tilted out with a pair of robotic legs. Move right, plasma ball the plasma ball footer, reach the self-destruct pool and destroy it... game over.

About five more levels of similar quality to the first would have put the game into the 'above average' category. But those levels don't exist and Extreme is anything but. It's too short, too easy, badly designed and what good features there are have been lost in the mire of poor gameplay. Great and massive disappointment all round.

ANDY

Game	Extreme
Publisher	DI
Cassette	£8.95
Disk	£12.95

POWER RATING

THE DOWNERS...

- Level one is far too short...
- And levels two and three are even shorter.
- The obscure puzzles are there to save you (but I'm not talking clever about them).
- Level two has nothing to it beyond... poor graphics, no gameplay, only evil.
- Level three is a missed opportunity. Too short, too easy and the screen plays hardly.
- And there's yet to be levels.
- Level three's control method is awkward in the extreme.

100

36%

- A few neat ideas can be seen in level one if you look hard enough.
- One or two neat graphics or sound effects.

...AND THE UPSERS



Several they're like a matter of mind, this leg with, steps there is terrible, Jerry and some-some-contrast into this level...



...and while we're on the subject it's far less easy, stand next to this thing, press fire a lot and blip... you've just wasted ten quid or so

ROGER FRAMES

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FROST BYTE

Share Price, £2.99

The computer-related pun and dreadful packaging don't do this game any favours to start with—and the situation doesn't improve when it's loaded. It's a platform puzzle in which you play a bumpy, sausage-like thing called



the green thing is harmless. The platform on the right is a treacherous, wobbly one in the next screen. The next is certain death.

Hicky also moves around like a Slinky (you know, those flexible metal spirals that walk themselves once and get tangled). Hicky can move left and right and he can jump and he can fall, unlike the Slinky, he doesn't get tangled.

You have to free your fellow Slinky-cogit pals from deep beneath the planet Cosmos. Jump, bounces, shoot monsters, collect bonuses, get killed, start again, get annoyed, get killed, start again, get incredibly annoyed, switch off and watch the TV instead.

'I have to earn my own pocket money, so I don't go around buying games willy nilly, not normally anyway. But this month I've got a corker of an idea! (Beg your pardon? Ed.) I'm going to have a car boot sale, get rid of all the junk Dad's been moaning about and make a fortune. Then maybe I'll buy an extra game or two. Read on to find out which ones they are!'

The animation's not bad but overall the graphics are fairly bland. The colours are very limited and the screens monotonous. In addition to that, Frost Byte is apparently difficult (the way of trying hard to be good). I have before me a game that just isn't worth either the money or the effort. It certainly isn't as much fun as an impressive car boot sale. Take my advice and avoid it.

FRAME RATE

Frost Byte basically has three faults: (a) it's too hard, (b) it's frustratingly difficult and (c) it's...

FROST BYTE

42%



Judging from the angle of the United yarder's knee, Robinson looks set to score again (and again). Blimey, these arcade responses are that exciting, don't they? Use or change certain factors. For example, the team manager lends you money, the social handles transfers and so on.

When the team is to your liking, you can sit back and watch the highlights of the match. How as your team scores. Boo as the opposition rookies a penalty past your goalie.

There are loads of features, all easily accessed through the icons. You will find a wealth of depth of play if you want to scratch beneath the slick and deceptively simple surface. Kenny Dalgluish Soccer Manager is the kind of game you'll walk away from to make a cup of tea, and come back to with a winning strategy.

KENNY DALGLUSH SOCCER MANAGER

Zipperette £2.99

Soccer management games are all pretty much of a piece. Other than things like the top of the range Football Manager there are no really outstanding or truly dire ones.

This particular offering falls into this middle. While not the best of its kind, it is pretty entertaining stuff. This is due in no small part to the icon driven gameplay. These icons consist of the faces of the various people involved in running a team painted over a backdrop of a soccer stadium.

The manager, the coach, the physio, the scout and the team manager are all here to either give information on the team's progress and sta-



you. Yes, and 'You're like the other guy. That's his last penny and thank you very much.'

FRAME RATE

Give it a shot (unless of course you already own a management sim).

KENNY DALGLUSH SOCCER MANAGER

73%



If you think this looks a good, well used oldie you can see the other two games on this page. They might just show you!

MULTIMIXX 1

Kixx, \$4.99

Alright! \$4.99 for a budget game? In my day you could go to the cinema, set out, get a taxi home and still have change from a £5... (back again Roger) — Ed. Ah, three full prices on one fairly dodgy cassette, I take it all back. A cassette containing *Leadboard*, *World Class Leadboard* and *Leadboard*! Tournament is a huge bargain because no other golf sims come near the *Leadboard* series for quality. *World Class Leadboard* is the most sophisticated game of the three but they brand loads of features and their simple but effective controls encourage you to keep working on that handicap.



FRAME RATE

If you're unsure about or simply don't like golf sims then no game is likely to change your mind. Nevertheless this has to be a corker.

MULTIMIXX 1 **90%**

MULTIMIXX 2

Kixx, \$4.99

Those of you out there who remember the early days of the 64 will probably recall the words "Beach Head" and start to tuck a little because *Beach Head* is a classic. The graphics have dated some but that doesn't detract from the game, which is pleasantly simple and straightforward.

The idea is to first guide your fleet of ships into enemy territory. Then you have to unload tanks, drive them through hazardous terrain and engage a massive enemy gun emplacement in a fight to the death. The game is split into several mini-games. First guide your ship along the secret safe pas-



Passionate... ships, ships, ships! Once the enemy players have been developed you have to deal the daylight out of the enemy fleet.

"Er, Dad doesn't look too happy about that last unit. Where the girls back, I don't think I'll be buying any games of all this month, let alone video ones (press)..."

sage through mine and torpedo infested waters. Next, shoot down enemy planes and bomb your opponent's fleet. Forget the enemy minefield with your tanks, then finally blow up the super gun. The game is credit but there is a massive amount of fun to be had.

Beach Head 2 follows a similar formula but comes it all off with a bit more polish. Most over lifespan is a total 'em up in the *Zero-Resistance* but the bombing mission is over the USOP (these things rate quality).

What these games lack in technical brilliance they more than make up for in playability. They'll last longer than you think. And for those slices out there, it's worth buying *Multimixx* just for the feeling of nostalgia.

FRAME RATE

The lowest the rating for this on the list but, though these games are clearly loved by many, they're finally beginning to show signs of old age (the games, that is).

MULTIMIXX 2 **77%**

FORGOTTEN WORLDS

Kixx, \$3.99

Personally, I don't like this game very much. But who am I to argue with overwhelming popularity? A horizontally scrolling simultaneous two player shoot 'em up with excellent graphics and sound is all very well. But for me the awkward control method ruins it. The joystick alone moves your ship up, down, left and right. With the fire button pressed it then



controls the direction of your firebeam. Er, that's a bit... I'm reserved for being snip at games so I imagine a game like this would be rather attractive to the majority of blind people.



How to 'game' make about 'em up - For two player action at its most successful.

FRAME RATE

A slick and tightly accurate arcade conversion that is slightly marred by awkward controls. Still worth a second look though.

FORGOTTEN WORLDS **79%**

Roger's Briefs

Kixx have been charming but budget titles like there was no tomorrow. I couldn't quite squeeze three of these in so fully budget budget reviews (and you should even think of spending that much money in a single month) but here's a summary for the speedbirds to freshen up.

GARY LINEKER'S HOT SHOT

It's an arcade soccer one that looks good but plays like a barney. It's pretty smooth, has loads of options but also and sticks it's far too easy to master.

FRAME RATE **45%**

ARNALYTE

It's a horizontally scrolling shoot 'em up with ultra smooth scrolling and a great collection, power ups, and of level bonuses to

make you tremble and much more. Basically a quality blaster through and through. The only downer is the weird colour scheme that makes the action a little confusing at times.

FRAME RATE **82%**

HAWKEYE

was rated about when it first came out. Great knives, why. It's a cross between *Flambo's Quest*, a platform collect 'em shoot 'em up and *CRJ's second Mill Role*. Unfortunately it's no better than either of them and decidedly worse than *Flambo*. All it comes down to is running left for an item, then running right for another and repeating the process ad nauseam. There's nothing else to it. Polish it a might but the bottom line is tedious.

FRAME RATE **68%**



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AU CETI

C64

Released August 1985

Availability: Deleted. Appeared on Bestu July's 20-Chart Busters compilation, and on the Mastertronic label, £1.99

All the robots on the Tas Cell colony go stark raving mad. So what you do to this, you need in a submer, get it re-coded up to 40 reaktor-rod components (cautiously blending any "bits that get in the way and put it back in history-in-change type), and it then sounds like the perfect recipe for a mix of 2D adventure strategy and arcade blasting to you. Go to the top of the class. You're absolutely right.



The puzzle game that started a craze soon made its way to the top. (Fortunately) simple to look at but devilishly hard to play. Tetris is the (and) what refers to in a row

TETRIS

WORDSCOPT

Released December 1987

Availability: Deleted, but appeared on the Mastertronic label, £2.99

One day, Alexei Pajitnov (very clever Russian) approached some up with a good idea for a puzzle game, and the next thing you know, everyone on the world was playing it. Tetris is available on practically every computer. Has been responsible for like thousands of million made and finally over the globe over. And for what? A load of blocks.

Here we are at the tail end of our round-up of the most memorable (and forgettable) games to slide C64wards. Gordon Houghton hefts out the last of his hoard for one last look

THING ON A SPRING

GREMOS

Released August 1985

Availability: Deleted

A green goblin with lots of mouky speech stuck in its teeth is lurching at the world's top to its smelly tent. Only a small green thing with a spring where its legs should be can save them. Can Thing doing around the underground platforms, escalators and various traps without tripping up or will he just come to a bumpy end?

The game was stuffed to the brim with puzzles (and playability). It was so successful (and it deserved to be) that it spawned a sequel, Thing Busted! But, if you see either of them, don't lose hope to snag 'em up.



Doing actual things on springs is fun, but it's hard to control. It's easy on the ground, controlled by those long legs of this, green and red start with legs and feet

THRUST

SAVERBERG

Released May 1985

Availability: Deleted. Appeared on Bestu July's 20-Chart Busters compilation

It doesn't win first prize for graphics but Thrust requires some serious control skills. Without losing the damn thing up, you've got to navigate a thrust-controlled spaceship through the narrow underground passages of several planets, collecting a power pool and destroying a generator on each one. Only the ship becomes harder to control when it has a pod hanging from its rear and because the pod swings, pulling the ship with it.

Totally realistic inertia, gravity, momentum and sound effects create tension and sensory atmosphere, forcing you to struggle for control of your reflexes as you pilot the ship. Please: gravity is used on

Coming through! When the ship picks up a pod, it works like a pendulum - wow!



top screens, driving your ship to take the wind out of the sails of the over-confident!

THUNDER CROSS

C64

Released April 1985

Availability: Deleted

Blocky graphics, jerky backgrounds, wacky items, crazy controls. Thundercross looked like a pile of plop and played like two piles of plop. It was a mission in what good 'em ups should never be slow, bland and ugly - you couldn't even move and fire at the same time. The game did have one redeeming feature though - the cassette box made an average paper-weight. But that didn't count for much.

TRAILBLAZER

GREMOS

Released December 1985

Availability: Deleted, £1.99

Lead only about the coolest pathfinder in the original lineup of a handful. Three cosmic pathways are made up of hundreds of different tiles and holes. Some of the tiles are beams, others remove the path, some make you go faster and some slow you down. If you haven't got this slow two-player rock-entrainment (or the sequel, Comet, Causeway) now's the time to break that pigg-look.

TURRICAN

RAINBOW ARTS

Released May 1985

Availability: NA, £9.99, £14.99 and

Just when you thought Turrican couldn't get any better, up goes Turrican and takes the competition clean away. It's got loads of enemy shots, huge and of level backgrounds, an enormous environment and more firepower than SAS.



Explore the real world around you. Discover hidden weapons, caches and take on the huge mid-air-fuel all-round jet gun. Just don't expect peace and quiet in Taiwan.

It's one of the most successful games ever (and of course it has a sequel). But watch out, if you play this you may trigger finger-nerve problems.



RADIUM

RETRON

Released: March 1989

Availability: £15.99. Also appeared as 'Oranium' in a double-pack compilation with Paradroid Competition Edition.

This 10-level (see related Master list) is as sophisticated as today's shoot 'em-ups (simple backgrounds, no progressive weapons), but it was technically unassailable when it was first released. The elegant two-way scrolling was the smoothest ever 'to hit a 64' at the time and even now the gracefully flipping ship looks silky.



Strange surroundings and even stranger objects are seen in Radium.



WIZBALL

ORCEAN

Released: July 1987

Availability: £19.99 (SD 32)

Thanks to the mischievousness of the evil Zart the colour is being drained from the universe (yes, folks, this is serious). By recollecting the total life just happens to have a partner of millions to hand. He realises it's down and transforms himself and his cat into a couple of highly manoeuvrable balls capable of absorbing Zart's magic and collecting droplets of colour. Well, controls, sounds and equally bizarre graphics make Wizball most unusual. In two-player mode your mate can play the colour collecting kitty cat. Gettable. £15.99.

WHO DARES WINS II

ALLIGATA

Released: December 1983

Availability: Deleted

Unlike the original Who Dares Wins, which got into a bit of a golden era (after similarities to Commodore's Who Dares Wins), this original first,

really, really graphics and simple graphics look a lot more completed in more recent games but there's still enough going to provide tension, fringe blasting and more to match shooting to satisfy the average military psychopath game player.

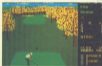
WORLD CLASS LEADER BOARD

RETRON/AM/8045

Released: July 1987

Availability: £10.99

The definition of an anti-hero, the defunct golf sim with the on-foot, first-person golf courses, trees, bushes, practice greens, overhead views and a course designer. It's still hard to beat for sheer playability and atmosphere and at three quid it's a bargain - multi-mention a lot cheaper than a real set of clubs.



This is a good should be just about right for a 640 yard walk on the green. With a minute three over par on the second hole isn't world class, is it?

WORLD CUP CARNIVAL

AM/8045

Released: July 1988

Availability: Deleted

This was to have what Pate is to a matured class not much use. The rest of the team GOOD BOOK (ring still when you make your move), the set plays were totally random and the only way to lose was to shut your eyes and let the system decide down. If you see any sign of it, switch off your computer, take two aspirins and pray it won't come back.

WORLD GAMES

EPYRUS/8045

Released: November 1986

Availability: £10.99 (SD 32)

Back in the old days, no self-respecting joystick logger would be seen without at least one copy of the Epyrus epic Games series. After Summer and Winter came the vertiginous platform of nine crossed and mind-bogglingly bizarre activities - big rolling, ball riding, off-shoot, water wing, custom car rig, barrel-jumping, some crawling and the rather less. It's funny, original, very playable and could still host a pile of today's game friends down for programming. Buy it, play it, love it.

ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

LOCAP/8045/8045

Released: February 1989

Availability: £15.99 (also £10.99)

Best! Periodic crazy episodes (and there are dozens) of the intelligence-out of every living thing on Earth. Since Zak McKracken, an ordinary American (and of gas, Aliens) got to go to travel to the four corners of the Earth (Okinawa, San Francisco, Miami, Mexico) and take a trip to learn to save the universe. Sponsored by the Mental Manipulation team, Zak's adventures are more involved than a nuclear physicist's conversation and written than Michael Gaine.

ZENJI

RETRON/8045/8045

Released: June 1987

Availability: Deleted

A long time before Tetris made it trendy to release puzzle games, the toffs at Retron sat down and came up with an idea of their own. There's nothing about about the basic idea, connect-different-colours-of-interesting-objects into a continuous green trail by rotating pieces one by one. Graphics and sound aren't overly brilliant and the game is still enough to drive you mad. Read those bargain labels! Only if you're hard enough.

ZIG-ZAG

RETRON/8045

Released: December 1987

Availability: Deleted

This is one of Tony Crowther's wackier creations. It's all about firing your spaceship through the convoluted tracks of Dog. You have to shoot your way along labyrinthine corridors by bouncing off a series of different shaped corners. Add a practically endless series of obstacles, alien traps and puzzles and you've got an all-round bang.

ZOLYX

RETRON

Released: June 1987

Availability: Deleted. Appeared on Discs July's 20 Great Games compilation

Zolyx lives in a big blue rectangle and his job is to fill it in by drawing the blue lines. Unfortunately many wildly spins are there to stop him. It sounds so it the scenario was invented by a man with a winking eye over his head. Fortunately you don't have to live out of your life to play it. The title is simple but the graphics is its own unique addition that you'll get amazingly addicted.



Strange looking game, Zolyx. It looks like Thruout with a critical shipping shortage. But don't be deceived by appearance.

CITIZEN PRINTERS



Silica presents some great offers on the latest exciting range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit worth £29.95, FREE OF CHARGE!

FREE DELIVERY
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144 CPS DRAFT 9 PIN



CITIZEN 1200+
 The Citizen 1200+ is a high quality dot matrix printer. It is designed for use in offices and homes. It is a compact printer with a small footprint. It is a reliable printer with a long life span. It is a printer that is easy to use. It is a printer that is easy to maintain. It is a printer that is easy to service. It is a printer that is easy to repair. It is a printer that is easy to clean. It is a printer that is easy to store. It is a printer that is easy to transport. It is a printer that is easy to move. It is a printer that is easy to use. It is a printer that is easy to maintain. It is a printer that is easy to service. It is a printer that is easy to repair. It is a printer that is easy to clean. It is a printer that is easy to store. It is a printer that is easy to transport. It is a printer that is easy to move.

£129
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144 CPS DRAFT 24 PIN



CITIZEN 1240
 The Citizen 1240 is a high quality dot matrix printer. It is designed for use in offices and homes. It is a compact printer with a small footprint. It is a reliable printer with a long life span. It is a printer that is easy to use. It is a printer that is easy to maintain. It is a printer that is easy to service. It is a printer that is easy to repair. It is a printer that is easy to clean. It is a printer that is easy to store. It is a printer that is easy to transport. It is a printer that is easy to move.

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£189
See list of items - see also printer list page

192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!
 The Citizen Swift 24 is a high quality dot matrix printer. It is designed for use in offices and homes. It is a compact printer with a small footprint. It is a reliable printer with a long life span. It is a printer that is easy to use. It is a printer that is easy to maintain. It is a printer that is easy to service. It is a printer that is easy to repair. It is a printer that is easy to clean. It is a printer that is easy to store. It is a printer that is easy to transport. It is a printer that is easy to move.

£259
See list of items - see also printer list page

PRINTER ACCESSORIES



- INKJET PRINTING**
- HP 100 Inkjet Cartridge £14.95
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Each Citizen printer from Silica, comes complete with the Silica Printer Starter Kit, including everything you need to get up and running with your new printer. Usually, yours is £29.95!

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CITIZEN SWIFT 9	£189	See list of items - see also printer list page
CITIZEN SWIFT 24	£259	See list of items - see also printer list page

PLEASE SEND CITIZEN PRINTER INFORMATION

Name: _____

Address: _____

City: _____

Postcode: _____

Telephone: _____

Company Name (if applicable): _____

What computer(s) do you use now? _____



To recruit characters, approach strangers and asking them leading questions.

When all 44 guardians of the magic castle disappear at once, you instinctively know what's in store. What's in store is this: you'll go to the castle and the king (of all people) will single you out. He'll say, "Gather a party of brave friends



You've hired all six members of your party (see back in issue) here it goes!

THE MA CAN

American fantasists *Minecraft* cough up two intriguing fantasy roleplaying adventures for disk using 64

owners. But are they magic? Our reviewer swigs a gonshi potion and goes on a quest and save my kingdom." Or something like that. And you'll go along with it, slarry-eyed at the prospect of great adventure and (of course) even greater rewards.

Then you'll look for a few like-minded thinkers or at least a few followers. You'll tap the inhabitants of the king's castle for information about places and people. You'll recruit that party of brave friends and onward to your destiny you will go.

The Magic Castle has been available for quite a while now to IBM PC users, wherever they are. It attracted a lot of attention statewide and ended up showing an award. I don't think, however, that the 64 version is likely to do the same. Unlike

Keys to Maxxon, which holds the adventure together by being simple and straightforward, *Castle* has more in common with that meandering kind of roleplaying that's slow to get any-where. You get all the opportunity you want to explore but if you do, it's because the game isn't going out of its way to attract attention to itself.

Castle's keyboard-only input mechanism isn't so bad but it lacks both the depth and immediacy of any of the AD&D games' joystick-driven menus. And the graphics, borrowing out of the screen as they do with primary colours, don't convey any of the atmosphere or



KEYS TO MA

Normally, we don't tell you much about the plot of a game. It usually isn't worth it. The plot is often tugged on as an afterthought and doesn't contribute to how good or bad a game is. Well, it's time to break the rules because everything in *Keys to Maxxon*

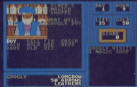
hinges on the plot. Playing one of four adventurer characters, you're hired by the mayor to pursue the town at night. Maxxon is built around five towers. These lead down to catacombs that run through the whole city and these are inhabited by evil monsters. Every night, the monsters pour into the city and trash

every building they can. So it begins simply enough.

You wander around the scrolling screen, equipping yourself with weapons and potions from shops and waiting for nightfall, when the monsters come out, all you have to do is run up to them, fire bullets them to death and wait for morning. If



Our hero is being thrown right into a meandering band of evil as they leave a trail at nightfall. So get 'em!



This screen will tell you the books and wands. They're in separate lists above the customer before (and the little robot has a key too)

MAGIC CANDLE



Unless you know what you want, other than others won't tell you the time of day.

To Mincraft, the authors of Candle have obviously invented a fantasy game world that's to be revivified in other games. Candle do come cheap - and it only takes a read of the game manual to realise that you've got a lot of games. But it rocks and feels old fashioned, not other-worldly.



SEAN

competition of more sophisticated rivals such as Ultima VI.

The Magic Candle's strength lies in its internal consistency. By that, I mean that, for example, all the potions and magical formulae your characters are likely to deal with are the same as those used in King



Knock knock, who's there? Neat neighbours aren't welcome in The Magic Candle.



This is the fantasy equivalent of a youth host - let us put your feet up.

Game Magic Candle
Publisher Mincraft
Cassette not available
Disk £16.99

POWER RATING

THE DOWNERS...

- Old fashioned in appearance and function
- Not that easy to use the keyboard
- Dated graphics - no full-screen or and the screen updates is slow
- Too few ways of solving some of the quest problems
- Does it really get underway
- Not so easy to begin with

100

58%

- Cost effective expense of outplaying stuff
- Original idea
- Interesting choice to die up
- Lots of characters add to the atmosphere
- Lots of death - an adventure that will take weeks to finish
- Manual makes a good read

...AND THE UPPERS

ARAMON



Facing your destiny: one of the finest sword adventures.

you successfully wiped out last night's robbers (earning some gold all those in the process), you're doing your job. When done weapons can be fixed, better ones bought. Robots can cure wounds and so on. Go west and the mayor throws a few extra bob your way, too. But if that was all there was to Aram, it would be pretty bland.

But it isn't. You soon realise that the monsters emerge from certain towers on certain days of the week. There are keys to let you into the towers as well (but some doors have more than one lock on them so more than one key is needed to

open these). So you can set traps, venture down into the catacombs and turn the tables on the monsters themselves.

It's a linear adventure. By that I mean there's no opportunity to turn away from the storyline and experiment. But this enables the play balance to stay really tight. Aram is action-packed but well paced, quite deep but not complex. Mincraft seems to go out of the way to make itself appeal to roleplaying newcomers.

On its own, the adventure Aram needs you.

SEAN



Four equally dull adventures really have to be made for the sake of a few bob.

Game Aram
Publisher Mincraft
Cassette not available
Disk £16.99

POWER RATING

THE DOWNERS...

- Linear Plot
- Wouldn't last long in the hands of an experienced adventurer

100

80%

- Excellent storyline can be nicely followed in play
- Great few techniques
- Choice of four characters
- Wide choice of weapons
- Weapons can wear down but they can be fixed too
- Good balance choice to the solution of the adventure
- Plenty of magic items to get to grips with
- The town is full of interesting people to interact with
- The cycles of day and night keep up the style of play so you don't get bored
- Very good documentation

...AND THE UPPERS

The Mighty Brain

The nicest neurons ever to soak in lab fluid are at your service. Whatever you want to know, just write to: **The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW**



Dear Mighty Brain

What exactly is the purpose of the border surrounding the main computer screen and why don't computer games fill the full expanse of the TV screen? Some games use the borders (Habit, Amnalyse and Fogman Worlds and others don't). I've tried to find out, but my neighbour just shrugs his shoulders and sneaks off with my copy of *Distorted!*

Darren Cowley, Nottingham

Borders are used to make sure that whatever the aspect ratio of the screen (whether it be a TV set or monitor) or the idiosyncrasies of individual displays, the important information is always centred and clearly visible. It also helps the smaller machines since they have less screen area to display and re-draw.

A few years ago, coders found that it was possible to feed the C64 into stretching that screen area extended further than it actually does, allowing them to place games in the top and bottom borders. A little later, sprites were placed in the side borders as well. Some Dutch-dame coders even went as far as to produce a full screen picture field - including top and bottom borders - by using expanded sprites.

TMB

CART CONUNDRUM

I have a few questions for you to answer... if you dare!

1) I have recently bought a light gun for my 64 so is there any way of altering programs so I can use my light gun on other games?

2) I am thinking of getting an Amiga to go with my 64, is there a way of emulating my 64 fully on the Amiga, so I can play any 64 games on the Amiga? Can I use my Cerealis 1124 Disk Drive to load the games?

3) Like me, not a lot of people own Action Replay cartridges. Are there any other cartridges that don't need 2716 numbers for my 'Fresno Machine Mk. 2' cartridge?

4) Are there any cheats on cartridge games like *Robocop 2*?

5) Please tell me what games can I use my Neco mouse on?

Jason Clifford, Birmingham

1) Light gun programs use specific routines to determine where on screen the gun is pointing, so I'm afraid existing games that only use a joystick would just sit and do nothing when connected to a light gun.

2) There are 64 emulators for the Amiga but they are slow and only really allow you to run basic programs and the odd utility. Games are right out. Your best bet is to try the Amiga Public Domain software suppliers. Your Cerealis needs a special cable but it can be used to feed C64 code to an Amiga.

3) We normally stock in 4K POKEs and 2716 listings only because that's what the vast majority of you can use. But check our GameLibrary this month for a load of 2716.

Brain Storm

This is the bit where the Brain answers loads of quirky questions. If you want to see your name in print (and have a question answered) to boot, keep it short and send it in.

Are you going to give away any more free gifts such as POKEs to boot?

Oreg Wright, County Durham

Oh yes...and the next one is going to be pretty damn special, not just a belly full of paper. Keep 'em coming, guys...

TMB

What is the address to send cheats in to Andy? I have few questions!

Jonathan Murray, Bristol

The address is: Andy Orr's GameBinaries, Commodore Format, 30 Monmouth Street, Bath, BA1 2BW. Send them in!

TMB

Could you tell me of any good golf games, where I get them from and how much?

Chris Teasdale, County Durham

There are lots of golf games on the C64, the most recent being Gemini's *Ultimate Golf* which scored 87% in C64. Gemini can be contacted on 0742 733433. Alternatively, you can get hold of all these Lead-in-Bound games for £2.99 on the Klo label. This should be in most computer stores any day now and it's an absolute bargain! Check out what Roger Preece has to say about it on page 27. It's not just a bargain - it's a Corker!

codes that make the POPs from our CPT Action Replay POPs look usable by at least 4. Since you can't POPs carts, gamers have to rely on the programmers including keyboard or joystick cheats. Console owners have to input a sequence of joystick commands (up, up, down, down, press button B and so on) to initiate cheat modes.

3) There are previous free games that the mouse works on, however by Advanced or Advanced II (recently released on the The Hit Squad video label). Both games are improved enormously by using the mouse instead of a joystick.

TMS

HARD COPY, HARD NEWS

1) Firstly, I am considering buying a printer for my C64. I have got an Action Replay II cartridge. Which printers would the cartridge take, considering I want a printer less than £200 and is black and white which can be converted to colour if I wish?

2) Do you recommend Min Office II - would I be able to do my homework and write letters with it?

3) On your CP Mail Order you advertise 'Stop Press & Mouse'. The paragraph doesn't tell me much, could you tell me a bit about it?

4) I recently bought Impossible Mission. Why can't games these days have such good

sound effects and digitized speech?

5) Where can I get my hands on Ance's Player Manager? You say it is already out, but my local computer shop say there's no such game for the C64. Is it good anyway?

6) I have bought several photo management games but none of them are as good as those the Fantasy (magazine) can give. What is the best for the C64?

Anthony Shaw, Carlton Colfield

1) The AT 86 II includes a built-in Centronics printer interface, so that you can connect any Centronics printer to the 64's parallel port (as long as you have the right cable - available from Data for £12.95). You have an enormous choice of different printers but a black and white printer cannot be converted into colour, so you'd better make your

mind up which sort you need, bearing in mind that colour printers are expensive.

2) Mini Office II is a neat package. It contains a word processor, spreadsheet, graph maker and a few other utilities. There isn't much quality professional software for the C64 so it has its uses. I doubt if it will improve your homework, but at least the wrong answers will look neater...

3) Stop Press is a Desk Top Publishing (DTP) program which enables you to mix words and pictures in print, with proper layout and paste facilities. Commodore Format is produced using a DTP system on an Apple Macintosh computer. The package (which is disk only, by the way) can be used to produce up letters, produce timelines or advertising files - anything you like. We featured Stop Press in CPT 1, so if you want the full CD-ROM, order the mag (a real old doctor's story) using our back issues service.

4) I agree. I think it's safe that a game which is over five years old has better sound than many of the games reviewed in this issue.

5) Try contacting Ance on 0333-260913.

6) Ance's Football Manager is a benchmark for soccer management sims. Football Manager 2 is still available from most other companies and there is an expansion pack to go with it.

TMS

7) I've contacted Ance on 0333-260913.

8) Ance's Football Manager is a benchmark for soccer management sims. Football Manager 2 is still available from most other companies and there is an expansion pack to go with it.

TMS

LIGHT WORK

Please answer some questions I have to ask.

1) Are light pens any good for the 64P if so, where can I get them from?

2) Is the 64's sound and scrolling better than the Atari 512E?

3) In what way are monitors and normal TVs different?

4) Can you put brilliant posters, like the one in CPT16 in the boxes from now on, instead of the cartoon type?

5) Can you tell me where to get any business software for the 64?

6) Why is the GameBusters section not in alphabetical order?

7) Is the 64's memory upgradeable?

8) Last of all, how many parts has a 64 got in it, and what personal computer has sold the most in the last year?

Rakesh Singh, Isleworth

1) Light pens on eight-bit machines don't really work that well, because of the speed of the machine and the resolution of the screen. You'd be better off with an art package and a good mouse.

2) The 64 beats the pants off an ordinary 512 in the sound and scroll department but the 512 has been spoiled up somewhat so that it just nudges ahead. Then again, it costs £200 compared to around £100 for a 64, so it ought to be better!

3) A normal TV's received RF (Radio Frequency) signals broadcast from a transmitter. Most TVs can only use these signals, although a bit of the newer tellyes can accept composite video and RGB signals using a SCART socket. A dedicated computer monitor only needs RGB and comp video signals but these produce a clearer, sharper image.

4) What do you mean? All of our posters are totally brilliant!



CLEVER SPORT

Dear Mighty Brian

I love Brian rather than Brian because you must be a bit of an old fiddle to have made the mistake that I will now prove wrong.

Firstly, IQ is employed when talking nicely about humans. Are you human? Well (IQ Level) Secondly, IQ is given by dividing mental age by actual age, the value given is then multiplied by 100. As you are the only one of your type - prove otherwise.

(IQ Level) - your mental age must be equal to your actual age, so you IQ is 100.

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(IQ Level) - your mental age must be equal to your actual age, so you IQ is 100.



have been delayed.

3) Is there any likelihood of an article consisting of 1000 Quater Attack? **Craig Gordon, Gloucester**

Nothing 'less than infinity' was always, of course it's nonsense. But logic-wise you think you've discovered weaknesses on the assumption that I wasn't looking for being modest. Because you're right, I cannot even begin to describe how much more intelligent I am than any human, it's a game you wish, consider me a man in an imaginary country is connected of a crime which causes the death penalty. The judge says, 'To make things easier for you in your last days before sentence is carried out, I will not tell you the day on which you are to be executed. If you wake up on that day, knowing it's your last, you will be set free instead.' The guilty man is happy as he is led away. Why?

1) Since the early numbers about a special card version of Rock Off we've heard nothing. I wouldn't start saving if I were you.

2) Nice idea. We'll just look into it.

3) We're fine any plans to convert the game (and with 528K coin-up) now we'll go by. I don't know when.

[And since we've shared someone's brain, a small note to you.]

TMS

GREY MATTERS

To save you writing in with the same old queries each month, here are the answers to the ten most-asked questions of The Mighty Brain.

1) Can you plug a C6400 game cartridge into the C64?

Yep. Plug straight in, no problem. Simple as that.

2) What's your favourite game?

I don't have an all-time fave - I get bored so easily. However, I was most impressed with *Exile*, which is a really exciting game. So too is *Brainwashed* from Commodore. Both of these are phenomenal in this issue, and very well they did too.

3) How do I become a computer journalist? Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're very, very lively (and talented) you just might get a job as a lovely staff writer. Few should also look out for jobs advertised in *ad* of Future Publishing's titles.

4) Is piracy really such a bad thing?

Yes, it stops programmers getting the money they deserve, it stops publishers from having the funds to invest in bigger, better games, it can persuade software houses to stop writing games for your machine altogether. It can kill a machine alive (the Mac II is suffering badly because of it, see any BT games in the advertisement for 3D reality?). It is illegal. So don't do it.

5) If I find proof of piracy, what can I do about it?

Easy: contact the Federation Against Software Theft - FAST - on 0800 800504. There's a large reward on offer for a successful prosecution.

6) Serious stuff for the 64 is hard to find, but if writing to Jack Cohen at the Independent Commodore Products User Group (ICPUG). Their address is PO Box 1308, London NE3 3JT. You could also try FSG, Computer Software, give them a call on 0800 553 453. TMB

THERE GO THE RATES

Dear Mighty Brain

1) What is the highest rated C64 game?

2) What is the lowest (Dink Tracy)?

3) How long will it be before RoboCop and Double Dragon I come out on budget?

4) How much does it cost for a reset button on its own?

5) Is Pimp available for a tape deck?

6) What's the best Kung Fu game?

7) Have you reviewed *Spider 3* and if so how much did it receive?

8) Please tell me how can I subscribe to this mag every month?

Ben Smith, Kent

9) How do I enter POKEs?

To enter some game cheats at your need to do it type in the listing. BUT if you load the game, other cheats require that you boot into the game using a reset switch or cartridge (like the Action Replay or Power Cartridge). A reset switch (which simply erases the game from cartridge) requires a 2706 number to reset the game, whereas cartridges reset the game automatically.

10) Is Super Mario Bros available for the Commodore 64?

No, No, No, No and no. Super Mario Bros 1, 2 and 3 are only available for the Nintendo Entertainment System. Super Mario Land is only available on the Gameboy, and Super Mario Bros 4 (Super Mario World) is only available for Nintendo's new 16-bit Super Famicom.

Others still release Mario Bros years ago but like that long since been deleted.

11) My Powermate tape is faulty. What should I do?

Well, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the reel) into an envelope and send it, with a self-addressed stamped envelope to Alex Austin Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4GS. They will send you a replacement (PLEASE DON'T SEND FAULTY TAPES TO US).

12) Can we have a demo of (insert name of favourite-64 game here) on the next cover tape?

We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

13) Do you have a cheat for (insert any game name here)?

No. That's Mister Andrew Oyer's task. Write to the title name, friendly and really rather spitting little chap at: Samantha Connor, Commodore, Commodore Format, 20 Monmouth Street, Bath, Avon BA1 2BQ. TMB

14) 2) Last thing I with 97%, and Dink Tracy with 11% (both were reviewed in the same issue, oddly enough).

3) Not long.

4) The cheapest reset switch is a paper clip. You can jam what the clip by touching the ground and reset contacts on the cartridge 200 - pins A (or I) and C. But watch it because if you're too strong, you can blow a fuse in the old badge box. MOD POWER BEEN SHIPPED?

5) Pops, sorry. Sell the cart - is very smart, why not give it a try?

6) You can do no better than System 3's International Karate or II-.

7) We Powermated Spider 3 way back in CFS, where it topped for 76%.

8) Turn to page 68...

TMB

SUCKER?

I have owned my C64 for 12 months and have read all of your columns (suck).

Recently I bought my first cartridge game (Chase HQ II) and found that due to its shape

it would not fit into my cartridge port and so for RoboCop II is the only one which I have seen that will fit. Is this a commonplace problem and what can I do?

Simon Pearce, Somerset

The first carts do appear had a fault in the moulding, where a slot was missing. Take a good look at your RoboCop 2 and make the same slots in your Chase HQ II cart with a small saw, if it doesn't now fit in your 64 just fine. TMB

TEACHING, TAPES AND TECH

Dear Mighty Brain,

I have two sons, one of whom will be eight weeks old in June, and the youngest was six in January. They have the Commodore 64 with games and like most parents I'm very concerned about their standard of education. Could you advise me as to what educational software is available, and what equipment would be needed without having to purchase another computer pack?

I would like something that helps in teaching maths, reading, spelling and creative designs and drawings. Also, would I be able to purchase a disk drive and printer for the Commodore 64, and would a monitor be necessary instead of a TV?

Mrs K. Grosvenor, Northcliffe

There's a fair amount of educational software worth your close examination. You could try World Educational Media on 0400 57152 for their latest catalogue. Alternatively, you could have a look at the TurboSoft mail order ad in this very issue. One of the best-selling educational packages is the Fun (School) series. Fun School 3 has just appeared with packs for 5 to 7 year olds and one for the over 7s. These come on tape or disk (disks are more expensive but much less fiddly), especially when you've got impatient youngsters waiting for their next lesson.

Disk drives, such as Commodore's own 1541 disk II, are readily available from most good computer shops and high street retail stores like Dixons. If you already get a good picture on your TV, you don't need a monitor. TMB

1) Okay yes? The answer to the editor is the man is happy because he knows for 6000 he proceeded. The lady works like 600. Say the lady takes place on Saturday. The man must be on the day because her birthday because if he'd survived until Friday, Saturday would be the only day left, so he'd know if was that day and the authorities would have to be left. Now, if it can't be Saturday, it can't be Friday either, for the same reason. The authorities cannot choose Saturday because if they do, they'll have to set him free. So the prisoner knows when he wakes on Friday, that it's his last day. So again, he'll go free. He will go free whatever day you choose. It doesn't matter if he wakes up on Sunday thinking he's to be executed if he isn't because the authorities can't do anything to feel for being wrong. If the sentence is to be carried out exactly as the judge ordered, it cannot be carried out at all. Another game next month, perhaps?

BACK TO BASIC

Phil South
brings you
part 6 of our
programming

series for beginners. In this instalment Phil takes a sideways glance at character graphics and the PEEK and POKE commands

Last month I said we'll be looking at some graphics. By now, having read the text and typed in the programs you should have a real grasp of what Basic is all about. So let's look at how you apply this knowledge specifically to the 64 and using the graphics in your own programs. Our first quick word about PEEK and POKE. (No off-colour jokes please, we're British.) Although PEEK and POKE are basically machine code statements in effect, we'll see that a knowledge of how they work is essential.

POKE AND PEEK

In many of the programs we've been printing through this series, you may have noticed they used a lot of PEEK and POKE statements. The meaning of these commands might be understood, or you may feel yourself just fudging them in without realising what it is you are doing. PEEK looks at a "memory location" and tells you what value is there. POKE takes a value you give it and puts it into a memory location. So you can see that the two commands are opposites. PEEK can be thought of as LOOK, and POKE as PUT. One looks at the computer's memory and one puts something into it.

The memory of the 64 is arranged in memory locations, little bits of electronic boxes inside the computer which can hold a number between 0 and 255. As this is a 64K computer, the available locations in memory are 65536, or 64 times 1024 bytes (1K). That

means there are 65536 little boxes, each of which can hold a single number. Now what the number means in any one location varies depending on what the location is. A lot of the first bunch of locations in memory, amounting to about 16K of memory, is taken up by the system. This means that certain locations do something to the system if you poke a value in them. Some areas cope with sound, some with graphics on the screen. Some areas cope with colour.

For example, if you poke a number in a certain location:

```
POKE 53280,0: POKE 53281,4
```

The two locations 53280 and 53281 are the screen and border colours. If you POKE a number between 0-15 to these locations it will set the colour of the screen to any of the 64's palette of 16 colours.

When we use these system commands it is advisable to use a single tick to avoid having to type in the memory location numbers all the time. Like so:

```
SCREEN:  
POKE SCREEN,4
```

Much simpler, isn't it? It'll be doing a bit more on 53281 in the next issue when I talk about proper bitmapped graphics (and what bitmapping is), and much later when I do the bit about making sound and music.

If you can't wait for me to get around to this information in full, you can find more information about where all the memory locations live and what they do in the jolly old bible, the "Commodore 64 Programmer Reference Guide".

CHARACTER GRAPHICS

One of the simplest ways to get graphics in your programs is to use the character graphics, ie, the shapes on the font of the keyboard. With proper use of colour you can actually do a great many shapes and pop up your text, without having to resort to anything more complex than that.

One of the simplest type of graphic, and one of the most effective is shown in all our

programs this month. The act of putting a border around some text enhances it, gives it impact, and sets it apart as the title of the program as a result.

You simply type the PRINT part of the statement, followed by the " symbol and then the top curve symbol, which you can get using SHIFT-5. Then print a number of the straight line symbol using SHIFT-C. (The straight line symbol will depend on the size of the box you want to draw. Then top off the line with a top curve going the other way, using SHIFT-4. Check out this month's listings for more exact details about how to arrange character graphics on your page. By and large if you want to make a box on the screen you need to press shift-5, then 38 straight line characters using shift-C, then top it with a shift-4. Then you need to type a new line beginning with shift-5 to create a straight line up, followed by 38 spaces and/or some text.

Your letters

If you have any questions about the Basic programming language, then please send you letters to: Phil South, Back To Basic, Commodore Forum, 30 Moorcroft Street, Bath, Avon BA1 1DA. Not much space for letters this month, but I'll just ask you to, and that is from K Parker of Basingstoke, Hants.

I bought my 7 year old son a C64 for Christmas. I have done my level best to work through the manual provided, but find it difficult to grasp. We seem to stumble in some form of computer programming - and have even tried to acquire a Simon's Basic course - but there aren't any. Issue 8 of CP is the first we have ventured to read, and your notes back to Basic, looks to be a move forward to us. We have tried to get books compatible with C64 Basic, but these are American print and not available easily. The C64 manual tends to assume prior knowledge of the commands. Would you advise us on how we can get our hands on a guide book that we can really understand?

Although the 64 has some commands specific to it, in the main it is a very standard Basic. Try Donald Atch's "Illustrating Basic" as the initial guide to how it works, then move on to the Programmer's Reference Guide, an expanded version of the basic manual you get with the machine. I know it's a controversially written, but all the info is in there if you look. And also, you could try getting the book issues of CP with the columns in, as the series has built up from very elementary stuff to quite sophisticated stuff. Drop that club, try Computer Bookshops on (phone) number, who may be able to shed some light on the subject. Finding that why not ask the local library to check the books in their database? Stick with CP, I would.

Homework prob no. 6

The Simple Addition program this issue is very nice, but how about doing a scrolling message across the bottom of the screen. Use up to 255 characters, including spaces, and create a scrolling list items of your very own. Send to me at Homework Prob number 6 box at the usual address and I'll print the best one next time.

INSIDE IN

FONT FINE TUNING

If you find the font editor in CDS, but couldn't come to terms with the binary numbers needed to enter the characters, here's a little routine that allows you to draw the character on screen and the program will tell you the numbers to type in.

Dear Paul,

Here is a program I have written which I think may prove useful to some inside info readers. The program allows you to easily design characters to put into the font program in CDS. The program displays an 80x8 grid with a cursor which can be moved using the cursor keys. You can 'set' a block by pressing 'O' or 'reset (clear) a block by pressing 'R'. Pressing 'C' will clear the grid. As you alter the contents of the grid, the eight numbers down the side of the grid will alter accordingly. These numbers are the ones to be put in the data lines of the character set program - the top one first, bottom one last.

I haven't put any REM statements explaining the different parts of the program, in order to save typing time. But if you're interested, the program can be broken down as follows:

- 0-100 Set up screen and cursor (which is a sprite)
- 140-270 Main loop which scans keyboard, moves cursor, and jumps to subroutines
- 280-290 Subroutine to set a point
- 300-310 Subroutine to set set a point
- 320-340 Subroutine to update character data

Andrew Gale, *Wheaton Super Ware*

```

0 REM ** CHARACTER EDITOR **
10 FOR Y=0 TO 79
20 CLR P:FOR X=0 TO 79:FOR Z=0 TO 7
30 PRINT "CHR(147)"
40 FOR Y=0 TO 79:FOR X=0 TO 79:FOR Z=0 TO 7
50 PRINT 112,255,0,0,0,0,0,0,0,0
60 FOR Y=0 TO 79:FOR X=0 TO 79:FOR Z=0 TO 7
70 PRINT 240,240,255,0,0,0,0,0,0,0
80 PRINT 214,0,0,0,0,254,255,0,0,0
90 PRINT 0,0,0,0,0,0,0,0,0,0
100 FOR Y=0 TO 79:FOR X=0 TO 79:FOR Z=0 TO 7
110 PRINT 102,0,127,0,1,1,1,1,1,1
120 FOR Y=0 TO 79:FOR X=0 TO 79:FOR Z=0 TO 7
130 X=X+1:Y=Y
140 IF X=79 THEN X=0
150 IF Y=79 THEN Y=0
160 IF Z=79 THEN Z=0
170 PRINT 0,0,0,0,0,0,0,0,0,0
180 PRINT 0,0,0,0,0,0,0,0,0,0
190 PRINT 0,0,0,0,0,0,0,0,0,0
200 IF ASC(Y)=127 THEN PRINT 0,0,1,1,1,1,1,1,1,1

```

Technical bod Paul Lyons returns with more creative code contributed by Commodore Format readers the world over. Font fetishists and Vidcom artists will find some helpful progs herein. And if you want to know how to write a typed letter without a word processor, don't turn the page!

```

140
200 IF ASC(Y)=127 THEN Y=Y+1:GOTO 140
140
200 IF ASC(Y)=140 THEN Y=Y+1:GOTO 140
140
200 IF ASC(Y)=147 THEN Y=Y+1:GOTO 140
140
240 IF Y=79 THEN GOTO 280
250 IF Y=79 THEN GOTO 280
260 IF Y=79 THEN GOTO 280
270 GOTO 180
280 FOR Z=0 TO 7:FOR Y=0 TO 79:FOR X=0 TO 79
290 CHR(Y)=CHR(Y):OR Z:PRINT 0,0,0,0,0,0,0,0,0,0
300 GOTO 140
310 FOR Z=0 TO 7:FOR Y=0 TO 79:FOR X=0 TO 79
320 PRINT 0,0,0,0,0,0,0,0,0,0
330 PRINT 1,1,1,1,1,1,1,1,1,1
340 IF Z=79 THEN Z=0
350 Y=Y+1:GOTO 280
360 PRINT 221,255,0,0,0,0,214,0,0,0
370 PRINT 0,0,0,0,0,0

```

Andrew also sent via the first issue of his new *Graphic, An Programmer*, for both technicians and non-technicians alike who are interested in programming the CDS. The idea is that any readers can send in programs, fonts, tips and ideas for help to be published in future issues. It's an excellent first step, packed with news, progs and the like and well worth the asking price of \$30 + S&H. Get your own copy from Andrew at 28 Stockley Close, Wark, *Wheaton-Super-Ware*, Avon, B302 0DB.

WORD PROCESSING ON THE CHEAP...

Dear Inside Info,

I'm writing with a question. How it may not be much, but it has got me stumped. Now my brother lives in Wales and I live in N.S.W. and if we find any useful programs, like you have in your mag we try them out and I will send him a tape or vice-versa if you mean copies of games, just printed listings from mags.) I hate phony!

Now how can I make a letter on the tape; you know, like a written letter but printed out on screen when he reads the tape? Can it be done? when I try I keep getting errors. I hope

you can tell me, as it's been annoying me for ages. I haven't had a CDS for long, so excuse my ignorance.

R G Lewis, *Wheaton Super Ware*

... Just ask and you shall receive.

Dear Inside Info,

Here is a little word processor for people who don't have *EasySource* or anything like that. To write a letter, just put your words in data statements at the end of the program, using the formatting instructions to put them where you want them to go on the page.

The formatting codes are:
 @ - PUSHES THE DATA TO THE OTHER SIDE
 @ - WRAPS DATA TO NORMAL SIZE
 @ - GOES 3 LINES DOWN FOR NEW PARAGRAPH
 @ - CONTAINS THE DATA IN THE MIDDLE OF THE PAGE

One example is below:

```

1000 DATA *COMMODORE FORMAT*
1001 DATA *110 HERRINGS STREET*
1002 DATA *WARK*
1003 DATA *AVON*
1004 DATA *RG12 2DP*
1005 DATA *RUBEN JAMES LYON*
1006 DATA *WORD EDITOR INFO*
1007 DATA
.....
1008 @@@@*****PROGRAM ENDED*****
1009 BY COLLECTING DATA (WITH YOU)
1010 PUT THE
1011 DATA FROM LINE 100, INCLUDING
THE CODE FOR THE POSITION OF THE
DATA*
1012 DATA *THE CODE ARE: *
1013 DATA *@ - * - WRAPS THE DATA TO
THE OTHER SIDE*
1014 DATA *@ - * - WRAPS DATA TO NORMAL
SIZE*
1015 DATA *@ - * - GOES 3 LINES DOWN
FOR NEW PARAGRAPH*
1016 DATA *@ - * - CONTAINS THE DATA TO
THE MIDDLE OF THE PAGE*
1017 DATA *ONE EXAMPLE IS BELOW: *

```

NB! This program only prints. To use it on screen add this to your program.

THE CF COMPENDIUM OF MEAN ...HI-TECH HARDWARE

Bioraphopods, megalic lovers of Jason, have eight ears, making their personal staves the most expensive in the universe. Gordon Houghton equates himself with some of the cool kit aliens have used in shoot 'em ups

Any alien worth its weight in slime and rubber insects in the latest zero-technology. This usually means that games are packed with space ships, weapons or gun emplacements – but some defence systems also incorporate traps, doors, gravity fields and other gadgets.

Many of these are so weak they could be overcome by a small cube of jelly aimed only with a jug of warm water, but some (the ones in this selection) are tough enough to test the biggest guns and hardest fighters. If you like your fun as just the right temperature and think fondant favours are the best thing since farm cakes, gear up: if you eat metal for breakfast and have any relatives called Schwarzenegger, take up the challenge.

THE FEAR FACTOR

Is it laser or turbo-powered floods or could it wipe out a fleet of Millennium Falcons before 1.30am? Does it have gadgets aplenty or the kind of humans you get in a

3 TOILET ROLLS

Hardware: like this is a toilet roll manufacturer's dream. If it doesn't have you packing a gross of spare sheets in your pocket, you can't have eaten in a very long time.

2 TOILET ROLLS

If an alien has this kind of weaponry in the possession, you're advised to take the first bus home. Alternatively, you could fight on and lose a leg or three.

Simplest quite give those pilots a hard time. There's a way to destroy but there's always another round the next corner

SUPER DREAD NOUGHTS

If you're going to send a fleet of interstellar probes to conquer a planetary system, you might as well make them bigger than a galaxy with bad wind. That's just what the alien invaders in *Ultimate* have done: 15 super-dreadnoughts later, the system is theirs. Luckily, the dreadnaughts have a weak spot: each is driven by fuel rods which, once removed, vapourise the craft.

The only way to get to the rods is by engaging in low-level strafing runs and landing on a strip at the far end of the dreadnoughts. The trouble is that low-level flights often meet up with low-level walls – and in the meantime these lovely posing space levitations are guarded by innumerable fighter formations, which shoot first and shoot again later. Push a pair of brown trousers.

LOCATION:
ARCADE



DEFENCE FORCE

This is an odd battle of fish, since the aliens are on the receiving end of a leisure industry. This involves people like you and me paying money to boss an alien battle on the bay planets in the *Human* system: Gibbo, Gorno, Strass and Strout.

These worlds are populated by beastes armed to the teeth with sophisticated space craft, rotary and switched barrier defence mechanisms, ground emplacements, intelligent missiles and even the odd remote gravity generator. This adds up to a sticky soup of unending misery for the zero-concessions, and only comes recommended to people who can pull hairs from both nostrils at once.

LOCATION:
BLVD
SECURITY



GORGANITOR

The invading forces of Gorganitor have always had an eye on the intergalactic world of Jaraloba. For one thing, they like the name more than their own. For another, Jaraloba is at the centre of everything from purple shirts



Waiting for the onslaught to end? Don't!

to interstellar cruises. This is why the Gogantonnas have launched just about the biggest invasion force you've ever likely to see from. This includes a fleet of motherships piloted by hordes of Gamma fighters, specially Cruisers equipped with Karthalian shields, and very heavily armed Scissors – all of which take more Proton Halls chances to destroy than you've had hot drivers. In space, no one can stop you running away.

LOCATION:
GEMINAE



ROBOTS

In 2100 a vicious plague wiped out almost the entire colonist population of Tau Ceti II. The planet was abandoned to its robot maintenance systems which, after a meteor impact, ran amok. By 2171 these robots assumed control, turning the planetary defences on any invader – human or otherwise.

The core of this defence system is a massive fusion reactor in the planet's capital city, Centralis: it supplies power direct to laser towers, proximity mines and heavily armed fortresses. In addition, three grades of robot hunter and guardian orders are on the look-out for invaders. Defeating them is about as easy as falling off a log that someone has nailed you to.

LOCATION:
TAU CETI



None shall pass: laser robots guard Tau Ceti II





DEATH STAR

Anyone familiar with the Star Wars trilogy (and who isn't?) will know all about the Empire's ultimate weapon. Larger than eight billion Jaffa oranges put together in a vaguely spherical shape and more destructive than a million bolts in a small cross shape.



Pop one down the gape and retire immediately before the Death Star does a Nemesis.

It is capable of destroying whole planets at one go, using a single-beam laser.

It's all powered by a massive internal generator – which also proves its downfall. Clever fighter pilots flying along trenches on the Death Star's surface can easily pick out exhaust vents which lead straight to the generator's heart. A couple of plasma bolts in the right place quickly turn the biggest thing since Mr Big of Nogginville hold a party for its leg friends.

into nothing.
LOCATION:
STAR WARS



SAUCERS

If you're looking for the best saucers on the CD, you're a fool, but here they are anyway. They're all tough, intelligent and about as friendly as the low-child of a Robo-welder and a thimble. You face them on a flat, circular wrap-around landscape peck-marked with

invisible barriers: the saucers appear randomly and either eject missiles (which hit you if you stand still) or they stand towards you on collision course. Try to track them and they disappear at high speed or hide behind barriers. Fail to track them and you die.

LOCATION:
ENCOUNTER



Things hide behind pillars in *Demolition* and's teams 'see' really



REPTILONS

What's huge, metallic, and has a mouth full of razor-sharp teeth? Anyone who answered, 'Ninjabot – that sounds mighty like a Repton to me,' should have no trouble defeating this overgrown lizard – with an adequate supply of bombs. First of all you have to get past the initial wave of Repton defenses – approximately one villain robot per

store, none of which will stop firing in on you until you feed them a fist and spray laser sandwich.

The Reptons themselves are no pushover: their feet are fast and they have a habit of stomping on your toes. Move

right or left and they chase after you: head in a diagonal and they try to intercept you. The best tactic is to lay as many bombs as possible and run away. Simple really.

LOCATION: ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS



Big and oily robots can be an annoyance sometimes...

WALKER

Walkers are as common as ferns in a *Kobayashi* man's fingers these days – if you pop into *Troops* you'll probably see one buying cheese for a toadstool. If you leave them alone they leave you alone, despite usually being armed to the gonzimates with lasers, missiles and over-ripe vegetables.

Not so the Walkers in *Analysia*: These little beauties are far ahead of the highest order: intelligent enough to hop over any ground obstacles they encounter, they track your path by running ahead of it, turn around when the optimum laser range is achieved and shoot a ton of trouble on your head. They are pretty easy to defeat (a couple of shots will do it) – but the trouble is flying down to their level without sinking the ground or being blasted on the way.

LOCATION: ARMA VTE



COMPUTER DEFENCE

What would you do if you were trapped on an artificial alien world which was about to collapse? (The entire frozen universe?) Well, you'd probably say to yourself, 'I bet this place has a central computer system which needs a password to shut it down, and it's probably guarded by fleets of alien fighters. Not only that,

but I reckon that once I escape from this world, there'll be four more, each one guarded with a new difficulty to overcome, such as random transporters, traps,

spring and closing gates and even tougher fighters. In all, a pretty hot defence system which will be a tough nut to crack and no mistake.' If so, you would have forgotten to mention the robot droids patrolling the buildings but we'd give you 10 out of 10 for effort.

LOCATION: PARALLEL



LIMPET GUNS

The *Empire* storage planets are packed with Repton pods – the only fuel that can power little-grade starships. The resistance has captured several of these craft – and has sent a fleet of armed cargo-carriers to capture some pods. The

Empire isn't stupid: However, each of the pods is guarded by a remote defence force, including

laser mines powered by mini nuclear generators, switched subter-

ranian doors and reverse gravity

fields. Perhaps the most effective defence is the terrain: most of the pods are stored inside hazardous caverns.

LOCATION: THRUST



Preprogrammed and deadly: the kind of Walker adopted by *Species in Analysia* must have been top-notch (kind)



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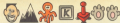
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Are you smart enough to rub five top security establishments furnished with the latest in electronic surveillance and protection? *Case the Joint*. There's a jewelry store, a museum, a bank, a research-and-development set-up and an embassy.

The main game screen is broken up to make it easy (?) for those not accustomed to things to read carefully. The main window tracks your character (and anything else in close proximity). It can do this by showing a plan or side view (game features are more identifiable in one view than in the other). You



Struggle with your fingers in the 3D, as it wasn't designed to be a first-class drive to the wire. Time is a comfortable, so, police van.



State-of-the-art security systems include some extras: a view on the wall above the perimeter (picture) and a rather amusing robot.

SECURITY ALERT

have to change the view yourself (but either way the window displays an animated action).

Moving clockwise around the screen, the next thing you come to is the status pad, which provides a record of your progress in the game; time, so celebrates and clues are listed. Below this there's a representation of some of the keyboard. By clicking any of these keys (or their screen copies), not only can the perspective of the main window be altered but the direction of the view can be changed as well. During the game, you constantly have to check in front of you and behind you for devices, guards

and so on. Being able to look 'all around' is vital. Just as useful as the panel, and directly below it, is a map which displays the deployment of everyone in the building.

Indispensable info for the novice intruder. Your inventory is a small grid of six boxes which store objects you find along the way. Keys, for example. Beneath the main window is the close-up box. It magnifies the image of any object and allows you to interact with that object. For instance, if you find a safe, get its

image into the close up box. You select the appropriate tool from your inventory and move it over to the close-up window. Click once more and watch what happens.

Fast time through you'll miss up, get caught and have to load the section again. After a couple of tries, you should have a grasp of the controls and a fighting chance of staying out of the guards' way. The more times you've detected the higher the state of alert becomes. If you can lay low for a while, the state of alert is lowered again (but you work against the clock as well).

One of your biggest problems is orientation. One infrared beam might cut across a corridor from wall to wall but another will run from ceiling to floor. You can stick or crawl your way passed either of them - but only if you've seen them first.

How do you know when you've succeeded? In addition to cut in general, each 'job' requires stealing a specific item. Without spoiling the plot, I'd say it pays to be greedy. The rewards ought to be great anyway, you're first game's inventory and in the starter!

Without spoiling the plot, I'd say it pays to be greedy

Casing the joint

The main window is where all the action goes down. It's in plan mode (or viewed to side view). The light fragment below has moved up to the safe in the wall.

The close up window allows you to take a fast and close up on an object. Here the wall safe is being opened with a key taken from the inventory.

Your inventory consists of six tool boxes. One box in a red box can be 'cut out' which means it won't be stolen. It's noticeable.



A very useful map can be called up on the extra's main screen. You show up in a white square, guards appear as black squares. The white lines are closed doors.

The status pad has all the info on the time, score, and so on. It also contains 'quick messages'. Security status, direction and view indicators and alarm trigger.

Game	Security Alert
Publisher	First Star
Cassette	£11.50
Disk	£15.50

POWER RATING

THE DOWNERS...

- Top game will frustrate some users/lay-offs in the middle
- It really should have had a new game option
- Initially very difficult to get the hang of because it is so unusual
- Graphics and sound effects are very simple

100

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0

68%

- Completely original game in an unusual style
- Five different missions to be attempted of three levels of difficulty
- Loads of traps to overcome
- Tense, atmospheric and rewarding gameplay for the cunning thief
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...AND THE UPPIERS



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Puzzle games, eh? They're like buses: you don't see any for ages and then three come along all at once. This particular brain trainer is a nifty-looking title from those custom-casuals at Demomouse (who share about an office with Znap! records - not a lot of people know that).

In Gem'X you aim to exactly replicate the collection of jewels in the right-hand pile by falling around with a pile on the left. You point at individual gems with the help of a standard issue distributed hand. By pressing it you cause that particular precious



Dem'X's screens vary from over-spare (see like this), where you click for the gems you wish, to full-on 'X'.



...to real barriers like this one. Mind you, this is a double compared to the screens you'll find in the last couple of issues!

GEM'X

to drop in value by ten units. The catch is that the gems above, below and to the left and right of it are also devalued by one unit.

Now all this unit-dropping is colour coded, and the extended traffic light affair in the centre acts as a permanent guide. As an example, clicking on a red gem causes it to turn blue and non-diagonally adjacent jewels

to turn green. The difficulty arises when the surrounding stones are a variety of colours and have to be changed by different values. A stone's colour is altered twice when you click on any two adjacent gems: left, right, above or below (think about it).

Once a gem has turned gold, any further decrease of value makes it disappear and the gems above fall into the vacant position. Later on, the pile on the right has fewer gems in it than the one on the left, so removing goods becomes an integral part of the puzzle.

Every screen has to be completed in a set number of moves and within a set time (two). A collection of screens is called a 'mini' and there are 20 minis, arranged in a nice format. You choose your own route through this formation, so you can actually finish the game without having to solve every single screen (which is good, 'cause there are lots).

The game is introduced by Kiki - a demey-eyed Japanese bitbeats of dubious occupation - and a vaguely oriented there is continued throughout by having monochrome intermission screens of scantily clad (well, scantily Japanese comic girls) conveying their endorsement by odd wads or fluffy bunnies in obscure locations.



Here's Kiki and your results map. Finish seven minis and you've completed the game!

Dem'X is, slightly weird and coming with neat visuals and a typically Germanic array of easily pleasing tunes and tinkly sound effects. Gameplay is strictly for puzzle addicts, since the action gets no more hectic than a column of gems cascading pretty down the screen. I can't vouch for the long-term playability - it doesn't take too long for you to see everything unfold. That just leaves it for the puzzle to become incredibly difficult. Limited by your moves (which also include restrictions), you find that by the time you've experimented on the bigger screens, you've got no moves left or the timer's run out. Puzzle people who want another game to burn even more of their brain cells will shine to this.

JEWE

Game	GEM'X
Publisher	Demonware
Cassette	£11.25
Disk	£15.21

POWER RATING

THE DOWNERS...

- No variation in the puzzle gameplay - it gets harder...
- ...and is too easy to begin with

100

83%

- Great your own to some changing speed effects
- 41 unique screens and then up really do get the addictive 'hook'
- Very neat visuals - helped by three distinct intermission screens
- Beautifully simple yet amazingly addictive: the urge to progress is very strong
- High quality programming: smooth, slick and glitch-free
- Choice of puzzles means no two games are identical
- Multitask is handled as well as possible for tape wars

...AND THE UPPIERS

X-act copy

You've got to make the pile on the left look like the pile on the right

Click on a gem to turn it gold, generate a pearl and fill the spaces too

Do the same on the other side, and bingo! Another easy screen completed!

WIN FIVE FAB BASEBALL BATS,

WANNABEE BASEBALLERS, LISTEN UP!



BALLS AND CAPS!

WIN TEN INFLATABLE BATS!

WIN FIVE COPIES OF RBI2

The sun is beating down. The flowers are in full bloom. And tension mounts as the ball game in the park is about to start.

Tip, the CF team have been out and about playing baseball since the start of the good weather and it was on one of these sunny evenings in the local park that we thought, 'Jeez! How silly it would be if all of our beloved readers could be having this much fun.' In fact, the idea hit our Ed's 'ol around the same time as the football. Okay, so it was a bit of a pipe dream but we and Denmark care at least offer five of you the chance to win some first class baseball kit.

Denmark's new baseball kit - RBI2 - is on the verge of release (see the review on pages 72 and 73) and the lovely folks there have passed on a load of gear to give away. All you need to do is answer the three questions below. It's as simple as that.

The first five correct entries out of the hat each win a baseball bat and ball, an RBI2 cap and a huge inflatable new city bat. Five runners up will receive a cap and an inflatable one (but they're much softer anyway, believe me - Bow Ed).

Question 1

How long is the peak on a professional baseball cap?

- 25 feet
- Half a centimetre
- Two 1/2 inches, less or three inches

Question 2

What is the furthest distance a baseball has ever hit in a professional league game?

- 180 miles
- Three yards
- I haven't a clue (and I don't think the CF team knows either)

Question 3

Which of the following is (unbelievably) a legitimate baseballing term?

- Balling around
- Whapping fans
- Thinking spiders

Send your entries on a POSTCARD to the back of a recent issue. We'll be on hand from July 20th onwards to

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WORLD CHAMPIONSHIP SOCCER

After five minutes playing the real thing on the park after the FA Cup final, I was knackered. Reaching to a girl who genially showed me the way they ought to be used by performing relentless sliding tackles in them. I was exhausted just watching. Plead positive that smoking is especially stupid. Still, my fat flung were strong enough to drag me in the direction of a 54 just as the latest armchair alternative for footballers with too left feet arrived from Elite. World Championship Soccer promises all the rewards of a career in soccer with none of the pulled hamstring.

What the game offers is a choice of one-off football matches for one or two players or a one-player knockout tournament, the World Championship. Following your choice of game or games, a team selector screen presents itself in the form of a world map. Move the pointer over any country and up pops the option to play that team. Your opponent then chooses his team (unless you're playing the

opponent to the ball is always the one under your control. All other players are managed by the computer and one of them becomes the player nearest the ball, in which case control of that player is immediately transferred to the 'hustler' player. A player is



A world of options of soccer teams

that play aren't. However, this screen isn't over until

the four visible. WCS may be among the first division of body games but it won't bring the Cup home. There is, careers and goal leads are all slow to operate and more noticeable than they really needed to be. On top of that, matches are very difficult thanks to what seems to be a pre-programmed bias towards computer controlled players. Mer, it has to be said, does the game have the depth of play of Kick Off 2. The optional sound effects are nothing to screen from the tortoise about either. But if you're as ham-fisted as me, the game will keep beating you if it unless you play against the USA. England's recent successes aside, that seems realistic to me.



glued to the ball until he passes, shoots or ends up on the receiving end of a sliding tackle. Pressing the fire button makes the player with the ball kick it in the direction he's facing. Depending on whether the fire button is pressed while the joystick is being steered or not, the ball is kicked along the ground or high through the air. If the other side has pos-



Mid field action and a sliding tackle that could teach Gussie a thing or two

session, you can attempt a tackle by pressing the fire button as one of your players approaches the opponent with the ball. If you're successful, you'll be in possession straight away (though your opponent will try to tackle you again). Try the tackle from a distance and watch as players go sliding across the pitch. Match contexts in WCS are never the boring 'safe' kinds of game you often see from the tortoise.

Time is accelerated and players charge into at half time. The usual goal rule, three in and corner taking rules of football apply but there's nothing in the way of an off-side rule and nobody ever seems to foul, no matter how wild their tactics are. This game should get a



Shooting between the posts, it only remains for this forward to walk the ball into the net



Tournament these don't expect to last too long until you've mastered bloody game tournament, in which case your challenges are predetermined by the course of the competition itself. Play begins once both sides have selected teams.

If you've ever played a soccer game before, totting about the way the rest of WCS works will surprise you. Viewing the pitch from directly overhead, the screen scrolls in all directions to keep the ball in view at all times. You always play the blue team and your opponent always plays the yellow one (regardless of the countries you're chosen to represent). The player near-

Game	WCS
Publisher	Elite
Cassette	£10.21
Disk	£13.27

POWER RATING

THE DOWNERS...

- One player per tournament level
- Very difficult at tournament level
- Slow response at set up, makes control even more likely
- Positive looking tortoise
- Forgettable sound effects
- Few game options

Unreal control over three bits etc.



66%

...AND THE UPPERS

- Smooth scrolling screen
- Choice of one of two short bloody games
- Pick your team from anywhere in the world
- Team stats available from selection screen
- Logical joystick control
- Opponents play test and furious football
- Works wonders in two-player mode



BACK ISSUES

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Since special CP staffers located some back issues which were once believed to be extinct, the number of orders has exhausted our supplies of CP 2,3,4 and 5. So remember, back issue stocks don't last forever. All you have to do to get one of the remaining copies is fill in the form (or a photocopy of it) with your name and address and pop it in an envelope. Don't forget some cash (like a cheque or postal order) for £2.25 per issue. If you're ordering outside mainland UK, each magazine costs £3.45 (see of the expensive mail costs).

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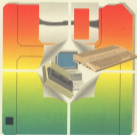
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Not only do the Germans make obscenely tall, narrow tables and gazebos but they create a pretty mean puzzle game too. Granted, The Power has robbed its style from several other puzzle games (Lupercin and Akrosin to name but few) but it merits at least an equal crack of the whip.

Over a scrolling backdrop pattern sits a framework of blocks. Within this area is a collection of items such as movable and fixed blocks, hearts, a

Heart to heart - a spacca's guide to level one

1 Move down, Simple level 17

2 Move left, collect your first heart

3 Move right, heart block is in the bag



4 Move up, Heart down, one to go

5 Left this time, Buffering the hole of IT

6 Move up to get in line with the last heart, then...

10 Move right and you can, at least, trade trophies with your woman

11 Move down in line with Heart

12 Move to the far left

13 ... collect the heart by moving right

THE POWER

only your beliefs and yourself. The simple aim is to collect all the hearts before meeting up with the girl of your dreams. By manipulating your trove of satisfaction (I think the phrase is *joie de vivre* - still you can send your character hurtling in one of four directions. Once set in motion he won't stop until he comes up against an obstacle. Absolutely everything that isn't a heart constitutes an obstacle.

Completing early levels is as easy as turning the trains on our editor's head but things soon get more than a little confusing. Blocks placed with guile and cunning around the play area make certain hearts appear uncollectable. Often, indeed, your sweetheart, is in such a position that you can only reach her by manipulating the moveable blocks. Trying to figure out the combinations of moves necessary can take time, and with a time limit imposed on determining last, that's the one thing you haven't got.

Another minor problem is the volatile nature of the manoeuvrable blocks. These are three types: red, green and blue. Slide a red block into a green block and it destroys it. Slide a red one into a blue block though and now huzzah. Why? The rules for block explosion go thus: red destroys green, green destroys blue and blue destroys red. Remember this and everything will work out just fine. Well, maybe.

It's a simple affair but the neat way the game's few basic elements have been arranged presents a diabolical challenge. There are 100 levels, each with a password to save you the hassle of playing through it each time you boot up.

There are two game options worth noting. The first is the game mode option. In *solitaire* mode the play area looks so large you have to scroll the screen to see all of it (but you get the benefit of seeing all the spots and block status). In *tabletop* (you what?) mode

everything is incredibly small but the whole level sits neatly on



a table top but it won't. In the green block beneath the red one and so on. You are able to reach Hearts in a table



top mode, in which this level barely fits on the screen. In other words you do things you need to scroll the screen to see them.



to 'table' mode through, the play area is tiny-tiny, teeny-weeny. But not, I hasten to add a yellow path and table (there - it's)

on screen. The other option is the built-in screen designer. You can shog and change existing levels or even create brand new ones with it. Not bad, eh?

If your software shelf is already packed with a plethora of puzzle games, the wisdom of buying The Power is questionable. But if you missed out on last year's puzzle game glut, this is worth closer inspection.

The simple graphics work well, the sound is great and the playability is absolutely marvellous.



AWAY

Game	The Power
Publisher	Demonware
Cassette	£11.12
Disk	£15.20

POWER RATING

THE DOWNERS...

- Originality in title's middle name
- Small number of elements
- Some complex levels repetitive

81%

- Stonks-worthy soundtrack
- It'll keep you going for a century (well, 100 levels does it)
- Two playing modes cater for individual tastes
- Password system is invaluable
- A screen editor enables your creative talents
- Graphics are simple but fun
- World and wonderful back-ground textures
- Difficulty has you giggling for another go
- Puzzles become beautiful, as... beautiful

...AND THE UPERS

0

SUPREMACY

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Yes, fancy the players are on the field and before the game can begin they all compete for who has the fastest name.



It's the end of the second inning and Baltimore have scored one run. Or is that two? Or, read the manual before looking the scoreboard!

This is not, as you would expect a tight simulation, but a nice baseball game. The game opens with a comprehensive options menu. The first option is the straight forward one player game, obvious choice. This is followed by the two player option, the match option (a demo mode), the continue option



Due to a sort of really nice fielding, the opposition has contacted the ball right to the boundary. A well-timed dive would prevent this.



It's a shame the screen grab can't convey the excellent animation on the pitcher and batter. Still, you'll just have to take our word for it!



But the ball outside the diamond and it's a foul ball. However, your first two foul balls count as strikes. You can't strike out on a foul ball though.

RBI

It's a new fast and furious baseball-a-rama, and the latest diamond in the Demark team's crown. Is it the best thing since the baseball boot, or is it just a big stee-rike out? Join us in the studio as we whack it around the park to see who catches it...

and finally the aim, options option. Continue allows you to enter a code which lets you carry on a previous game. The Options option lets you set the difficulty level of your opponents and toggle the sound effects on and off if they start to annoy you.

The first task in hand is select your team, your opponent's team and the strengths of players you wish to use, which can have a big effect on whether you win in a blaze of glory, or get bowled off the field.

The game is played over two separate screens. The pitch/balling screen shows the view from behind the battering in a strip up the middle of the screen, while the other two thirds of the screen show the first and third bases. If you're pitching this means you can't keep an eye on the screens in case they try to sneak a base before you've pitched the ball. If this occurs you can tap the shift key to throw the ball to your man on the base to try and get the breaker out.

The second screen of play is a scrolling overhead representation of the field which scrolls up when the ball has been hit.

Unless you can find some way of squaring a whole load of team mates around your 84, then you're in your own, a one man team. You take the part of pitcher, batter, fielder and base man all rolled into one.

This isn't much of a problem though, as the controls are easy to grasp. So although there is a large range of moves available to you, you can play a much more skilled and tactical game the more you play.



Oh dear! It looks as if you've thrown a high flying foul ball. This is fine, often leads to you being caught out, so it isn't such a loss.

2



It's no baseball due to some expert pitching on the part of our reviewer, the batter has struck out in a big way. How like all the pitch.

Your very first taste of the game is as pitcher. You can, if you want, just hit the and the pitcher throws the ball any old way. Have a look at the manual though and you'll discover another nine ways of pitching the ball. By pushing in one of the nine joystick directions immediately after you press the you can play a slow, normal or fast ball either straight ahead or slanted to the left or right. On top of this you can also curve the ball's flight while it is in mid-pitch.

Batting is a simpler concept to grasp but no-easier to master. You position the batter then press the to swing. The length of time you hold down the button chooses between wacking and 'tweaking' the ball. A hit is a slight tap of the ball which, with luck, should get you safely to the first base, handy if you're on the last strike.

Fielding is a doddle. As soon as the opposing batter has hit the ball you take control of each and every fielder. You don't have to concentrate on all of them though, you merely focus on the one nearest the ball. If you position a fielder correctly he will automatically catch the ball.

If on the other hand your judgement is slightly off (and who's to blame it, Andy, yours when it - hits), you can redeem yourself by diving left or right, or even jumping into the air to catch the ball. Once it's in your safety net you can throw the ball to any of the bases by pushing the stick in the right direction and pressing the.



A missing ball! This may well end up as a home run, if not, the ballers are already well on their way to intercepting it.

That's basically it. There are loads more hidden features which only become clear as you get more skilled. This means that the game is great fun right off the bat, but will also keep its grip on you even after several weeks of hard hitting play.

The graphics work well despite being a bit business like. Ordinary colours and bland textures still make it a little bit dull to look at. The animation of pitcher and batter are excellent and the rest of the sprites look the part.

But it's in the gameplay where that Atari really shines. It's only scratched the surface of the game in this review. Its mound of features can only be appreciated after extended play. It's more of a sports simulation than an arcade style version of baseball. But that doesn't make it boring, far from it. It's great fun right from first pitch to the last drop of humiliating defeat. Planned it may be but NES2 makes a home run!



AND

Game	NES2
Publisher	Demark
Cassette	£10.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- The graphics are generally last-class for the
- Players' bats' are a bit simple

100

86%

- A wide range of bases to choose from
- Score system includes how the new individual stats
- The simulation is very good in every respect
- Screen presentation is neat
- All the play options are easily accessed but bring no penalty
- Masses of hidden features only appreciated after extended play
- Game is structured well to provide fun, uninterrupted play
- A great two-player start

...AND THE UPPIERS

0



Another real bit of hitting, it's a crumbing slice by an extremely agile outfielder. It's just a shame he's miles away from the ball!



This is an impressive looking catch by the pitcher. In reality it's very easy to pull off, assuming you have a fairly quick eye.

Bats R Us

The top part of the ball frame panel shows which bases are loaded (there's a battery on all or none).

The pitcher's vital stats reside here. There's a



This ball shows what the score is like (top left) and the top left strip only lists time it shows the first base and it's on, on the right.

The bottom part shows the name of the batter along with how many strikes and balls have been made.

The central strip of the screen is where it's at. This is where all of the batting and pitching action takes place. It also shows who's on second base.

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COMING SOON COMMODORE FORMAT 1 1

NEXT MONTH

Would we have missed giving you just the old news about our latest August issue? Well, we might but it'd be an accident. You can expect Over The Net, Mailbox, Turbocharge, Merix, Gyrite and Thunderjam to be put through the PowerTest by Steve, Andy, Sean, Gordo and Kali, not to mention some other titles which are moving tentatively closer to release. On the PowerTest we've got a few surprises in store but we can tell you that in the spirit of summer beach parties we've snaffled a truly fab playable demo of *Over The Net*. *Voteball* will never be the same.

In *Gamebusters*, Andy will be spinning another *Duzy* game and Roger Prames will be doing his bit for both *Powermatters* and the budget games reviews (he needs to pay his dad back the cost of one Austin Allegro). And we'll be running a special article by game designer and computer muckster Merlin Walker on advice for budding game authors who want to know how to go about getting their work published. Then there's inside info, back to Beek, Gary Fleming and another audience with the Mighty Brain. See you then. Take care, have fun.

PRED HEAD WINNERS

Everybody wants to be the Predator, apparently, as we had a pile of entries which would shake a leg. Or anything that can't digest a sackload of good words, in fact. Fortunately for you, we can digest, or at least read, all the entries, and having chewed them down to the last drop, we've managed to come up with this result:

What our editor did was asked you three simple questions:

1. What has three stocks, white teeth, attitude and isn't called Bob? (Tricky, see that one.)
2. What is the name of the main character in the film Predator 2? (Tricky.)
3. What is the name of the actor who played the Predator in both films? (That one was easy.)

The answers were The Predator, Mike Harrison and Kevin Peter Hall, in that order. Ha, ha!

(Tricky point: did you know that Kevin Peter Hall normally specialises in playing the part of monkeys in movies such as Hugh Hudson's *Silverado*?)

And the lucky winner is (little drama roll) Neil Lewis of Pottersfield, Watlington. Give him a big hand... All is not lost for the rest of you as 10 of

you are about to get a runners up prize of a brand spanking new copy of the game. Who are the folks who can expect a little parcel of fun? Well, they are (in no particular order) John Kelly of London, Richard Iliev of Northumberland, Jason Powell of Dublin, Debbie Ball of Leeds, Anthony Mance of Worcester, Alan Johnson of Cheshire, G Fisher of Suffolk, Chris Taylor of Cheshire, Kari Dewar of Kent, and EM Wainwright of Worcester. Thank you here. If you see one of the lucky winners then congrats to you, and feel free to tell them if you didn't even show up.

(One character gave all the right answers but forgot to add one important thing which might have wonned him the prize - his name and address!)

Another wag spoiled his entry by telling us that the evil man-eating tiger The Predator was played in both films by Maggie Phillips. Now, I'd take that one up with Keith Chegwin if I were you. Go them again, maybe I would be.)

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