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# COMMODORE

The very best C64 mag money can buy!

ISSUE 38 • £1.50 • SEPTEMBER 1993

# FORMAT

## POWERPACK**d**

**STARRAY** FULL GAME  
**FLASHLOAD** FULL UTILITY  
**SQUIBBLY SKYOS** FULL GAME  
**SUBBISH COMMANDO** DEMO  
**BREAKTHROUGH** DEMO

**MORE  
MORE  
MORE  
FOR  
YOUR  
C64!**

# CHOMP!

Exclusive: **ALIEN 3** - Virgin's fantastic new platformer previewed!

WONDER IF YOU CAN READ THE  
TEXT? FIND POWER PAGE 2  
BEFORE YOU GET INTO THE  
FOUR IN A ROW...MONEY!

**Tape  
to disk  
SMART!**  
Turn to p.6.

**CAMEBUSTERS**  
12 pages crammed  
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and pokes.  
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# COMMODORE FORMAT

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Cover game: Virgin's Action2000 Century Fall

**ABC 44,442**

(based on the subscription of December)

What would like to thank: The flexible opening hours  
and pay for my extra efforts at "The Fall"  
One would like to thank: Brian for  
the assistance in the "Amiga Power"  
Last would like to thank: Victoria

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Atari

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Commodore

Five filling action with a spit-powered bee. Or

# Commodore Fo

## BEACH

EDITORIAL

With **Amiga** on the cover  
scoring the likes out of  
everyone's heads &  
renewed interest in  
the month's  
CONTENTS PAGE  
4422-10000  
Full names  
Commodore UK on  
other points.

"If you  
remember how  
big the  
it's a bit  
wildly that  
the only form  
of it is a bunch of slightly damaged  
burnards in the boring section of one of  
the better sports in it." Yes, quite.

## ISSA BEAUTY

ART ASSASSINANT

Amiga's positive hopes beyond hope that  
there are life outside of other planets  
making use of their own elaborate  
system of life.

"All the Amiga you see it makes look  
dead suits. Some of them even look quite  
heavy. However the alien is really love it  
more of the Kaku, mag from The Day The  
Earth Quake. He's got the furthest match  
full on."

"Well, we have to know it is you like this,  
but more really for your love."

"Oh well, it's a bit tall  
and doesn't-though." On bear



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The Mighty Dan answers all your C&A related questions. And breaks a bit.

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Dread new page! Jason investigates a different technical topic every month. This month: loaders and pointers -PMA-W.

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Ever wondered just what ticks beneath your 64's blinking beaver case? Hush all, in fact he was so intrigued that he whipped the lid off one and nobly pointed a torch at its inner bits.

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Our monthly venture into the world of the treasure game. This month: Ice Heroes.

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C&A's equivalent of Exchange and Mart.

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Have a crazy guess, it's a lot obvious.

## GAMEBUSTERS

**W**e're too good to you but really. Last month's 50S Special was so well received that we've decided to do it all over again. Andy Roberts is our man with the sore trigger finger and a very well used Action Replay cartridge.

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# Format in space!

**CLIVE HOODSON**  
**READY FOR TAKE OFF**

Our hopes that there's life on other planets have managed to get me really involved in all the best Generation IV programs. It'd love to be able to actually see the face to face with a Gingen. They think they're the toughest race in the universe. Well, they haven't met me yet! We could just capture Clive, standing at the center of the Enterprise being Jean-Luc off for not putting enough sugar in his tea.

**CLIVE HODSON**  
**ART SECTION**

Our Art Bits really hoping that there's some extra-terrestrial

Bergen floating through the outer cosmos, he finds it's like squiggly tentacle baby-moonmen with brown eyes, four heads, two tails and large combs!~  
 But how can you be so certain?  
 "Well, playing digital you got plenty of time to think about those wots of things and after much deliberation and eight consecutive beeps I found one in my delveries!"

**SEAMUS FORESTER**  
**READY FOR TAKE OFF**

"Oh, there are definitely aliens out there! They're soot dressed and they speak in time hanging out on the end of antennas in sub-zero temps windows!"  
 "Genuinely speaking, they're a peaceful bunch, but if you fly and eat one they'll poison you."

Two games, two demos, two full utilities. Just load it!

**STARRY**  
 Side One  
 Tape count: 800  
 Part of Defender? Like killing endless numbers of stars while flying sideways. Try this for size.

**BREAK THROUGH**  
 Side Two  
 Tape count: 870  
 Joyful writing arcade action.

**SUBURBAN COMMANDO**  
 Side One  
 Tape count: 860  
 Arcade romping and cavorting with Hulk Hogan.

**SQUIBLY ERWAB**  
 Side Two  
 Count: 800  
 Multi Smash TV style game with plenty of copying action.

**AUTOGUN & FLASHLOAD**  
 Side Two  
 Tape count: 110  
 Two great tape screw-up utilities.

# POWERPACK PAGES



# POWER PACK

## 36

In years to come you'll look back on these days and say to yourself, "Nope, it's a complete mystery, who are you again?" To find out the answer to this and other questions, read on.

### FULL GAME

# STARRAY

Y et again you're thrown into the world of the future spaceship, but this time you've got your own ship. StarRay takes the newly qualified space pilot through three deadly dangerous missions. Each mission looks very different from the next graphically, but they do have one distinct thing in common with each other - shooting your enemies without destroying your ship. It's not too tough to get them again, your mission is to shoot around the place while the things you're protecting stay pretty static.

There are two ways of destroying the badies - either by blasting them with your laser gun or by using one of

### QUICK START INFO

Save ● One Keyboard ● 255 ● 4096bits

- ↑ UP Move up
- ↓ DOWN Move down
- ← LEFT Move left
- RIGHT Move right
- FIRE Fire Laser
- SPACE Activate capabilities

## PICK-UPS

Each letter on the pick-up's represents a different bonus:

- A** - Improved acceleration.
- V** - Maximum speed increased.
- T** - You can fire more rapidly.
- P** - Your laser gets greater penetrating power.
- C** - Continuous fire for 100 shots.
- I** - Invulnerability for 10 seconds.
- B** - Bonus points.

### VITAL STATISTICS

GAME	StarRay
ORIGINAL RELEASE	March 89
ORIGINAL LABEL	Promedia Software
PROGRAMMED BY	Richard Yessierli
GENRE	Shoot-em-up
DIFFICULTY	Medium

### OPTIONS SCREEN

You can reach the option screen at any point during the game by hitting F2. The screen offers you RESUME, go back and play exactly from where you left it.

**SOUND FX ON/OFF** Without sound StarRay is both quieter and tougher. Serious speed, **LAST GAME OFF/ON** With this switched on the game will also continue once you've lost all your lives. The only way open to play another game is to watch off and load the whole tape/cassette again. (Good for those who are lacking in the will power department when it comes to switching the PC off and going to bed.)

**RESTART AT LEVEL: 1/2/3/4** This enables you to start on any of the last four levels of the game. But only on level one is your ship's replenished.



# SUBURBAN COMMANDO



Strangely enough, these walls are oddly reminiscent of my beloved M.C.

## DEMO

Congratulations of Alternative Software, we are the one and only

Commando Frontal bring you the huge third level of Suburban Commando. Alternative's great action adventure game. The demo takes you to a point in the middle of the game roaming around the streets, car parks, underground, flats, not hallgrounds, and skyscrapers of Los Angeles.

In this part of the game, Shep's trying to find keys to fit his broken down space ship with. There are a certain number of keys to find on the level, indicated by the number displayed next to the door arrow on the menu bar.

Simply change around the city moving and firing with the joystick plugged in part 2 (holding down on the joystick will make Shep duck down to avoid bullets and the like). Things like back dies, back the birds and collect as many coins as you can. But mind the spikes and bubbles as they'll sap your energy quicker than you can say "Yeah I've lost all my energy".

There's secret passages to find all over this level. Entrances to them are disguised as parts of walls, but look carefully and you will be able to tell the difference between a solid brick wall and a passage to walk through.



Face to face with what might be death, you can either charge in or run.



When the sun never looks, they can make you thought like a talker.



Some of the things are up to the extreme high. About the walls, which you're climbing them.

### QUICK START INFO

- Side One # Topscorer 500
- ↑ UP Jump
- ↓ DOWN Duck
- ← LEFT Move left
- RIGHT Move right
- FIRE Throw

### VITAL STATISTICS

**GAME** Suburban Commando  
**RELEASE** Get Now  
**GENRE** Arcade Adventure  
**PUBLISHER** Alternative  
**CONTACT NO** 0671 741777  
**PRICE** £9.99



Enough between a spike and a wall.





Blow. That was a helluva close for combat.

you can see. The only spaces you can't destroy are the bubbles.

This is a demo of the game Jan Wells has been working on for months. Since the program isn't all that much more than a few things for the better, like the star field background and some



The final version of this game will be some more substantial.

**S**hoot-em-up is one of the most descriptive names in the games, 'cos that's exactly what you do—shoot 'em. The great thing about Breakthrough is that it's actually a **BLUCK** but it has horizontal. Never before has such a feat been attempted, and never before has a **BLUCK** game looked so good.

The idea is that you just go around and shoot everything that

**DEMO**

of the

foreground bits have been loaded with too. There's no end of level bubbles or anything like that 'cos the intro just loops around from the end to the beginning of the level. It may sound like a bit of a con, but it does mean that you can have those upon flow of playing pleasure without having to stop and look at the intro screen for the umpteenth time.

We should have a trailer for your next month's Commodore Format if all goes well. And I can tell you I'm looking forward to a good long shooting session.



Just keep on killing!

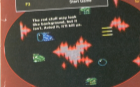
### QUICK START INFO

Side Two • Cost Free • 200 • Approach

- ↑ UP Move up
- ↓ DOWN Move down
- ← LEFT Move left
- RIGHT Move right
- FIRE Fire Bomb
- F1 Second Control
- F2 One/Two player
- F3 Start Game

### VITAL STATISTICS

**GAME** Breakthrough  
**RELEASE** Autumn '88  
**PROGRAMMED BY** Jan Wells  
**GENRE** Shoot-em-up



The real stuff only looks like a bubble, but it isn't. And it's not all right.



Bubbles will explode if you hit 'em hard on.

### AUTORUN & FLASHLOAD

The files **AUTORUN** and **FLASHLOAD** are part of the techno team, Jason Pirelli's, feature on tape loaders. In fact, they are tape loader savers! If you saved a program using **AUTORUN**, it will load back and run automatically. The **FLASHSTOP** and **RESTORE** keys will also be disabled so that people can't break into your programs. **FLASHLOAD** does the same thing, but the screen will flash whilst it loads the program into memory! Cool, huh?

To work, they need to be loaded differently to the normal shift running method. Load them by entering **LOAD(AUTORUN),1,1** or **LOAD(FLASHLOAD),1,1** and then install the special saver thing by entering **NEW** and then **NEW (SAVE)**. The 1,1 bits on the end are vital. Now if you load up a Basic program and type **SAVE(AUTORUN)** in the program will be saved with a special loader on it. Make sure that you have loaded either **AUTORUN** or **FLASHLOAD** and entered **NEW (SAVE)** first though. To load programs back once they have been saved with these special loaders, just enter **LOAD** and hit the **RETURN** key. **FLASHLOAD** won't work properly if you give an actual program name when you reload the program.

Also on the Power Pack are the source code listings for **AUTORUN** and **FLASHLOAD**. They are called **AUTORUN.BNC** and **FLASHLOAD.BNC** surely enough. If you understand machine language then LIST them or print them out and have a look how everything works.



# SQUIBBLY SKWOB'S BIG DAY OUT

READER

**R**emember we asked you to send us your programs for the Powerpack. Well that's exactly what you did in your droves (keep 'em coming! I love looking at them). Here's one of the games that took Dave's fancy, so I put it on as a sort of tribute to a sort of missed production editor.

The game reminds me of *Scream Trk*, the idea is to run around a small town with enemies coming at you from all directions. The main attraction is that you can simply avoid the badies too, they will all go away eventually. However, avoiding them is a lot easier than it sounds when you've got hundreds of them on screen at the later levels. You move around with the joystick, firing at everything that moves. It's not impressive graphically but it's darn good to play.

If you think you can do better than this, then send your program along to us here at CF and we too will have your program starting in the Powerpack. (See the Send Us Your Software box below.)

## VITAL STATISTICS

**GAME:** Squibbly Skwob's Big Day Out  
**OS/ROM:** Shoot 'em up

**PROGRAMMER:** Paul a Cardno

## IS YOUR PROGRAM BETTER THAN THIS?

So you think you can write better games than this? Well go on then, send one in to us to look at. If we think it's good enough then you might earn your place in the minutes of fame when we put it on the power pack. In fact send us the utilities you've written too. Just fill in this form and send it along with your program to:

For Get The Power,  
Carnarvon Forest,  
28 Mansfield Street,  
Bath,  
Avon, BA1 2DA.



Ray Radio Squibbly Skwob

## QUICK START INFO

Use: Yaw Tapcount 000

UP	Move up
DOWN	Move down
LEFT	Move left
RIGHT	Move right
FIRE	Fire Weapon



## ON THE LEVEL

**W**hether you hate sitting for hours in front of the keyboard typing in the Turbo

Typing (so there's one ready and waiting to go. It's a basic mode which enables you to get more than eight sprites on the screen at one time. Turn in Turbo Typing for further details. (The mode a slight time loss, but the typing doesn't actually relate to the letter entered On The Level, it relates to the letter about sprites on page 36. Sorry.)

FULL  
UTILITY

## QUICK START

Use: Yaw Tapcount 110

## SEND US YOUR SOFTWARE!

NAME OF YOUR PROGRAM:

TYPE OF PROGRAM:

YOUR NAME:

YOUR ADDRESS:

DAYTIME TELEPHONE NUMBER:

## DECLARATION

Sorry but we can't consider your program for publication unless you sign this declaration and send it to us with your program.

The enclosed program is hereby submitted for publication by commensurate terms. It is entirely my own work and as far as I know does not infringe any copyright laws. This program has not been submitted to any other magazine or software house and I will notify you if writing should this situation change.

SIGNED:



# CHARTS

## TOP TEN

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- THE SIMPSONS** ▼  
HIT SQUAD £3.99 **CF33 93%**
- MANCHESTER UNITED EUROPE** NEW  
BUZZ £3.99 **CF13 98%**
- TEST MASTER** ▼  
EAF £3.99 **NOT REVIEWED**
- RAINBOW ISLANDS** NEW  
THE HIT SQUAD £3.99 **CF19 92%**



## CHARTY FACTS

When the charts arrived for this month, I was surprised to see that Street Fighter 2 had been knocked off the top of the charts. But, as I found out from the lovely people at Softlog, this was due to a technical glitch. And so here it's still there at number one, and I enter my next American in this month's USA Top 50 software chart there too.

- 1 Games that cost more than a CD single in 1997
- 2 Games called Phoenix that cost more than \$70
- 3 Out-of-control games - here's the Richard Egan
- 4 Games that encourage you to take your clothes off

## AMERICAN TOP 10

- 1 AMERICAN 3D POOL (Shipping)
- 2 ALL AMERICAN BASKET BALL (Shipping)
- 3 THE JETSONS (No-Tec)
- 4 CALIFORNIA GAMES (Rise)
- 5 SPAGHETTI WESTERN SIMULATOR (The Hit Squad)
- 6 BEVERLY HILLS CATS (The Edge)
- 7 EU IN THE USA (Jedtek)
- 8 MIAMI CRASH (Jedtek)
- 9 NORTH AND SOUTH (Intergram)
- 10 KENNEDY APPROACH (The Edge)

## 10 TIPS FROM A RAZOR LOVING MANUFACTURING MOGUL WITH TASTEFUL TEETH

- 1 Shave regularly.
- 2 Own lots of completely bubble-free colognes.
- 3 Do go Harvard Business school and make lots of influential friends.
- 4 Leverage your assets.
- 5 Sell lots of things.
- 6 Never insult anyone.
- 7 Learn from your failures.
- 8 Give large amounts to see large shareholders.
- 9 Teamwork works.
- 10 Keep going for it.

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# SNIPPETS

All the news that's fit to print. And some other stuff that sneaked in anyway.

## SIMON & HUTCH

When Trent and Dave decided the mag we got together and decided that we really ought to have an editor, so we had a stip-around. We were hoping to poach the fit of the Sunday Times but as it turned out, all we could afford with the 17p and the link of word for work we managed to collect, was the reprobate Andy Hutchinson. (Manga format was asking 15p for him but we managed to knock ten down to 11.) (You'll never guess that Clair was writing the word you = BS.)

Even with a new editor we were a enter about so Clair popped next door and stole one of Amalad's editors star staffers. Clair had no problem getting past their new editor, seeing as it's our ex-probe Dave, but the staff writer Simon was a bit resistant. Eventually Clair managed to persuade him, in her own little way. (I'd it would really be a good idea to stop their like to keep the use of his legs.)

## WHAT A GIVEAWAY!

Hog on down to your nearest branch of John Menzies and you might be able to pick up a brand new CD4 for less than twenty smackersomes. They're slashing the price of the 66's they have in stock. All branches are selling their old stock off for less than £80, but at some selected branches you'll be able to pick up a CD pack for only £19.99.

## LIES DAMNED LIES AND STATISTICS

It's a recent national survey of 200 retail comic publishers the CD4 software market comes up trumps. It's a number seven in the total selling games software big ten, if you take it by revenue or by the quantity of games sold. Basically, 64 software brings in more money than Candy. Game Gear or Mega CD software. And here CD4 games are sold than the Candy. Game Gear or the Space. (What's more, it's catching up on the Atari ST, outselling it already in some areas.) So if your local retailer tells you that there's no call for CD4 games any more, don't believe him. The Commodore is alive and well, and making lots of money for the shops that do stock it.



Have our Simon and Hutch were getting on for to well in Ah, so we had to split them up sometime.

## THE GREATEST SHOW ON EARTH GOES TICKET ONLY

The line-up for the Future Entertainment Show (Nov 11th to 14th) continues to get more and more impressive. However, there's some important news that you must know about if you want to go. The show will be ticket only, you have to buy your tickets in advance, all of which means deciding which day you want to come on. Now the special show to visit would be either the Saturday or the Sunday, but we've got some news which might just send you flopping on the Thursday.

These lovely people at the West Country fair company are giving away 25,000 private tickets to their brilliant new 1985/86. (Maddie. Now, the CF team have seen this film and it's absolutely stunning. All you've got to do, to acquire one of these sought-after private tickets is attend the Future Entertainment Show on the Thursday.)

What with Madge Dins and Gemmahead! (Expecting live) from the show and some of the other game stands, you'd be a bit of a wally to miss this. Get your form down to the 'FES' and over to CF office in person. (If you can't phone this number, well see you there.)

051 356 5085

## EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for aliens.





# ALIEN 3

*It's big, it's black, it's boney, and it's back. Your favourite host, the eight foot ant with two mouths, the Alien. Send the face huggers off to bed, and snuggle down with a human carcass and a copy of your favourite Commodore mag.*

## ALIEN

Sigourney Weaver, John Hurt, and a few others go along to a planet investigating a distress beacon. Leaving the main ship in orbit, they whizz off down to the planet to find a huge alien ship which has crash-landed. John Hurt gets attacked by a baby alien, known as a face hugger, but after a while, they chase it off.

While eating lunch, John gets an acute attack of indigestion, and that small piece of indigested beef (Dickson's) turns out to be a killer ant who wants his mother. He waddles her through to wipe out all but one of the crew.

And so crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, and returning crew member escapes with a cat, and her life.

## GRAPHICS

The graphics are, to say the least, excellently drawn. The detail is excellent - with the firing of the gun creating white light over Ripley's face, and so many other little effects that really add that extra something to playing. You won't get bored, either, as there're many different backdrops and features to see, which in the process add a nice depth of atmosphere to the game.

The soundtrack is smooth, with sprites mixing of great speeds when necessary, but still looking impressive when they're not beeping all over the shop.

## MEMBER, CREW

lights alien, alien kills crew member, crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, and returning crew member escapes with a cat, and her life.

## ALIENS

Said crew member, Sigourney Weaver, gets in space a lot, and gets found after several years. She tells her tale (in max Hollywood style), and

they send a team of madheads headed by Ripley (Sigourney Weaver's character) back to stop the mutant alien ant creatures eating.

One by one, the



The planet faces that Alien 3 is set in have loads of hidden tunnels and walk ways, teeming with poisonous spiders.



Get too close to an alien and you'll lose your life.

## DIFFICULTY

There comes a time when every writer has to explain a theory. This time, it's difficulty curves. Is it just me, or were games like Crackle Egg, Asteroids, and other earlier creations about the only games to get the idea of a difficulty curve perfectly? When you're playing a game, you see, you don't want to feel thrown straight in an impossibly difficult opening level, and have to die several hundred times before you can grasp the mechanics of what you're supposed to actually be doing. It's a much more logical idea to have a nice easy opening level with a gradual increase in difficulty which builds until you achieve the desired level. This process would have lowered the shelf lives of many bad games through history.

I'm glad to say, though, that Probe (the team behind the game) have got it right. The opening level lets you slowly get used to the feel of the whole game, rearing up future successes or failures to determine how long you play for.

team of madheads be out, leaving only Ripley, another Ripley (John), a child (don't ask), and an android. Android saves the day, but another alien pops in for tea and the film only ends when Ripley's bought the creature inside a metal reinforced body suit and was, stuffing it out into space.

## ALIEN 3

Lots of people go back to find the aliens, and just about everybody dies, after lots of suspense and the like. They also write a computer



That will always about looking before you leap takes on a whole new meaning on these levels.

ALL TIME		
# PERSONS RESCUED	850000	2000
# TIME REMAINING	0:00:00	100
# PLASMA BATTLE JAPS	000000	00
# PLASMA TRIGGER PUL	000000	000
# PLASMA SHOOTER	000000	000
# GROUND LAUNCHER	000000	000
DIFFICULTY NORMAL TIME	00:00	11000

Make it through a level and you get a run-down on how you did. Only five prisoners saved, 0% done.

## CF VITAL STATISTIC

**GAME**.....ALLEN 3  
**PUBLISHER**.....VIBRANT 3  
**CONTACT NUMBER**.....081 888 3333  
**PRICE**.....£7.99  
**AVAILABLE**.....NOVEMBER  
**OTHER INFO**.....TAPE ONLY, I'M AFRAID

game about it, and it gets sent into CF for a preview. They give it the cover.

## THE GAME

Like all the best ones, *Allen 3* is an arcade platform game. The basic plot is you, playing the part of Ripley, have to run round buildings disposing of all aliens, clearing prisoners, or a combination of both. The game itself runs across 16 levels, each of which can be either Rescue (just rescuing prisoners), Blast'em (killing every damned thing), or Blast 'n' go (a bit of both).

Each level has a main section, and is linked to the next by ventilation shafts, which Ripley frequently (and with ease!) is able to slip up even more of the foot alien things.

There are three main obstacles to overcome on each level.

- **Aliens** - loads of 'em. Crawling, running, leaping.

## SOUND

Atmospheric. What more can I say? The sound is sparse, but used to good effect. Certain things weren't included, such as the grating on the proximity detector, but these would probably get on your nerves after a while anyhow.



Jolly happy-go-lucky isn't it. Funny enough William Gibson didn't invent that expression, although he did come up with the virtual term Cyberspace.



## Now white

The aliens have impressive teeth and acidic blood. Ripley's got a jolly large gun.

## IMPACT

Another important feature in a game is its initial impact. This covers several points.

- **Initial Attractiveness** - when you first start to play a game, that first minute has got to have one characteristic - it's got to be fun. Plain and simple, you have to enjoy it. If you don't, you probably won't play past that minute.
- **Ease** - in *Allen 3* I've started on about it earlier, I won't talk about difficulty curves, but needs, suffice to say there has to be one.
- **Size** - for one likes to feel that they're not really getting anywhere. Giving the player an initial success is ideal.

I'm happy to be able to tell you that it feels like Ripley have covered every point here. As for its initial impact gone, *Allen 3* grabs you by the face and stomps a tentacle down your throat almost immediately.

attracting... You name it really! They're all after you, or waste you quick.

- **Geography** - finding your way around and locating each prisoner is a fairly difficult task on a level of the kind of size we've got here. After you've found all the prisoners, you've still got to find the ventilation shaft to escape, which is no



This contestant from the Crystal Maze has got a bit lost and ended up in *Growling*.

easy task in itself. You'll also have to find your way around the shafts in order to get to the next level, as they branch all over the place as well.

- **A time limit** - and while you're trying to get to grips with all of this, there's a clock steadily counting down against you - and you only get a few minutes (if that) on each level. Not making it to the next level within the time limit will lose you a life - No Fun.
- **Real news** - Occasionally, you will also come up against "guilt-traps". Remember *Alien 3*? Remember that huge mother thing? It's a bit like that, only a bit more mobile, and a bit more able to wipe the floor with you. Weapons like flame-throwers really come in handy here, as bullets really don't cut it with this kind of beastie.

## SO...

All that remains to be said, then, is that truth what we've seen so far, this looks like a damn good platform stomp-in' about set-up. We're all waiting with bated breath for the release, and the CF review.





**W**as found. Since sitting in a corner one day, having been kicked out of the Ambedkar Auditorium for doing unacceptably violent things to the pilots in flight simulators, and started wondering what he'd do if he could create his own flight sim....

## PLANE AN SIMPLE

You know, it'd really love to sit here and confidently say that I know all about flying planes, and what my perfect plane would be, but my only experience of flying has been looking out of a shaded glass window down at Mount Vesuvius, some French village, or the motorway near East Midlands Airport. Never, ever, have I had the dubious pleasure of being in control of that huge lump of metal. The closest I ever really get is a lump of pixels on a computer screen.

This is where things get really fun, though, as when you get

*If you ask me, Chuck's a heckin' cool fella for this sort of thing.*

loaded of flying around or killing things, you can always practice some holy death defying stunts without fear of having to be removed from the tarmac with a duty knife shortly after. You can land without a landing gear, too.

# THE ULTIMATE FLIGHT SIMULATOR

*If you had a nifty programmer and a few weeks, what sort of flight simulator would you create? We asked our fly-boy, Simon Forester:*



*Chuck's trainer is brilliant for teaching me to fly.*



into buildings, fly into mountains — you name it. Some of the better games, even home laptop sims, allow you to fly upside down at ground level, and read the pilot into the ground with about 3 Gs of pressure.

Even the best equipment can cause problems, though, as games get more and more like the real thing, and you end up using the entire keyboard to get all the various bits and bobs before you can get in the air — boringness! What happened to all the fun?

So what would you include in the ultimate flight sim? I think I've got a pretty good idea....

## OH, FLAPS!

*You're flying along quite happily, okay, when you try to pull back.*

## THREE TERRIFIC TRICKS

*I thought I'd let you in on three manual tricks to master to make people think you're really good with flight sims and planes in general. It was going to be*

*fun, but how big can a breast be, for Dad's sake?*

● **Drop to about 500 feet, and flip the plane.** Then ease the plane gently into a climb, so that you gradually drop down, and stop at about ten feet from the ground (or as near as you can make

it). Dive into the sky, and see how high you get before plummeting into the ground net first.

● **Get to about 500 feet again** (assuming you land that long), and set your flaps to a high position. Bank to the right, and keep banking until you manage to flip about five times, climbing when you're the right way up, and diving when you're upside down. Then stop the engine, and see how long it takes you to get back in control.

● **If you've got flaps, then set them to the up position.** Then pull up on full throttle, until your plane is vertical, and as full throttle. Do nothing else — just

instead of actually climbing, you get to a certain angle then dip straight down. Great. There's some ground coming up really rather fast.

If it's not that, it's your altitude — you can be flying in a straight line, and managing to turn corners, wow! What, there's this little flap at the back of your plane that you completely forgot to adjust.

When it comes to building the ultimate simulated plane, all of this technical musing just really should be automatically inhibited or missed out altogether. I mean — why don't anyone develop an endorsement that automatically stops out when you drop below 100 feet or so?

So far our plane, we'll need a computer better than any of the Power PCs offers, you seem to find in the really advanced military games of today.

## POINTS OF VIEW

One of things it's always nice to see in a flight sim is your own plane. Instead of just looking out of the window and seeing the mountains you're about to smash into, something

like the many plane view options in *Death* would be nice, where you can see all the practical views of yourself spinning down into the ground, mountains, trees, etc., as well as a number of dramatic nose and wing shots that serve no purpose except to make your flying look incredibly impressive.



*The control tower view really adds something fun.*



*I bet you'd see about twenty of these planes coming in.*

STEALTH MISSION



Another thing which has been included in *Death* is a master's eye view of the action, so you get to see the whole thundering assault on enemy planes and ground troops around.

As well as this, we should finish in a few more cases for the sake of it – ground observers for air-to-air type fights, and a control tower view for those terrifying dog-fight flybys.

## BI-PLANES (SORT OF)

*SWARF* is a very lonely place, you know, and there's only room for one in the cockpit... American-made junkie mode, it does get a little lonely continuously doing alone, and not being able to heat the spiritbox



screaming at the airframe.

When it ends... Oh wow, I'm getting sick to my

stomach you've just killed in a very humorous of

amusing way. But has there ever been a two-player flight sim? *Drop*, *Tigra Gun*, and it was fun, tremendous fun. Additively fun, also get an *SWARF* – *Drop*.

The idea was simple. Give players half of the screen each, and for their share look after around a real landscape, with only bullets and missiles to help them. So why was it so damned good?

Well, there are two types of two guy set for as a computer games go like



with the same 1/2 split. You can't see the other player's screen.

## JOIN THE ELITE

There is another type of flight sim, though. Ever played *Elite*? It's the kind of game you'd expect if you crossed a flight sim with *Star Trek* – packed full of hyperspaces, missiles, victory ships, planets, galaxies, lasers, aliens, pirates – the list is endless.

Flying in space has several advantages as well – it's hard to crash a ship when there's no gravity to pull it down and no ground to crash into when you get there. It also happens to be one of the greatest epic creations in computer gaming history – don't miss it.

shoot variety, and the intiating variety. When a blast intially chases you in a plane and you go into a vertical climb (always assuming you're in a plane as well), it will follow, expecting you to attempt to loop over and drop back down behind it. Intiating enemies aren't like that. They simply stay in one position, and keep firing. And when you climb, they'll keep on and you make some space, but they keep firing, and you die. Where's the fun? What happened is games of chicken with attitude!

That's where a two-player flight sim really comes into its own. Think about it, then go out and buy *Tigra Gun*.

## SHOOT TO KILL

One thing I've always hated in flight games was the ability to run completely out of bullets at a vital moment.

When I'm killing something, I like to finish the job, and when I'm attacking a group of planes, I like to be certain sure that I won't run out of bullets halfway through a brilliantly advantageous attack position and get blown clear to safety and back.

So I want a ship that doesn't run out of bullets. Realistic, no. Simulation, it isn't. But games like *4TF*, really do benefit from a complete disregard for everything that's realistic. What, hey, it worked for *Planet Playday*.



So that all your tanks to die is kill!

Play & enjoy back from your own adventure!



There's nothing like a huge amount of weaponry to get the game to a good start.

## SEEK AND DESTROY

Missile, ah! They come to our country, and take all our to points... If you can fire them,

that is, if you get lumbered with a fighter plane like *F15*, *F16*, *Death*, or any of the other sims based on advanced fighter planes, you'll be doomed to spend the rest of your days messing around with weapons status screens, trying to learn all your missiles in the game, whilst keeping the whole affair light enough to get more than a

foot off the ground.

If it's not loading problems, though, it's missiles with loading screens. It's absolutely no fun to

spot an enemy target, and trying to fire on it, only realising at the very last minute that you've got to repeatedly press a key to cycle through the many different types of missile to find the one you want by watching two letters in a box change, by which time you've either shot the target, the target has killed you, or you're to the ground, meaning your fate completely sealed.

So what I think I'd have is a single type of missile, that can be locked onto a planetary



Loads of missiles means fun gameplay.

**F-16**

FLY & ENJOY BACK FROM YOUR OWN ADVENTURE!

**D**  
Digital Integration



Expanding on one of the most ideas I've ever had, this masterpiece is heavy to play long enough to write only a few words about.

## FLYING HIGH

Small Mission  
Advanced Tactical Fighter  
Gunship  
Chuck Yeager's  
Site

## CRASH LANDING

F16 Strike Eagle  
F16 Combat Pilot  
Spartan 40  
Strike Force Harrier



Lots of cockpit are full of technical data and things, for the simplicity of ATC.

thing also is your sights, and head-aim, and better style. I suppose for ground targets it might be nice to have an equivalent kind of thing for dropping bombs, but a feature to see downwards and target modules in all six directions would really solve all the problems of ground sights.

## FLYING HIGH

In summary then, I've got a very clear match of what a fight sim should and shouldn't be, and what it should and shouldn't have. We want a plane that's reasonably intelligent, and doesn't need to be reminded to pump fuel through the engine and keep the wings on the body. It should have either very smart computer opponents or a facility for two players. Bullets should be infinite and missiles should be easy to use. A variety of viewpoints, though not really essential, would be nice. And lo, you've got the nearest plane ever to fit the bill!

## NEXT MUMF

We've analyzed flight simulators, we've criticized shoot-'em-ups and we've driven racing games round the blocks until the poor man's empty race track game is far better on the ultimate platform game, if you've ever turned. Thing and his spring, or belatedly the lack of complexity or freedom that you'll have an idea what should and shouldn't be included in games of this genre. Tune in next month and see if you agree with Simon's Ultimate Platformer.



# THE SKY'S THE LIMIT - 30 FUNKY SIMS RATED

Jet	Cassade	Dec 88	*****
Jet II	Cassade	Oct 87	****
Jet On Aces	US Cable	Dec 88	*****
Juggler	USGold	Dec 88	*****
After Burner	F16 Squad	Apr 88	***
Advanced Ranger	Kix	May 88	****
ATP	Digital Integration	May 88	***
Bull Flight Sim	ISI	Oct 87	*****
Carrier Command	Parade	Jan 88	*****
Chuck Yeager	Electronic Arts	Jan 88	*****
Combat Zone	Exxon	Dec 88	***
Daylight T-87	Strattek	Jan 87	***
Elite	Parade	May 88	*****
F-16 Tactical	Admission	May 88	*****
F-16 Combat Pilot	Digital Integration	Jul 88	****
Fighter Bomber	Admission	Mar 88	****

Fighter Pilot	Investment	Mar 88	***
Gateway Air Rally	Admission	May 88	***
Gladiator	Microprose	Apr 87	*****
Jumpjet	Arding	Aug 88	***
Spartan 50	Microsoft	Jul 88	**
Stealth Mission	Sublogic	May 88	*****
Strike Force Harrier	Microsoft	Nov 88	*****
Thunderbolt	Digital Integration	May 87	*****
Top Gun	ISI Digital	Mar 88	*****
Typhoon	Exxon	Dec 88	****
US Topdown	USGold	Feb 87	*****
Wing Commander	Microprose	Aug 88	**
X-15 alpha Mission	Admission	Dec 87	****

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MICROSOFT  
PROGRAMMED BY  
MICROSOFT  
AND  
MICROSOFT

MICROSOFT  
STRIKE FORCE  
HARRIER



Strike Force Harrier is not, in a sort of way, my god, how do I get this thing off the ground? And what do all these fuel tanks do? Why does it have a fuel tank? The jury process in the packaging? Why is this so damn so damn so damn? ...



I'm sorry, I really tried to do an entire three-page with more readable captions, but I lost a lot of the very last minute. Separate the man from the boy, captain.

# BACK IN THE DHSS

When the recession hits, even heroes can fall on hard times. Stuart Campbell heads for sunny Commodoria and investigates the jolly worrying plight of the unemployed games characters.

**T**he sun was blaring down on the JovComms On

Commodoria Main Street. The air wasn't forming was on the fang and the counter clerks were getting more and more irritable by the minute. Surely a moment went by without an interrupted sigh-scooping from one corner or other of the office as tempers frayed in the sweltering afternoon heat. Suddenly, at a quarter to one, it happened – someone snaggled.

"Maanngg! I can't take any more of this!" screamed Bitty O'Leary, one of the office's most experienced members of staff, as she tore the side of her blouse revealing off the top of her desk, and strode urgently towards the door, leaving a small white shape sitting bemusedly in the facing chair. Eddie O'Malley, senior supervisor on duty, spat out a flame.

"Bitty, wait!" he cried as he moved quickly to intercept her movement. "What's wrong?"

"It's wery, Eddie," Bitty wailed, "but I just wasn't trained to cope with this kind of thing. The long-term unemployed I can handle. Rapid Out Service staff doing up to 16-hour voluntary work a week and seeking marriage tax relief – no problem. But this new intake we've had to deal with since the infrastructure re-organisation – agh! They're useless! How am I supposed to feel genuine enjoyment for this lot?"

"Come on, Bitty, they're only a few computer games characters down on their luck. You can handle it! Look, I'll help you out. Let's take a look at the resumes."

**NAME:** Willy, Minny

**AGE:** 30, but looks 50

**OCCUPATION:** Miner, socialist

**LAST EMPLOYMENT:** Self-employed mining venture at a small site near Salsbton. Made vast sum of money, which was subsequently squandered on non-tax-deductible "charity" parties at a large mansion, since repossessed by building society.

**QUALIFICATIONS:** Open University degree in rock formations, Ph.D. in Advanced Top Hat-Wearing.

**EMPLOYMENT SOUGHT:** Mining, charismatic leading, cavewoman-proofing.

"Willy, I see your point", said Eddie. "Hang on, let's call Bitty over." Bitty O'Leary, Careers Advice Officer, responded quickly to Eddie's call.

"Let's see... well, of course, there's no mining industry left in the country to speak of, so that's that avenue pretty much blocked out. The history of abolitionism makes her unsuitable for office.

work, so we'll need something that keeps slightly less regular hours. Hmm. Bitty paused, looking thoughtful. You got it. He can wear a top hat, can't he? What kind of job involves top hat-wearing and keeping irregular hours?"

"Being married to the Queen?" offered Eddie, more in hope than expectation.

"Well, you're close – styled Bitty. He can be a butler. Bitty, check the files. I'm just we can have Mr Willy fixed up with some top operating gentleman in no time. With his speed of movement, bulk in grace and ability to wile spectators in one go, he'll be great. Now, who's next?"

**NAME:** Spring, Thing On A

**NAME:** Spring, Thing On A

**AGE:** Utilitarian, but rusty

**OCCUPATION:** All-purpose bouncing

**LAST EMPLOYMENT:** No history of general work. Thought to have been involved in work for an American government agency in Korea and South America.

**QUALIFICATIONS:** Extreme bounciness, and some magnetic properties. Known for his ability to dance to Belgian style techno music.

**EMPLOYMENT SOUGHT:** Manual work preferred, but office work in a non-casual capacity would be considered.





"Now this one's a bit trickier," mused Eddie. "Modern man-made technology has it all but come down to the need for simple mechanical tools such as this. We'll need someone from the Council Works department in on this one."

Lucky at that very moment, Wendy O'Donaghue from the Roads And Highways Department walked through the door. "Wendy over here!" yelled Billy. Wendy shook her mane of long blonde hair and smiled over uncharitably.

"What seems to be the problem, lass?"

"How on Earth are we going to find a job for this... thing?" stammered Billy.

"Look, it'll be a do-die. All we have to do is find a vacancy and hold it around a bit so that our chap here can do it. Let me think for a moment..."

The team watched expectantly. A few seconds later, Wendy had it up. "We've got it down in Roads, And Highways just now we've got a lot of seemingly unnecessary random road digging up going on at the moment, and we need absolutely loads of traffic cones. With his special-unique construction, Mr Spring would be ideal material for having alternate sides of his spring painted different luminous colours, and with his mobility capabilities he could simply heave up and down the boundaries of each set of roadworks, saving us the expense of having to put ordinary static cones along the entire length."

"That's brilliant," Eddie exclaimed. "Another minute removed! We're on a roll!"

"Don't get cocky, Code," said Billy. "The next one's going to be really tough..."

"I see what you mean," uttered Eddie, nonchalantly. "I doubt if we're going to be able to do any good with this job at all."

"Never say die, Eddie!"

Wendy enthused. "Nothing's ever impossible—you just need to find the right man for the job. Get me Billy O'Donaghue!"

Billy made a quick telephone call.

Minutes later, Billy O'Donaghue, Inter-Departmental Head Of Really Difficult Stuff, appeared on the scene. "What seems to be the problem, lass?"

"We've got the job done—frustratingly late—thanks to a dangerous and we've got to find them a 'hullab' job," said Billy,

not understandingly.

"Come, come, now Billy," scolded Billy. "Trust what we're told for, I'm sure we can come up with something appropriate if we just apply ourselves for a moment." He seemed to glance at Bob and Bob's case for barely a second before looking up, his finger held a picture of the street scene and assessed authoritatively. "Why, I remember only this morning seeing a card advertising a job for less healthy young men that would put their feet on the very ground!"

"What was it?" asked Wendy. It is an exciting yet intriguing interest.

"The speaker of the House of Commons needs someone to start the politician's when they get out of order," stated Bobby matter-of-factly.

"But... what about the windows and stuff?"

"Oh, for goodness' sake woman, this is the real world. Get a grip. It gets been off our hands, doesn't it? Sometimes, you need a more lateral approach..."

Eddie noticed Betty's sudden darkening of spirit. "Never mind, lass, only a couple to go."

"Yeah, but those two aren't even proper human beings, Eddie!" she wailed. "What was the last vacancy we had for a couple of lasses?"

"I know what you mean, but while doing pretty well so far, surely we can manage something."

Suddenly, Wendy piped up. "I don't know about the ladder stuff, but I'm sure there's something about those two that's not on the form... You, I remember now! They've got a couple of rods that they can wave from side to side really quickly!"

"Oh, lass! What help is that going to be?" spat Betty. She was beginning to grow tired of Wendy's insubstantial strength of cheerfulness.

"Well, at least I'm lying," Wendy retorted, her smile growing perpetually broader. "Mudge O'Donaghue has the Home Help Department couldn't help but overhear the conversation."

Actually, it could be somewhat with a good ladder and the ability to wave their arms from side to side," she offered happily. "We're always after someone to clean old folk's windows for them. Buy a cheapo ladder and the end of those magic rods and we might just be in business..."

"Good!" roared Billy, waving his hands in the air in a heroic wave last of wavy. "That one's left!"

#### NAME: *Wendy*

**AGE:** Unknown, but dangerously close to going off.

**OCCUPATION:** Embryonic states, hence no legal employment permitted before the age of 15.

**LAST EMPLOYMENT:** See above.

**QUALIFICATIONS:** Advanced intellect, ideally suited to the solving of obscure lateral-thinking puzzles.

**EMPLOYMENT SOUGHT:** Anything involving heroic rescues of defenceless females of a similar species. Active against light-raye walking, purely with, stand work, saving of nights.

#### NAME: *Bob, Bull And*

**AGE:** 13.

**OCCUPATION:** No previous occupation (see below).

**LAST EMPLOYMENT:** Formerly illiterate, and hence exempt from reading work, but was made exempt.

**QUALIFICATIONS:** Good Reading-Threading, and a proficiency in Really Fast Arm-Flapping from a correspondence school.

**EMPLOYMENT SOUGHT:** Really, any job to do done by two people, working alternate shifts.

#### NAME: *Billy, Farm And*

**AGE:** Both 1 (2) in baby years!

**OCCUPATION:** Farmer

**LAST EMPLOYMENT:** Chief nut-collector and Betty-smeller pursuant to the Queen of the Fairies

**QUALIFICATIONS:** Both claimants possess the ability to create a magical ladder and move it systematically across a limited range.

**EMPLOYMENT SOUGHT:** Any light work would be suitable, as the claimants have latent potential for hard physical undertakings.

Dico, who'd been sitting quietly at Betty's desk all the time, put his copy of "Commodore Farmer" down on the table and looked up cheerily.

"Oh, now even I can do this one!" cried Betty.

"Oh?" said Eddie, bemused. "The completely stupid myself. It's not as if we can safely employ her anywhere, has her shell rules her out of most work. What good could an egg possibly be for anything?"

"Easy," said Betty triumphantly, simultaneously lifting up the small white oval in her hand and bringing it down sharply on the corner of the desk with one well-moistened "LUNCH!"



# THE NIGHT BRAIN

## NEVER ENDING STORY

Dear TMB,

I have had my Commodore 64 for over a year. I have a database and some blank tapes and I do not know how to save stories that I have written on-screen onto tapes. I have tried several things but none of them seem to work. Please could you explain in simple terms how to save on tape.  
Tanya Dugg, Nottingham

The problem here, Tanya, is that you're overestimating how intelligent your C64 is. What you need to do is load a word processor into memory first and then save your stories to tape from within it. You see, your 64 is particularly dumb unless you load a program in first, it needs explicit instructions to be capable of doing the simplest of tasks. The reason your stories aren't being saved is because the computer has no program in its memory instructing it to do this. I can recommend the word processor you

*He might simply be a pulsing mass of corpuscles, but he's one intelligent organ. If you'd like your questions answered, write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.*

got within *Max Office 2* (see page 52 for details). If you loaded this program into memory and then typed your stories in, you'd be able to save them to tape and even print them out on a printer.

## DEVICES AND DESIRES

Dear TMB,

- 1 What are devices?
- 2 Can you make a computer talk?
- 3 Could you tell me if I can still get all the Commodore Formats from 1 to 287 where can I get these from?

Walter Mitchell, St Helens

1 Ah! Truly this time, I notice that in the context you're referring to, devices are anything which you can connect to your 64 such as a printer or modem. You could of course be referring to the floppy disk if the bit-matched emulator which was used to great effect in *Metaphysical Justice* (Prof. John Deener's reference to his wife and the sun).

2 Give me some (dummy) screen, a large piece of sticky tape, the collected works of Denis Menegay and half an hour and I can make anyone talk.

3 Unfortunately, we've sold out of the first couple of year's worth of Commodore Formats. However if you need to get hold of issues 20

## CLUR NOT HOT?

Dear TMB

1 I've started to make a database with the statistics of the Olympic basketball team using information for a magazine. Is this illegal?

2 How are games put onto the Commodore cartridge?

3 What, in your opinion, is the best 64 game ever?

4 How many computers wants to marry Clur? Would you agree with me if I said that these people need psychiatric help?

5 Why aren't C64 games on the shelves anymore? Is it because people

think the Commodore is no longer popular?  
Andrew Webb, Dorsetshire

1 You'd have to ask the magazine in question. If it's just statistics then I doubt that it's illegal. If you stole the magazine you're getting the data from then it's definitely illegal.

2 They get blown into Form (Programmable Read Only Memory) chips using a Form blower. The process is very similar to saving data on tape or disk, except of course that once the data's saved it doesn't take any time to load.

3 (Obviously, that's hard to be neutral. Although *Magnum* in *Monsters* looks like it's going to be a stunner.)

4 Could be because she's bright, attractive and popular. Include yourself!

5 Those nasty consoles have taken over the shelf space in shops somewhat, because these cost so much, the shopkeepers make more money off them and they therefore stock them in preference to C64 games. It actually has very little to do with the Commodore's poor quality: good games still sell lots. Software companies like US Gold and Virgin wouldn't keep releasing games for the 64 if they didn't sell. Besides, the budget scene is still very healthy; it mainly through retail order of which is great news.



Wizball's really beautiful game of an hour. Except for shorts.



answers, turn to the back issues order form on page 13.

## MAKING THE UPGRADE

Dear TMB,

I have been wondering if you can upgrade a Commodore 64 to an Amiga 500 or 600. If you can't could you tell me where you can get it done.

Jason Pegg, Why?

Simple enough, this one. No, you can't. The Amiga is a completely different machine to the 64 with different chips, a different PCU, a different case and a different price tag. All of which begs the question: why would you want to upgrade? Amiga games are horrendously over-priced and quite lacking in the gameplay department. Take it from a manly pulp of high IQ brain games, the 64 is the way, the truth, and the light. Or something.

## MAD BLOBBY THING

Dear TMB,

I'm writing to compliment you on your latest issue, sensible answers and witty writing

# READERS CHARTS

## READERS CHARTS

OK, here we indulge you young humans. Here's the bit of the magazine where you get to praise your fave CD games. First up is Lee Oodles from Trainers (I believe they're a bit up there).

1. *Turbo Out Run* (Bandai Arts)
2. *X-Def* (Bandai Arts)
3. *Street Fighter 2* (AT&T)
4. *Anarchy* (Kubrick)
5. *Madcat Hawk* (Ocean)
6. *Cabal* (Ocean)
7. *Flender's Quest* (System 3)
8. *Crashers* (Thalonia)
9. *Haropop* (Thalonia)
10. *Boulder* (Gaming)

And slotting in quietly with a very affordable fan is James Hainswood from Kabbalawanda (or Thalonia).

1. *Crashers 2* (Thalonia)
2. *Little Knight Turbo Challenge* (Demarc)
3. *Crashers* (Thalonia)
4. *AT&T* (PD Release)
5. *Bladeburner* (Gaming)
6. *Haropop* (Gaming)
7. *Menemzet* (Sever) (Have a guess)
8. *Runbow Islands* (Ocean)
9. *Emily Hughes International Soccer* (Gaming)
10. *Lords of Chaos* (V&S Gold)

style, I'm also led to believe that CP is the best of the best. Now hopefully I have flattered you into giving me some semi-able answers.

- 1 Why is your coverage not named like *PowerPlay*.
- 2 Take up a large Photos Mangle and leave Twenty aside to give inside into a few more pages of excellent programming info.
- 3 Bring back a budget section to CP and save the main releases for the good reviewers like Chr and Lisa.
- 4 Suggestion: Kill Twenty-aside (Is that ambiguous, Brian?)

History will get you everywhere, especially if you're as vain as I am.

- 1 Because that's a stupid name for anything, least of all the best quality coverage available.
- 2 Not much point really as Twenty's left and Hutch is over at the helm. His Madsness has indicated that he may give inside into more soon if you fall asleep.
- 3 The vast majority of releases are budget now and so CP'd be fairly pointless. The main releases you refer to compare maybe one game an issue, in other words it'd be a jolly small section of the mag. I suggested to the gals that they should review more games, but Chr simply stuck a safety pin in my cerebral lobe and Lisa was far too involved in unscrupling her credit card bills to devote the necessary time.

- 4 What a stunning young man you aren't. Twenty was so upset at your suggestion that he quickly fled the magazine and asked Hutch to take over. Violence is the last resort of the empty-minded. Incidentally, if you're unemployed why do you live in Bristol?

## DECAP ATTACK

Dear TMB,

1 What is your opinion is the best driving game, shoot-'em-up and best-see-up on the CD4?

2 Do Klax have any plans to release more games on their XL, too, as I have Prises

## FOOTY FAN

Dear TMB,

Please could you put a full game of Arsenal FC on the powerpack, because I think Arsenal are brilliant. James Lane, Bristol!

Out of the question I'm afraid. I've put my team's simulator on the tape it'd have to be Bristol Rovers. If you had an FC as large as mine you'd realise that my team are far superior to the Gunners.



- think it's brilliant, and if
- 3 Where can I get hold of Frankie Goes to Hollywood by CD?
  - 4 Were you separated from a body or were you born like that?
  - 5 Here are my ten favourite songs

1. Jersey - Pearl Jam
  2. Even Flow - Pearl Jam
  3. Rain - An Emotional Fish
  4. Care in the Cradle - Light Kid Joe
  5. Neighbour - Ugly Kid Joe
  6. Alive - Pearl Jam
  7. Deep - East 17
  8. Busy Bee - Ugly Kid Joe
  9. Are you gonna go my way - Lenny Kravitz
  10. Introsence - An Emotional Fish
- Denis Lyman, Glaston - Ireland!

1. Best Car Race, Sunbird, PC.

2. Yes they do. In fact if you turn to page 56 you'll find a review of the latest CD, release, namely *Gunship*.

3. My friends write a copy or two at a car boot sale in Clapham.

4. My race evolved and grew beyond the need for a body.



the answer is that I was born this way. Rather believing aren't I?

10 **Boxes.** You're tenting into gunge-metal and then (hoping my readers'll notice) you go and put East 17 in at number 1. Pearl Jam are good though.

## C64 UPROAR

Dear TMB,

I've recently contacted with the C64 corps. I bought the machine for my son who is 7 and therefore I play most of the games for him. If you know what I mean, I have just bought my first issue of CF and I am impressed. Compared to what we used to get for our machines in the early eighties, I wonder if the youngsters of today realise how lucky they are.

1 Why are most games so damn difficult to play? I have spoken to many other people and the emphatically agree that most of their games have never been completed.

2 How do you use the Poke cheat routines?

3 Which back issues would you recommend for games that are comparatively easy to play?

W.A. Reig, Slough

Welcome back to the 64 Corp. As to your questions:

1 Many people would argue exactly the opposite: that games are actually much too easy. Programmers usually include a cheat function in a game so that people can see the end of a game. Personally I've completed every game I've ever played. It's tough being the great.

2 The things can be used by anyone. Simply open the program and follow the on-screen instructions. To use a retail poke or an Action Replay poke you'll need an Action Replay cartridge.



## DINO DILEMMA

Dear TMB,

1 Who has got the Jurassic Park licence?

2 Is there any chance of G3 No More Learnings or Learnings 2 appearing on the C64?

3 How much is Final Fantasy and how can I get it?

4 Which is the best driving game on the C64?

5 What was the first 16-bit computer ever made?

From old Geoff's printing stream.



It is hard to think you'll be allowed to fly all the British suspension bridges.

Those

freeze your machine, enabling you to subtly alter the game's memory before starting it up again.

2 Tough question this because I don't know how good you are. However, check out Alternative World Games on issue 27, John Lewis's Clats on issue 26 and Nick Finkler's Car on issue 26. These are games which anyone can play.

## HOLIDAY CHUMS

What can I say, Crooner was great. Those pubs I mentioned last month seemed up-a-lark feast for me and, to be frank, I wish I was still there. While I was crushed out on the beach, I met these two chaps who tried (rather badly I must say) to sell me a deckchair. I didn't need the deckchair (I prefer to sit in it if you see), but I loved them and so offered to get them an ice-cream each. This picture of the lads was taken when they realised that I really didn't have any real money and that they'd have to pay for the ice-creams themselves. I reckon that they could go far if they learned to lighten up a bit.



- 6 Which is the best 16-bit computer?
- 7 Which is your all-time favourite issue of CF?
- 8 What is your favourite game and demo ever on a cartridge? Can Bobbie, Daventry

1 Could have the licence to Jurassic Park. As far as we know it isn't going to appear on the 64.

2 Considering the problems that they're having getting Learnings out, it seems a 50/50 chance.

3 This isn't available at the moment. It may appear on budget sometime though.

4 Stars Car Race.

5 The Atari 520.

6 This question, eh? There's no such thing as a good 16-bit computer. If I was forced to get one on purpose I'd have an Amiga 1280 though.

7 This one.

8 Trust CF 50 and Carnage (CF 60).



## GERMAN HERMAN

Dear TMB,

1 I recently purchased Captain Blood. Any chance of a translation of the instructions. German is not one of my strong points.

2 I also purchased Extreme by Digital Integration 18 months ago and I haven't been able to get past Sector One. D Hardline, Throbbing Heath

1 You're right they are in German. Here's a snippet "Diese schrittweise Geschichte beginnt an einem schutzgekauften und eingetragenen Wintertag. Fünf Inoff von Kaiser im leichten Hupfcoaster..." This means, and I quote, "Take two large eggs, place in a bowl, beat with a fork. Now add half a cup of flour and a large knob of butter. Take a bit of the 2nd mini-mountain, pass the garage and then throw the javelin at an ideal angle of 40°..." Easy.



2 If you haven't got anywhere after 18 months then I'd give up. Trying to send out newsletters instead.

## LIFE, UNIVERSE ET AL

Dear TIM,

Hello. Could you, as you are the cleverest brain in the universe, answer my questions? 1 Can you use a mouse in Lemmings?

2 Since Scaphie of Baghdad has now been released will you review it again?

3 What is your favourite game? Mine is Quottrancees. Michael Jones, (Widow P.J.). You simply can't be Trenton I am referring to *Street Intelligence* (CF 35), your IQ is -1 while Trenton's IQ is 20!

1 Simply put, without loading about the book, the answer to your question is no.

2 We don't do reviews of Scaphie again. The original review score of 12% in issue 29 stands.

3 Apart from *Widow*, which is my top favourite game. The five I'm playing concurrently at this moment in time are *Creators*, *Hedfield*, *Liverpool*, *Drop Zone* and *Colossus Chess*. But according to my recently updated personal files (since when have you been keeping stuff like that?) - (2) the team's favourite games are: *Widow* - Michael Oller - *Neobots* Glen - *Ik* Lisa - *Box* (it's her secret opponent) Simon - *Ik* P.J. And if I had Trenton I couldn't have beat myself.

## RETURN TO SENDER

Dear TIM,

1 Why not hold another Arty Party? I'm sure lots of *Satanic Patrol* jobs have been done and people are anxious to get them printed.

2 Any game I have ordered from a mail order company has crashed. At first I thought it was the fact that I have an old version 64 or it was my datasets, I got a new dataset but still no change. I have

bought a few games from a shop and none of them have crashed since. I don't understand it so please can you explain it. 3 My trusty old 64 is getting old (about 9 or 10 years) and it's been serviced

twice. All is fine except the sound,

there isn't any! I don't have the TV, so is it the lead or the 64 or what?

Blah Martin, Arlesey

1 I think would love to look at your pictures. If

## YO SYS!

We to the one with many names,

1 What is 'Your opinion is the fastest about' - I'm up on the 64?

2 Why can't you print SYS calls with Action Replay games as we lesser mortals who only have read cartridges can use them too?

3. Why was the universe created? May you never get your shoes full of sand. *Four Fancies, Gwent*

1 Even, quite a difficult one this, without getting too precise and taking to account the amount of copies on-screen and the speed of them, as well as considering the scrolling speed of the background and the release rate of repeat fire. Hmmmmmm... just wait a microsecond while I do the computations... 4 is the power of 2384

multiplied by ... integrate twice divide by the numerical constant of the universe and take only the number you first thought of... Top, that's it. It's a viny viddy run thing between *Attack of the Muzak Demons* and *Drop Zone*.

2 When you reset your computer on a lot of games the program will corrupt, so it's a lot more difficult to find SYS calls that will both work and will not corrupt the games, graphics or interfere with the game play in any other way apart from give you infinite lives. P SYS calls



One day playing Lemmings will become a capital offence.

10

get enough late drawings in

we might well run another Arty Party page. Pictures of me would be greatly appreciated.

2 Either you're a jinx, or you're a known spy and your people has been ordered by the FBI to spy all your post just before he puts it through your door.

3 If you're using the 64 with a TV not a monitor and you have a picture then the leads are fine, both the sound and picture are transferred as part of one message. Your first step should be to check that your main board's stuck in and turned the volume down (cos she can't slide another section of the *Creators* theme. If nothing's been tampered with then take the 64 down to your local computer repairer and get it looked at, it's probably a problem with the 50-chip.

do not we will by and just there. Write to Arty Fabs, care of Commodore if you want to know a real cheap on any particular game, we'll try to help as much as we can.

2 Contrary to popular belief the universe was not created by some huge ball of being, but by a small, insignificant, seven legged alien named Martin. He was wearing his earl food ready to hit the inter-stellar world when he knocked over a jar of white spirit that he kept to clean paint brushes with. This started off a chain reaction involving a family of woodlice that would take three of your lifetimes to explain, but ended up with Martin and everything he owned being destroyed in a big bang. And, as we all know, it was a very big bang indeed that formed the universe as we know it.

## LE FIN

That's your lot for this month, however if you'd like to see your name in print then drop me a line over correspondence listing the mailing mail. If you'd like to contact me write to The Mighty Brain, Commodore Forum, 30 Minnowh Street, Bath, Avon, BA1 2DN. Please don't send any floppy or SAS's though as TMS can't reply in person (so, that's your).



# Let's make a MONSTER

## THE STORY SO FAR...

John and Steve Rowlands, two chaps who go by the name of the Aphex Twins, wrote a game called *Creature 2*. It was released and stored by CDi overseas everywhere and so the Twins decided to write a sequel. The game's called *Monsters in Monsterville* and it's all about a creature who wants to bring havoc to the world (and the M&M look to McDonald's, or something). They stroll, the creature monster makes his debut and Bushland gets a haircut...

**M**onsters in Monsterville is getting to the stage where we spend most of our time playing it, instead of working on it. This has happened more with this game than any other we've written. The production rate may be down, but at least we're having fun; it's a tough job, but somebody's got to do it.

Over the next four weeks we aim to get all the levels as finished as possible, leaving us the last task of populating them with monsters. To do this we need a monster editor, which must be written specifically for M&M. We also need a cast of monsters which must be conceived and converted to the CGA. This will give us the power to fill Monsterville with monsters, with each one on the bad levels and happy chappies on the happy versions of each level.

They're smart, dead smart, smarter than a particularly bright Dolphin with a Ph.D and some coloured biro. They haven't been letting their smarts go to waste though; the Aphex Twins have been writing a blockbuster game. This is its story.

## Jurassic June WEEK 1

**JOHN** The monsters of Monsterville don't all die as soon as Mayhem jumps on their heads, that would be too easy. Some have higher hit-counts than they require two or three jumps. This means that Mayhem has to keep above them as

they move,

bouncing off their heads until they explode. Until now that is.

He now has strength which varies, depending on how far he has fallen. The further and faster he falls, the greater the force of impact on the poor monster's head.

The rest of the week was spent coding all of Mayhem's undermare routines, that Steve's mentioned before. These include the colour change as Mayhem becomes submerged, which meant I had to add a water interrupt to split the sprite colours. He sneaks (which appears when he changes) and (which) has been swapped for some bubbles, which go well with the bubble speed effects that Steve has already created. The final adjustment was the slowing down of Mayhem's movement, as he's now running against the resistance of water and not air.



The status screen has been updated every 10 minutes unless you get bonuses, hidden or otherwise. 80 units ready.



Welcome to Spookland where Mayhem's just about to do battle with a snake monster, Lumma.



Beachfront Jollyland. Be sure secret treasure, princess, thousand tomatoes, fossils and even Sultan Phosphate.



**STEVE** This month kicks off with monster designs, mainly for the underwater section of Spookyland. Starting with a paddle monster that has a fat, round body, a big tail and two little whisker feet looking away. Then there's the froggy fish that traps (surprised or what?) out of the water and then falls back down to obstruct your progress through the water section. Then came another abut (far out of a lake). I had previously designed a fuzzy dinosaur called Dino, and I now have a smaller monster which has big spiky armor over his back and head. This can only be killed by changing into his form, but he'll only appear on later levels.

### WEEK 3

**JAMIE** Most of this week was spent designing and coding the restart-point system the game will use. After a lengthy discussion we decided to use ones which Mayhem can activate rather than fixed points in the level that he returns to. These points will probably be a series of stacked bones which will open when Mayhem runs over them. He can only open one at a time though, and the previous one is closed automatically when a new one's opened. When Mayhem appears after losing a life, it looks like he appears from within the clear, with Minsentard spouting out from behind him. It looks rather silly actually.

With more and more of our time being spent writing around Minsentard, we're getting a better idea of how the game will play once it's finished. Although it will play extremely well, we felt that each level was missing a time limit. This not only adds a bit of tension to the gameplay, but stops the player just standing around admiring the view (although we couldn't blame them). This means a redesign of the status area to allow for the remaining time to be displayed during play. We also stopped the status bar flashing because:

- a) It didn't look too hot on screen-plays and
- b) we wanted fresh various parts of the status at specific times to inform the player, for example when time is running low.



Spookyland's new landscape features. Here Mayhem breaks into a spirit tent to charge down a fussy monster.

**STEVE** During the play of the game you will, amongst other things, be able to pick up bones. Some of these will be hidden, although the vast majority will be quite easy to find. A problem soon arises when you pick up a hidden bone - how will you know what you've picked up if you can't see it? So we came up with the solution, whenever you pick up a bone, hidden or not, the corresponding part of the status will flash black and white rapidly. This



he'll 'you see. Well, then is Mayhem's third and it's his job to operate the magic dust across Minsentard to make it happy. Mayhem cannot spend this dust about himself because he's unable to fly (a fat lack that would give him... allegedly).

### WEEK 3

**JAMIE** Yet another major part of the game was modified this week. At the start of this month I mentioned the monsters' hitpoints - these have now been expanded to incorporate some new ideas. As well as simply having monsters that take a certain number of jumps to kill, we've added ones which affect Mayhem's movement. These include invisible ones which Mayhem bounces off, 'springboard' monsters that inflate their chests, spiked monsters that kill Mayhem if he lands on them and ones which do nothing to him (which can be used for background effects). We also have added an 'Imposter Mayhem' monster which steals Mayhem's stats upon contact.

Now that we can cope with spikes on their heads, we've designed some with spikes on their backs. This means that Mayhem will be able to charge into the back of these monsters, but will kill them if he charges into the front of them. This created the need for 'deflect Minsentard' - Minsentard that check the monster's direction in relation to the position of Mayhem. This enabled us to create a monster with spikes on his head and a shell on his back. If Mayhem jumps on the monster's head he'll die, if he charges into the monster's back, he'll bounce off his shell.

The only way to kill this horrible beastly is by changing into the form of him. All this not only gives Minsentard

adrenaline-pumping gameplay, but gives the monsters a little personality (and we don't mean Thomas Catwell).

**STEVE** Last month I mentioned a sketch of a big spiky cucumber monster. Well, I've now converted this to pixels and animated it. It consists of three vertically expanded sprites, and is an ingeniously big monster to come up against. As it has spikes nearly all over its body, it will almost certainly kill you if you jump on or charge into him. Definitely you to stay well clear of this menacingly mean manshooting monster.

The maps for Spookyland are actually complete (a few screens were shown a couple of months ago so the real task is to get this level to a totally finished stage - and to do that, I need to do the sprite bank. This entails sorting through the level's screens at a time deciding what and where we should put monsters. Now I

attract your attention and let you know what new goodies you've just collected. For example, if you picked up an extra life bonus, the '1 UP' part of the status flashes. This happens whether the bonus is hidden or not, and works extremely well in practice.

When you're in the last part of the game at the start of the level, you're required to return a quota of magic dust bags to collect a sufficient amount, the 'MAGIC' part of the status starts flashing to let you know that you can now leave the level and give all the magic dust bags to Theo Saurus. 'MAGIC

*We've spent more time in the last few weeks actually playing the game than drinking ourselves silly*



Well these lovely pink granite mountains look nice. Welcome to Spookyland, home of the cucumbers.

have a lot of desired monsters, I load them from my library of monsters to form a continuous chunk of data. I then document what I've done and give the whole lot to John for him to deal with the movement patterns. This takes quite a while so I'm getting on with something else in the meantime.

#### WEEK 4

**JOHN** As impossible as it may seem, I added another type of monster to the game today. Animates its sound! Instead of a monster's hitcount fan, as the name suggests, its animation. This lets us create infuse monsters (which are effectively spring-loaded monsters) which have spikes on their heads. How can Mayhem bounce off spikes? I hear you say. The answer is he can't, but as his chest inflates his spikes go back. So now Mayhem must time his jumps carefully - if he lands on a big chest it'll get him up into the sky. How can I've virtuously fo-



John introduced actual programming as when they're not revision painting! The Alpha Twins enjoy a bottle of fizz and get some of them 4-0.



It's the world famous Monster Editor. Here some baby monsters are born.

ated all my monster-related routines, the time has come to start the monster editor (artwork). This is effectively the last stage before Steve maps the monsters onto Monsterland, and I progress onto the game's presentation (the bit I love best). This editor must cover every aspect of a monster's characteristics, but still be simple enough for a fool to use (after all, Steve's got to use it). So most of this week was spent designing and coding the basic structure, in particular writing



Lemme, that monster's a bit on the more, large side. Best ignore him, eh, the more, just go away.

the original input routines (for the keyboard and screen). With this complete, the next step was to softly insert the various monster modifications. It's all going so well at the moment that I reckon I'll have it finished within a week.

**STEVE** The backgrounds for Monsterland are now going to be redesigned. This is because the big green bushes in the background are just too bland (and bland bushes in this game just ain't it). Bushland was the first level ever created for MML and it got its name because it had bushes in it. But no more, as it now has large pine-poles with slab-shedding stone one step removed amongst jiggly-objects that are alive stony. Barring all this in mind I decided to change the level name to Jellyland (after much persuasion from Andy into Duro Roberts). Also it's the level we big 'open air' spaces where Mayhem goes jumping through clouds or tunnels that are learning with stars. The more this game progresses the better it gets. We've spent more time in the last few weeks actually playing the game than drinking coffee in which we do quite a lot, believe us. So wave over Steve, stand aside Mark... Mayhem is coming!



## ALTERED PERSONALITIES



This sprite editor enables you to tweak

individual monster's attributes, sort of like giving each sprite a personality. All of the individual sprite things can be tweaked, but the most important is the hitcount. This number determines exactly how long it takes to kill the monster in question. The number used to be referring to the amount you need to complete before depositing it to binary heaven. Obviously, the longer the monster is, the more points you get. The animation and explosion sprites enable you to define how the monster lives and dies.

These little monsters are sprites that can be replaced throughout the game. The more levels you visit, the more the creatures featured.



## NEXT MINE

As the levels edge ever closer to completion, monster-mapping rapidly approaches. With presentation being the final area of the game to be coded, Mayhem can see the light at the end of the tunnel. So take it next issue, as an attempt to complete one of the fastest, most colorful, most playable games ever seen on the C64.

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# TECHIE TIPS

Post modernist, transcendental, collectivist and agitprop. Jason Finch knows what all these words mean, but he's not telling. He'll answer your techie queries though, so write to him at Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Unless you're a secular extemporizer.



1 The **RESTORE** key is about the only key on the keyboard that can't be mistaken by a quick F00E and F0E5. There is a thingy called a Non-Maskable Interrupt (NMI) which occurs whenever **RESTORE** is pressed, so all you have to do is check for that. A "vector" at location \$0018 and \$0140 direct the computer to a routine at \$FE67 in the memory which is the routine.

That is called when you hit, say, **RAMSTOP** and **RESTORE** together. What you have to do is change the vector to point to your own little routine, one that just changes something in memory which you can then read in order to find out whether an NMI has occurred. Try this rather dazzling little program - if you press **RESTORE**, the machine code effectively



## LETTER MAPPING

Dear Techie Tips,  
1 How do I check in a program to see if **RESTORE** is pressed?

- 2 How do I print text on a bitmapped screen? All I get is coloured blobs.
- 3 In bitmap mode, is there any way I can draw circles, squares, rectangles and so on without **POKEing** each individual location?

Top 100 bytes

## ON THE LEVEL

Dear Techie Tips,

- 1 First of all, I'd like to say how good your version of CF is, but who does you put in some more stuff about machine code as I've had it with Basic?
- 2 How do you have different multicolours for each byte because a lot of games do it?
- 3 In a platformer, how does the computer detect the difference between a platform and a background?
- 4 Is it best to use sprites or change the whole background for lots of doors, springs and other things like that in a platform game?

Tom Dawson, Glasgow

- 1 A large percentage of the stuff I put in is in machine code! Not everyone is so confident with Basic as you are and so I've really fiddled with the light so that it points entirely on machine language and not at all on Basic. Hopefully, though, people can see how wonderful machine language is and so

will write lots of letters telling Hutch how much they'd love to be able to do in themselves.

- 2 Without using raster interrupts, you can have the background colour, two fixed colours - the multicolours stored in \$22E0 and \$22E1 - and eight other colours which can change with every different character on the screen. These are obtained by pressing the Commodore key (the key to the left of the left **SHIFT** key) and tapping one of the number keys which normally give the colours from orange to light grey. Trouble is, if you are in multicolour mode, they come out as the colours mode. They come out as the colours mode by pressing the **CTRL** key and tapping that number - black to yellow. But what does it matter what colour they are, they are different! Even more variety can be achieved using "raster colour sprites", the thingy using Apple II's talked about way back in CF28. I suggest you re-read that for a full explanation.

- 3 You use a scanning piece of maths to the work out which colour position on the screen the sprite position corresponds to. The vertical one is calculated using

$YC_{-}(YB_{-}00B_{-})$ . If the sprite is somewhere on the screen, this will give a value between 0 and 24 for  $YC_{-}$ . Do a similar for the horizontal position and then take a look at your background map for what character appears at that location.



How does the computer know what's a sprite and what's the background?

- 4 Using characters will give you more scope for "sprites" and will actually work out easier to program in the long-run. With the character method, think about whether it would be easier to change the characters that are shown, or more the characters as they are and just change their definitions. Remember to wish your users thoroughly afterwards though.



# INFORMATION BANK

## SIGHT FOR SORE EYES?

Dear Techie Tip:

I have written a useful machine language routine. It works by changing the IRQ interrupt to another routine and masks the writing on the screen glue all the time, even when programming!  
**Jamie Sampson, Detroit**

If you have this routine going while you are programming, I don't accept responsibility for what it will do to your eyes! As warned, low flying aircraft have been known to come in for landing on CBS news's roofs thinking

that the railway was actually part of the IL6 system. Lma, eh?

```
0 ROM FLAG100 TEST BY J-SAMPSON
1 FOR 0-10100 TO 45457:MOVE
  YUVC+Y:YUVC+Y:YUVC+Y
2 IF C=0:GOTO 7000 Y:YUVC+YUVC
  MOVE Y:YUVC
3 ROM 51200-6:MOVE 2000 Y:YUVC
  45457:GOTO
  MOVE 225:169:243:241:232:381:155:70010
  MOVE 341:331:333:299:334:169:133:18010
  MOVE 000:297:390:214:217:291:204:15701
  MOVE 399:317:327:398:318:271:293:24314
  MOVE 302:329:275:241:303:274:327:18010
  MOVE 208:254:250:274:204:234
```

4-16: THIS AREA

```
2040 IF A=100:GOTO A=210:MOVE 440-220
  2070 FOR 0-9:YUVC+Y
  2080 MOVE 0:YUVC+Y:YUVC+Y:YUVC+Y
  2110 YUVC+Y:YUVC+Y:YUVC+Y
  2120 MOVE 1:YUVC+Y:YUVC+Y
  2130 MOVE 2:YUVC+Y:YUVC+Y
  2140 MOVE 3:YUVC+Y:YUVC+Y
  2150 MOVE 4:YUVC+Y:YUVC+Y
  2160 MOVE 5:YUVC+Y:YUVC+Y
  2170 MOVE 6:YUVC+Y:YUVC+Y
  2180 MOVE 7:YUVC+Y:YUVC+Y
  2190 MOVE 8:YUVC+Y:YUVC+Y
  2200 MOVE 9:YUVC+Y:YUVC+Y
```

2 Not with the standard CBS Basic. You have to write routines that calculate the X and Y positions of each point in the circle or whatever, and then DRAW to a few lines that bring a dot at that position.



## VIRAL INFECTION

Dear Techie Tip,  
 Firstly I would like to compliment CP on being the best C64 mag around, with the best and most informative technical section around! I have

enjoyed a program that emulates a viral program from a Unix network which makes all the characters on the screen fall down into a pit at the bottom.

**Richard Mankis,  
 Litchfield**

This is one of those programs that you load up on a computer in



Unfortunately, neither the C64 or the 6700 are compatible with their big brother, the Amiga.

Diagon

or something. Type **POKE 800,200** first so they can't replace the screen!

```
0 ROM TEST FALL BY R-WALSH
1 FOR 0-10100 TO 45457:MOVE 2:YUVC+Y:YUVC+Y
  2:YUVC+Y:YUVC+Y
2 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
3 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
4 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
5 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
6 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
7 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
8 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
9 IF C=0:YUVC+Y:YUVC+Y:YUVC+Y:YUVC+Y
  2000:YUVC+Y:YUVC+Y
```



I was one of the lucky ones to be a member of **COM64NET** and you tell us how all could be used to speed up the loading of the **LOADIT** files. Is it possible to enable Action Replay's FastLoad feature within **SEUCK** so that **LOADS** and **SAVES** can be done faster?  
**Steve Gilman, London**

The jump to the computer's **LOAD** routine is at **504E** in **SEUCK**. However, simply changing the address to which the computer jumps does not provide the same results as it did with **LOADIT** - instead the computer crashes. So I'm afraid you will just have to sit back and wait what does seem an eternity each time you load and save anything in **SEUCK**.

I thought that a **SEUCK** disk could only have 654 blocks, but I've got a disk that thinks it has over 2000 blocks free. I have enclosed a directory

```
00 0070 220,240,270,133,080,380,354,140
01 0070 000,000,000,100,100,001,001,100
02 0070 001,001,001,000,000,001,001,100
03 0070 000,000,000,000,000,001,001,100
04 0070 000,000,000,000,000,001,001,100
05 0070 000,000,000,000,000,001,001,100
06 0070 000,000,000,000,000,001,001,100
07 0070 000,000,000,000,000,001,001,100
08 0070 000,000,000,000,000,001,001,100
09 0070 000,000,000,000,000,001,001,100
10 0070 000,000,000,000,000,001,001,100
11 0070 000,000,000,000,000,001,001,100
12 0070 000,000,000,000,000,001,001,100
13 0070 000,000,000,000,000,001,001,100
14 0070 000,000,000,000,000,001,001,100
15 0070 000,000,000,000,000,001,001,100
16 0070 000,000,000,000,000,001,001,100
17 0070 000,000,000,000,000,001,001,100
18 0070 000,000,000,000,000,001,001,100
19 0070 000,000,000,000,000,001,001,100
20 0070 000,000,000,000,000,001,001,100
21 0070 000,000,000,000,000,001,001,100
22 0070 000,000,000,000,000,001,001,100
23 0070 000,000,000,000,000,001,001,100
24 0070 000,000,000,000,000,001,001,100
25 0070 000,000,000,000,000,001,001,100
26 0070 000,000,000,000,000,001,001,100
27 0070 000,000,000,000,000,001,001,100
28 0070 000,000,000,000,000,001,001,100
29 0070 000,000,000,000,000,001,001,100
30 0070 000,000,000,000,000,001,001,100
31 0070 000,000,000,000,000,001,001,100
32 0070 000,000,000,000,000,001,001,100
33 0070 000,000,000,000,000,001,001,100
34 0070 000,000,000,000,000,001,001,100
35 0070 000,000,000,000,000,001,001,100
36 0070 000,000,000,000,000,001,001,100
37 0070 000,000,000,000,000,001,001,100
```

**print!**, that's your list. Take care entering those data lines and try not to spill coffee on your keyboard when you turn the

page. It gets all gooey - **80!**



## QUICK SHOTS

pride of the disk concerned and wondered if you could edit the **DIR** command.  
**J. Diamond, Dorchester**  
 The best thing to do would be to reformat it. The little bit of information on the disk have become very confused. From the state of the directory it looks as though it would be best to give them a quiet send-off as opposed to making a vain attempt to reorganise them. Besides if it goes wrong before it may well do so again.

We recently 'invented' a rather fitting C128 file-related filename pattern. Could you edit the **DIR** to the availability of software companies' file name requirements, and for the CPM operating system? Would software for the Amiga range of computers be compatible with the C128?  
**Mrs M.C. Sanders, Peterborough**

Software for the C128 in its true C128 mode is scarce. The computer was not a success for some reason. Lots of CPM software was also produced but never appeared, and Amiga software would definitely not be compatible. They are vastly different machines.



# ON FINCH'S CASEBOOK



*In a torrid tale of lust, passion, vectors, memory allocation and warm starts, Jason Finch attaches a huge great magnifying glass to his one good eye and opens his casebook for the first time.*

Loaders are little programs that your OS4 has to cope with before it tries to load the main engine of a game. These range from something that just makes the border flash, to something like a whole game that you can play WHILE the main game is loading. Got exciting thoughts, isn't it? And guess what, you're going to be able to have such things on your own programs from now on. Got, you'd better read on, eh?

## WHOSE ROUND IS IT ANYWAY?

To have any hope of understanding how loaders exist, you need to know what a vector is. In maths they may tell you it is something like a straight line, but just ignore them; vectors are really things which point to other things. Like you could say that Trent represents a vector when someone asks him who is buying the last round of drinks, because he always points at someone else. If he was pointing at Dave, then Dave would be the equivalent of the address to which the vector points and Dave would have to buy the drinks (we sobby Trent, you see), whereas if Trent was made to point at Clar instead, she'd have to get them. Simple really.

## SAVING LOADERS

Loaders work with the help of vectors and special values (machine code routines, not the things your granny gets for cheap but fancy). They write a small machine code program onto the tape which consists of a header containing the filename and some of the loader's code and the main part of the loader. The main program is then written to the tape, usually without the header that a normal program would have. For more detailed information

on headers, take a look at "Datasets and Maths" in CPD33.

Basic programs load into memory at location 2040 onwards but loaders load into memory much lower. Because a lot of the loader's code is stored in the flash memory, all that the main part has to do is change the 'WARM START' vector so that it points at the code in the loader, though in practice it normally does more.



## SIGN OF THE TIMES

Picture this, you are driving in Bath when you come to a fork in the road. There is a sign pointing to the left that says 'This way is Bath'. So you go down that road, through a few other towns, and eventually arrive in Bath. You do the same thing a year later but this time the sign points to the right instead. You go right, through a few different towns, and eventually arrive in Bath. The sign marking the fork in the road is the equivalent of the 'WARM START' vector. You look at it when you get to the

fork in the road, and the computer looks at it when it has finished loading the loader. The sign can point to different roads that take you through different towns before arriving in Bath; the computer equivalent is that the vector can point to different machine code routines that do different things before giving up the 'READY' message. You have to change that sign, so that

the computer takes your road and not the original one, so that it runs your loading routine and not the normal one.

## RUN!

To automatically RUN a program once it has loaded, your loader simply has to carry out a RUN statement before it returns to Basic. This can be done in several ways but the simplest is just to store some values in the keyboard buffer to make the computer think the person who loaded the program also typed in RUN.

## FLASHERS

To make the screen flash while the main program is loading, the loader has to change yet another vector, the TEST STOP vector. This is more of a diversion than an alternate route. You make the vector point to a piece of code that makes the border flash, before returning to what the computer would have done normally had you not changed that vector.

## DON'T INTERRUPT!

The same old scheme of loaders is the interrupt loader. This loads the main program in the background while the computer is doing something else. For instance, you could have a countdown ticking away on music playing. The equivalent to this would be what you are in school doing some maths when you are really thinking about the film you watched on television last night. We'll have a look at those next month when I'll also give you more details on programming loaders.

## DO-IT-YOURSELF

If that all sounded a bit like the plot to a horror show then cheer up for the Power Pack is here. Check out AUTORUN and FLASH/DAD - instructions for using them are on the Tape Pages.





# GAMEBUSTERS

## CARNAGE

Power Plant 2/3

Jack Turner has discovered a handy little feature to add a little more fun to your racing antics. Simply put down on the joystick and press fire to drop a mine on the track - fire at track and watch your opponents explode!



Watch Turner's looking a bit more than pleased by that game's limit.

## ATA

Power Plant 2/3

As you might have predicted, Ben's Richard Beckett again sets a wretched banquet of tips for this delightful puzzle (and I don't even mention Tania... damn, that stings!)

- When the game becomes too fast for your reactions, use the pause mode to work out where to put the next piece.
- If you're trying to complete four lines at once, then leave a gap at the sides for the long black bar (opposed to the middle), so no other shapes can fit in gaps that are 1 block wide and more than 3 blocks deep.
- Try not to complete a line if the shape you use creates a gap surrounded by blocks - instead try to use shapes that fit in the opening perfectly.
- When positioning a block, try to leave a gap that can be filled by more than one shape, unless the display at the top-left shows that the next block will fit.
- If your pile of blocks becomes too high, freeze the game with an Action Replay cartridge, press "F" to halt the screen, then fill in the gaps using any letter key. Restart the game, and when this next block hits the top out into the incomplete ones will appear.

## ACTION REPLAY POKES

Here's a bumper portion of Action Replay POKES for some of those classic Japanese games courtesy of Warner "WAZ" Pilkington. To use the POKES, freeze the game, press "F" to enter the pokes, and then restart the game using "F".

### GH FANBUSTER

POKE: 30307, 100 - Infinite lives

### FRANKENSTEIN

POKE: 34802, 455 POKE: 41124, 150 - Infinite lives

POKE: 32811, 165 - Infinite

lives

POKE: 34745, 100 - Infinite lives

### TITANO BLINKY

POKE: 3001, 170 - Infinite lives

### BLUE BARRON

POKE: 6880, 170 - Infinite lives

POKE: 8243, 170 - Infinite lives

POKE: 12676 - Infinite lives

### RICK BOX VEGLANTE

POKE: 47995, 0 - Infinite energy

### 900 BLOOD

POKE: 20526, 170 - Infinite lives

POKE: 28871, 170 - Infinite lives

### THE ADDAMS FAMILY

Foodstock's tips were a couple of mistakes in the solution in 0731, which Richard Beckett has kindly pointed out. Cheers, Rich. Level 1: After rescuing Pugsley, follow the solution until it says "R, RESCUE LURCH". This should read "R, R, R, IN DOOR, R, RESCUE LURCH". Level 2: After rescuing Morticia, go "R, R, IN DOOR, D as instructed, then go "IN DOOR, R, R, R, U, U, R, IN DOOR, IN BOY TOM DOOR, IN LEFT DOOR", and then continue from where you were in the solution. Level 3: Near the start of the solution, when instructed to go left four times, instead go left five times. The point where it says "R, RESCUE THING" should actually read "R, DOOR, RESCUE, THING". Richard also has a cunning cheat for his levels platformer. On the title screen, press RESTORE instead of fire to load the first level. When you start the game everything will be reset as if you were making progress into the challenge, much easier.

**Angry? Frustrated? Baffled? In need of some handy hints, cheats and solutions? Look no further, oh troubled soul! Andy Robert's got some good news for you...**

## REGULARS

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The very best tips, cheats and solutions sent in to you lot.

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Points, pokes and more pokes. Did we mention the pokes?

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The section of the magazine where we encourage to look incredibly unhelpful and yet get your specific gaming problems answered.

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Listings, pokes and some creative spelling.

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## WIN! WIN! WIN!

14,000,000 GIVEAWAY! But not in this magazine. However, there is a rather generous software voucher up for the taking thanks and every month. Simply include your best cheats, POKES, listings, tips, and solutions into an e-mail and post the results to: Andy Robert's Games, Commodore Subject's Commodore, Commodore Parcel, 20 Barnwood Street, Bath, Avon, BA1 2BN.



If you think that our definition of a tip is a bit tough in Carnage, why not try and pull out all of the tricks in Carnage. I'll be at the office in the afternoon, then that's night!



# PART 2

Here's  
Andy  
Roberts

with the second  
part of his com-  
plete solution.

This month Bart's  
exploring the  
many delights of  
Springfield Shopping  
Mall. You can

almost

hear  
the  
nauseating sales  
girls... "missing you already".



# THE SIMPSONS BART VS. THE SPACE MUTANTS

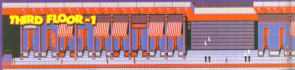
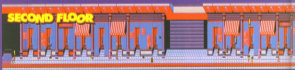
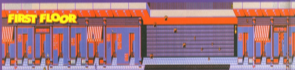
## LEVEL 2 — THE SHOPPING MALL

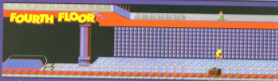
Hats, hats, and more hats. Yep, the aim of this level is to collect as many hats as possible to achieve your goal (some can be collected, others have to be knocked from

people's heads). Be sure to use the R-RAY spectacles before jumping on anyone's head — if they aren't a mutant Bart will lose half a life.

**FIRST FLOOR:** As you progress through this section, jump up on any litter bins to

reveal extra poles (which are only useful on the next level). Walk underneath the bouncing hoops, past the mutants, then under another set of hoops until you reach a wall pit. To cross it the easy way, stand on the second platform and jump up three times to be carried





across. Continue under another set of beams, past the barber's poles (which require meticulous jumping precision), and quickly past another bunch of mutants. At the end of the level you'll come face to face with Clyde. Stand on the floor bar to avoid his bullets, knock the hat off his

head, then leap back onto the tiled lin. He'll change position every time he fires a bullet — when he does, move to the opposite side of the screen. Then simply jump on his head five times to progress to the elevator (collect the hat on the way).

**SECOND FLOOR:** As before, don't forget to jump up on litter bins to gain extra coins. Jump over the two sets of walking shoes (when they're still), past the next two sets of yellow boots, then wait for a couple of bikes to come out of the shop — get their hats. Go right past another set of walking shoes, then walk under the next three shoes and collect the hat. Run past the stamping shoe, then underneath the next three stamping boots. Now move carefully over or under the springy shoes (do and wait outside the shop for a few hat-bearing citizens to come out. Now slowly right past some more yellow shoes and springy shoes. At the end of this section comes the big boss, and it's important to learn the movement patterns before attempting to dispose of it. Using a combination of short and long jumps, it moves to the center of the screen, back to the right, then to the far left and back to the right again (it's quite easy to kill underneath it). Knock the hat off the guy's head, then jump on his head a further ten times to get rid of him for good.

**THIRD FLOOR:** Run right and wait by the first mutant — a whole stream of hat-wearers and mutants will appear. Go right through the mutants, then jump over any walking luggage (back under the bouncing luggage). The robots which pop out of the hats are rather tricky to get past, so just

take a large leap over them when they drop down into the hat. After another stamping mutant comes another set of robots — deal with them in the same way. Once you've made your way past some more luggage, you'll have to negotiate a pit using only the magic wands to stand on. Go right past more luggage, under the bouncing wands, then continue right to the end of the section. The magician lurking at the end of this section, and is possibly the trickiest. He'll appear from nowhere, and the first stage is to knock the hat from his head. Then, dodging his bullets, run to the left/right of the screen and wait for him to disappear. When he re-appears, rush quickly towards him and jump on his head (then prepare to avoid his bullets again), repeating this until he's dead.

**FOURTH FLOOR:** There aren't any mutants to kill or avoid on this section — simply run right to meet with the infamous Mrs. G. Mrs. G. This final opponent isn't that difficult to dispose of. Mrs. G. will follow left and drop luggage down on him. Move aside to avoid the luggage, then jump on top of it to send it hurtling back towards her. You'll need to hit her ten times to finish the level, which is easier said than done (or, if you know what I mean).



## NEXT MONTH

It's almost! Join us in CFST when Bart attempts to make his way through the Rustyland Amusement Park in one piece. It's an experience not to be missed (probably).



# CARNAGE

Destruction, terror, and mayhem (in *Monsterland*? - Ed). Andy 'Rollant' Roberts has got a boot-load of tips for this car-crushing experience.

## TRACK 1 TIME: 3:00 LAPS: 4

A nice, simple introduction to the game, with only a handful of fairly painful bends. If your car is damaged, you can drive through the PITS with ease (just the name of that, pain).



## TRACK 2 TIME: 3:30 LAPS: 5

No real problems here either, although the straight can get a bit cluttered with the other drivers. The 'U' bend at the left of the screen can be a problem when the cars are close together.



## TRACK 3 TIME: 3:00 LAPS: 6

A rather interesting track, not more often that not there are frequent obstacles at the crossover point if you have a mind to stay. Stay a steady on the crosses to hinder the other cars.



## TRACK 4 TIME: 3:30 LAPS: 7

This track calls for a higher top speed. Plus a good bend to negotiate the bends at the bottom. The straight at the top can be driven in a straight line - lose control at high speed and you're a goner.



## TRACK 5 TIME: 3:00 LAPS: 7

The 'U' bend is the major problem here, especially when you exceed your top speed again (which is possible). Doubling a curve or two is the only way to lose the other cars here.



## TRACK 6 TIME: 3:00 LAPS: 8

Similar to track 2, the crossover points offer great scope for cross-car collisions, so watch! Between the blue and red cars. There are usually the best places to drop your bombs.



## TRACK 7 TIME: 3:30 LAPS: 7

The bend at the left is a nightmare to negotiate. Get to the high speeds of the other drivers. Increased turn speed is a must, as well as a couple of mines, as before. Take care at the crossover.



## TRACK 8 TIME: 3:00 LAPS: 7

This is the hardest of the tracks. It's tricky to navigate, the opponents are even faster than before, and there's no safe place to set a mine bomb. Often you'll just have to jinx...



## USEFUL UPGRADES

**TURNS SPEED** - Not that useful on the first few tracks, but must be upgraded in parallel with your car's top speed.

**HEAVY TOP SPEED** - Essential if you're going to compete the later tracks, turn speed is vital if your opponents aren't up to scratch.

**ACCELERATION** - Again, not very useful on the earlier tracks, but vital on the later ones to get that all-important head start.

**MINES** - Only useful on the tracks that don't have masses of ferocious bends to avoid (check out the screenshots).

**MINES** - You can never buy too many of these - they are simply invaluable, and should be used to blow up the opposition at every opportunity.

# 101 POKES

You've got an Action Replay cartridge, you've got a stack of games and as if by magic, we've got a stonking great bunch of POKES for them.

## How to use them...

To use these splendefulous pokes, simply load the game, freeze it with the cartridge, press 'E' to enter the POKES and then restart the game using 'Y'.

### ASHEN

POKE 3713,165 - Lives  
POKE 3888,165 - Smart Bombs

### BABBY

POKE 3266,165 - Lives  
POKE 3266,165 - Bombs

### BOBBY DRACULA 2

POKE 1100,172 - Health

### BONNY DRAGON

POKE 3236,173 - Time

### TERMINATOR (1AFC)

POKE 2784,0 - Time  
POKE 2875,166 - Damage  
POKE 2880,174  
POKE 2875,172 - Fuel

### YAKUZA (2AFC)

POKE 2550,0 - Time  
POKE 2607,175 - Damage  
POKE 2607,172  
POKE 2604,175 - Fuel

### BABER

POKE 5027,173 - Lives

### NEEDFOR SPEED

POKE 1763,166  
POKE 3266,172  
POKE 3266,166 - Freeze opponents

### REVENGE

POKE 2875,166  
POKE 3114,170 - Time

### DEAD ZONE

POKE 3175,173 - Lives

### ROUND THE BEND

POKE 4143,165 - Time  
POKE 3917,205 - Easy Physics level

### THE SIMPSONS

Infinte lives...  
POKE 1000,0 - Level 1  
POKE 1007,0 - Level 2  
POKE 1010,0 - Level 3  
POKE 1010,0 - Level 4  
Infinte lives...  
POKE 3270,172 - Level 1

**Simpsons**  
Shows his stuff.

POKE 3128,172 - Level 2  
POKE 3118,172 - Level 3  
POKE 3127,172 - Level 4

### PERCE CLUNY

POKE 1000,172 - Lives

### IMPENETRABLE

POKE 3640,175 - Energy  
POKE 3334,173 - Super Weapons

### PARADE

POKE 5711,165 - Mega jump

### DRAGON BOND

Infinte lives...  
POKE 2800,172 - Level 1  
POKE 2801,172 - Level 2  
POKE 2800,172 - Level 3  
POKE 2800,172 - Level 4  
POKE 2700,172 - Level 5  
POKE 2780,172 - Level 6

### ALFRED BEAN

POKE 1960,0 - Lives

### CREATURES

Infinte lives...  
POKE 3274,173 - Torture screen 1  
POKE 3265,173 - Torture screen 2  
POKE 3265,173 - Torture screen 3

### TIME MACHINE

POKE 2470,172 - Lives

### OLI & LEO 3

POKE 3660,166  
POKE 3266,165 - Lives  
POKE 3267,165 - Time  
POKE 3218,165 - Power

### ROULETTEMAN 4

POKE 2216,172 - Lives

### COMBAT SCHOOL

POKE 2762,204 - Stop time  
POKE 2762 - Restart time

### IGRA

POKE 1314,173 - Lives

### SMASH TV

POKE 4180,165 - Lives  
POKE 4470,165 - Weapons  
POKE 4180,165 - Invincibility

### BOLLEN

POKE 1200,172 - Jumps

### BATMAN THE MOVIE



Double trouble for Double Dragon.

POKE 4708,170 - Lives  
POKE 4800,170 - Time  
POKE 4670,172  
POKE 4273,166 - Invincibility

### REVENGE 2

POKE 3001,172 - Energy

### RAID BURN

POKE 4712,173 - Off-road time  
POKE 43610,173 - Off-road time  
POKE 4000,172 - Stop-aj time

### JAMES POND BOOOOOO

POKE 2000,172 - Credits

### TWINS

Infinte lives...  
POKE 2001,172 - Level 1  
POKE 2001,172 - Level 2  
POKE 2001,172 - Level 3  
POKE 4001,165 - Water

### CREATURE 2

POKE 2640,200 - 2600 lives

### ARMED TARGET

POKE 1100,172 - Credits  
POKE 3200,172 - Lives

### 50

POKE 2517,172 - Lives  
POKE 2504,166 - Invincibility

### SPILLAGE

POKE 3141,172 - Strength

### UNTOUCHABLE

Infinte lives...  
POKE 4000,172 - Level 1  
POKE 4000,172 - Level 2  
POKE 4000,172 - Level 3  
POKE 3810,172 - Level 4  
Infinte bullets...  
POKE 3800,172 - Level 5  
POKE 3700,172 - Level 6

### HEROES OF THE LAKE

POKE 4000,165 - Strength

### RAVE BROTHERS

POKE 1100,165 - Lives  
POKE 4070,166  
POKE 1100,165 - Energy

### CONTRIBUTAL CIRCUIT

POKE 3266,172 - Continue

### BEYOND THE ICE PALACE

POKE 3314,172  
POKE 1121,172 - Lives  
POKE 4000,172 - Jump

### BOULDER THUNDER

POKE 4100,172 - Bullets  
POKE 4100,172 - MG Bullets

### OVERLASSER

POKE 500,172 - Fuel

### SABOTER 2

POKE 3004,165 - Energy  
POKE 3101,165 - Freeze bullets

### WARRIOR

POKE 1100,165  
POKE 3070,165  
POKE 3041,165  
POKE 3070,165 - Visibility

### ROAD BLASTER

POKE 1000,165 - Fuel



Give time to Strangle with this fat 48 poke.



Torture levels all day long with this poke for Creatures 2.



Get Genny's stuff in a jiffy by giving him a poke.



I've always said that you don't have enough lives in Smash. **Y.**



Infinte credits for James Pond 2.



**CHIEFS!**  
Many thanks to Richard Bacon, Mike Page, and Simon Pegg for the truly beautiful screenshots.

# SOS SPECIAL

## SAVE OUR SPRITES

### SLY SPY

#### Osseint Squad

While stacks of people are struggling with this one, too, so look round! Have it, here are the listings for both cassette and disk users. Type them in (in the usual manner) for infinite credits. Help and cheatlines here requested by: Daniel Sheehan & Andrew Willmot, Ste Flees, Peter Squapem, Gary McCaskey, Russell Gray, M. Ghobson, Gavin Gunn, Stuart McDonald, Michael Gyen, Clark Wilson, Stuart Glassburney, J. Beckett, Andrew Mason, Y. Ahmed, Michael Walsh, Martin McMahon, Hamid Mlayal, David Follows, Kevin Davies, Ahsan Watson, Gared Farnell, Allan Price, David Prostock, and Gareth Williams.

0 888 814 878 0888 BY 882  
 1 808 8-188 80 8018888 770-077888  
 8,778887  
 2 1F 00-8801 7888 88887 \*8888 88888\* 8888  
 3 8888 157,388-888 188  
 4 8888 888,888,888,888,188,188,188,188,888  
 5 8888 188,888,888,888,888,888,888,888,888  
 6 8888 188,888,888,888,888,888,888,888,888  
 7 8888 188,888,888,888,888,888,888,888,888  
 8 8888 188,888,888,888,888,888,888,888,888

0 888 814 878 0888 0888 BY 882  
 1 808 8-188 80 8018888 770-077888  
 8,778887

2 1F 00-8801 7888 88887 \*8888 88888\* 8888  
 8888\*888  
 3 8888 888 088 0887,\*88887 8888 8 8888 8 8887

4 8888 888,888,888 888,1888 88888  
 5 8888 188,888,888,888,188,888,888,188,888  
 6 8888 188,888,188,888,888,888,888,888,888  
 7 8888 188,888,188,888,888,888,888,888,888  
 8 8888 188,888,188,888,888,888,888,888,888  
 9 8888 188,888,188,888,888,888,888,888,888  
 10 8888 188,888,188,888,888,888,888,888,888  
 11 8888 188,888,188,888,888,888,888,888,888  
 12 8888 188,888,188,888,888,888,888,888,888  
 13 8888 188,888,188,888,888,888,888,888,888  
 14 8888 188,888,188,888,888,888,888,888,888  
 15 8888 188,888,188,888,888,888,888,888,888  
 16 8888 188,888,188,888,888,888,888,888,888  
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 19 8888 188,888,188,888,888,888,888,888,888  
 20 8888 188,888,188,888,888,888,888,888,888  
 21 8888 188,888,188,888,888,888,888,888,888

### GOLDEN AXE

#### Yngirfrees

Hack, slash, slice, and save your way through the game with ease by using the infinite lives listing. And if you'd like to skip the current level, press RUN/STOP followed by the '1' or '2' keys. Help requested by: Michael Walsh, C. Matthews, Alan & Paul, Billy Davies, S. L. Matthews, Kieran Rigney, P. Drummatt, Jamie DeLuge, Pae McWally, Ian Conway, Alan Beach, and John James Badcock.



"I like your infinite lives listing but please don't forget to use the Run/Stop key."

0 888 814 878 0888 BY 882  
 1 808 8-188 80 8018888 770-077888  
 8,778887  
 2 1F 00-8801 7888 88887 \*8888 88888\* 8888  
 3 8888 187,188-888 888  
 4 8888 888,888,888,888,188,888,888,888,888  
 5 8888 188,888,888,888,888,888,888,888,888  
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 7 8888 188,888,888,888,888,888,888,888,888  
 8 8888 188,888,888,888,888,888,888,888,888  
 9 8888 188,888,888,888,888,888,888,888,888  
 10 8888 188,888,888,888,888,888,888,888,888  
 11 8888 188,888,888,888,888,888,888,888,888  
 12 8888 188,888,888,888,888,888,888,888,888  
 13 8888 188,888,888,888,888,888,888,888,888  
 14 8888 188,888,888,888,888,888,888,888,888  
 15 8888 188,888,888,888,888,888,888,888,888  
 16 8888 188,888,888,888,888,888,888,888,888  
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 18 8888 188,888,888,888,888,888,888,888,888  
 19 8888 188,888,888,888,888,888,888,888,888  
 20 8888 188,888,888,888,888,888,888,888,888  
 21 8888 188,888,888,888,888,888,888,888,888



"My little brother likes this game, especially when it comes to the infinite lives listing."

We've had such a good response to last month's SOS Special that we've decided to give you some more, more, more. Get cheatin'...



### THE ADDAMS FAMILY

#### Osseint Squad

I've been amazed not to mention anything creepy, spooky or otherwise. Instead, I'll just mention that Matthew Coxon, Lee Byrne, Joel Malone, Angus Chous, Simon Burnley, Martin McMahon, S. Garis, Algalpal Cobles, Claire Williams, Nick Barrett, David Ingham, D. Dunn, Andrew Downes, and William Spence write in for a cheat - so here's one that offers infinite lives and credits.

0 888 814 878 0888 BY 882  
 1 808 8-188 80 8018888 770-077888  
 8,778887  
 2 1F 00-8801 7888 88887 \*8888 88888\* 8888  
 3 8888 \*1888888 8888888 8888888  
 8888\*888 8888 188,888  
 4 88887 \*18888888 8888888 8888888  
 8888\*888 8888 188,888  
 5 8888 187,188-888 888  
 6 8888 888,888,888,888,888,888,888,888,888  
 7 8888 188,888,888,888,888,888,888,888,888  
 8 8888 188,888,888,888,888,888,888,888,888  
 9 8888 188,888,888,888,888,888,888,888,888  
 10 8888 188,888,888,888,888,888,888,888,888  
 11 8888 188,888,888,888,888,888,888,888,888  
 12 8888 188,888,888,888,888,888,888,888,888  
 13 8888 188,888,888,888,888,888,888,888,888  
 14 8888 188,888,888,888,888,888,888,888,888  
 15 8888 188,888,888,888,888,888,888,888,888  
 16 8888 188,888,888,888,888,888,888,888,888  
 17 8888 888

### MOONWALKER

#### US GOLD/Kix

Here's a rather nifty listing FORK which allows you to skip any (or all) of the first three levels, requested by David Clothier, Jonathan Fleming, Chris P., Adam Davis, Barry Patterson, Michael Jones, Neil Hesel, Jonathan Marley, and Wayne Fortuozzi.

0 888 814 878 0888 BY 882  
 1 808 8-188 80 8018888  
 770-0778888 8,778887  
 2 1F 00-8801 7888 88887

## TWO-DAY BOMB C.A.0000

1 IF C=12001 THEN PRINT "BOMB  
BOMB" GOTO  
4 GOTO "BOMB" LABEL 1 1/0/1/0  
2 IF 0=70 THEN BOMB BOMB 434,50,0000  
437,0 BOMB 434,120  
6 BOMB 4000 LABEL 0 1/0/1/0  
7 IF 0=70 THEN BOMB BOMB 273,120,0000  
276,0 BOMB 261,120  
8 BOMB "BOMB" LABEL 0 1/0/1/0  
9 IF 0=70 THEN BOMB BOMB 200,11,0000  
203,110,0000 200,0  
10 BOMB 207,120,070 204  
10 BOMB 000,000,015, 075,100,100,200,000  
11 BOMB 100,000,101,200, 200,075,010,000  
12 BOMB 100,120,101,020,200,100,001,041  
13 BOMB 001,200,070,000,200,000,070,070,041  
14 BOMB 000,120,000,000,100,000,000,100  
15 BOMB 100,101,070,100,070,010,000,107  
16 BOMB 000,041,000,100,070,000,100,107  
17 BOMB 070,041,000,100,000,070,101,000  
18 BOMB 200,000,100,100,070,200,100,070  
19 BOMB 041,000,100,100,000,041,000,100  
20 BOMB 000,070,100,000,000,100,100,070  
20 BOMB 001,100,100,000,041,100,100,070  
20 BOMB 001,100

## NIGHTBREED

## Commando Squad

To tackle the inhabitants of Melon without fear of death, type in the following listing. **SAVE** it for any future use, then **LOAD** it for infinite lives. Help requested by: Adam Duffy, Kane McNaughton, Andrew Hughes, Russell Gray, Ian Davis, Brad Langford, James Dellar, Gary McCreedy, John Brooks, Gavin Gunn, Neil Woodhouse, Matthew Garvey, Chris James, Stephen Gerrard, Gary Belcher, Ged Ayles, Luke Fowler, A. Barker, Russell Gray, Kevin Davies, and David Farmer.

0 NEW UNWRAPPED CHEAT CODES BY WCL  
1 FOR X=00010 TO 100000000  
2 IF C=12001 THEN PRINT "BOMB  
BOMB" GOTO  
4 GOTO "BOMB" LABEL 1/0/1/0  
2 IF 0=70 THEN BOMB BOMB 273,120,0000  
276,0 BOMB 261,120  
6 BOMB 4000 LABEL 0 1/0/1/0  
7 IF 0=70 THEN BOMB BOMB 200,11,0000  
203,110,0000 200,0  
10 BOMB 207,120,070 204  
10 BOMB 000,000,015, 075,100,100,200,000  
11 BOMB 100,000,101,200, 200,075,010,000  
12 BOMB 100,120,101,020,200,100,001,041  
13 BOMB 001,200,070,000,200,000,070,070,041  
14 BOMB 000,120,000,000,100,000,000,100  
15 BOMB 100,101,070,100,070,010,000,107  
16 BOMB 000,041,000,100,070,000,100,107  
17 BOMB 070,041,000,100,000,070,101,000  
18 BOMB 200,000,100,100,070,200,100,070  
19 BOMB 041,000,100,100,000,041,000,100  
20 BOMB 000,070,100,000,000,100,100,070  
20 BOMB 001,100,100,000,041,100,100,070  
20 BOMB 001,100

These lines find weapons in Commando, the program in the box on Commodore 64.

## CREATURES - DISK

## Thalman

Here! This **ENORMOUS** listing offers a whole host of goodies for the disk version of this classic, including infinite lives, invincible shields, invincibility, plus free information and weapons. And the poor suckers who have to type in this monster are Roland Hyatt, Murray Russell, Gordon Hutchinson, G. Smith, and Peter Wain. Er, good luck chaps.



The water in that cave doesn't look as if it would pass the 100's law Rap test.

0 NEW UNWRAPPED CHEAT CODES BY WCL  
1 FOR X=00010 TO 100000000  
2 IF C=12001 THEN PRINT "BOMB  
BOMB" GOTO  
4 GOTO "BOMB" LABEL 1/0/1/0  
2 IF 0=70 THEN BOMB BOMB 273,120,0000  
276,0 BOMB 261,120  
6 BOMB 4000 LABEL 0 1/0/1/0  
7 IF 0=70 THEN BOMB BOMB 200,11,0000  
203,110,0000 200,0  
10 BOMB 207,120,070 204  
10 BOMB 000,000,015, 075,100,100,200,000  
11 BOMB 100,000,101,200, 200,075,010,000  
12 BOMB 100,120,101,020,200,100,001,041  
13 BOMB 001,200,070,000,200,000,070,070,041  
14 BOMB 000,120,000,000,100,000,000,100  
15 BOMB 100,101,070,100,070,010,000,107  
16 BOMB 000,041,000,100,070,000,100,107  
17 BOMB 070,041,000,100,000,070,101,000  
18 BOMB 200,000,100,100,070,200,100,070  
19 BOMB 041,000,100,100,000,041,000,100  
20 BOMB 000,070,100,000,000,100,100,070  
20 BOMB 001,100,100,000,041,100,100,070  
20 BOMB 001,100

MIDNIGHT  
RESISTANCE

Yet another game causing more than its fair share of anguish and hair-pulling incidents. If the cheat mode (typing **SHAMBO** on the high score table) isn't enough to satisfy you, we've provided this **ENORMOUS** listing for infinite lives, keys, and weapons. Help requested by: Mark Whelan, M. Davies, Martin Gunn, Neil Mullis, Simon Bacon, Daniel & Ryan Dwyer, Robert Hocking, David Farmer, David Smith, Gary Belcher, R. Whitehead, Robert Christie, Jason Williams, Patsyag Downs, Michael Walsh, Christopher Hughes, Andrew Mason, Martin McMahon, Kevin Davies, Colin Russell, Anna Wesson, J. Butler, Alan Price, and David Prodous.

0 NEW UNWRAPPED CHEAT BY WCL  
1 FOR X=00010 TO 400,0000 P=0+C\*0.0000  
2,1/0/0/0/0  
2 IF C=12001 THEN PRINT "BOMB  
BOMB" GOTO  
4 GOTO "BOMB" LABEL 1/0/1/0,000000  
10 BOMB 100,000,200,100,000,041,000,000  
10 BOMB 000,000,200,100,000,000,000,100  
12 BOMB 000,001,000,000,000,000,070,100  
12 BOMB 000,041,000,000,041,070,000,100  
12 BOMB 200,100,100,070,041,000,100,100  
12 BOMB 200,100,100,070,041,000,100,100  
14 BOMB 001,100,000,000,000,000,100,001  
17 BOMB000, 100,000,041,000,  
000,000,170 10 BOMB  
000,000,000

Two commands (shown) a new ladder and new approach to increased shop security.

SIX STEPS TO  
UNRIVALLED  
PLEASURE

1. Get hold of a password or cheat code.
2. Get down the game(s) you're stuck on (including the publisher).
3. Specify the type of cheat you'd prefer.
4. Include your name & address.
5. Stick a stamp on the front and post it to: **COMMODORE FORUM**, 30 Moorhouse Street, Park, Arvon, BA1 2BW.
6. Have a party (with lots of jelly).

# LISTOMANIA POKERAMA

It was those poppastic rockers Queen who sang, "Who wants to live forever?" Those poor souls stuck on Shellshock might just have an answer for Brian May and Co. Read on, oh inadequate gamers...

## PUNCH & JUDY

**Alternative**  
Not a bad little party (as the GamesMaster might say), so if you bought the game and would like to skip the lull, try this listing: POKÉ

0 REM PUNCH & JUDY CHEAT BY WAZ  
1 FOR 0-289 TO 289 READ Y C=C+Y POKÉ  
X,Y NEXT

2 IF C=230 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,259  
4 DATA 002,086,245,189,002,141,240,002  
5 DATA 189,081,141,240,002,076,174,002  
6 DATA 081,285,080,230,002,204,230,002  
7 DATA 208,189,080,141,230,002,189,173  
8 DATA 141,247,080,08

## DANGEROUS IN DOUBLE TROUBLE

**Alternative**  
Undoubtedly the finest cartoon due since... erm... Pugsley and Co. (that's Jake, probably), if you fancy a little more fun to defeat Baron Greenback, here's a listing that does precisely that.

0 REM DANGEROUS CHEAT BY WAZ  
1 FOR 0-288 TO 288 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2388 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,258  
4 DATA 002,044,247,086,189,002,141,234  
5 DATA 002,189,081,141,226,080,076,081  
6 DATA 002,087,080,080,189,080,141,049  
7 DATA 002,086

## GAME OVER 2 - PART 1

**Alternative**  
Here's another smart listing: POKÉ for the first part of this mammoth game. Simply enter it in the usual manner for testing whether there's a possibility of lives if that's what you mean. A lot...  
0 REM GAME OVER 2-1 CHEAT BY WAZ  
1 FOR 0-288 TO 288 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2882 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,268

4 DATA 002,044,240,058,189,002,141,219  
5 DATA 002,189,001,141,221,002,076,081  
6 DATA 002,007,060,080,076,188,173,141  
7 DATA 199,118,104,004,008,002,208,098

## GAME OVER 2 - PART 2

**Alternative**  
And for just too we have this intricately crafted listing for, so you might have successfully

played infinite lives.  
0 REM GAME OVER 2-2 CHEAT BY WAZ  
1 FOR 0-288 TO 288 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2882 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,268  
4 DATA 002,044,247,086,189,002,141,219  
5 DATA 002,189,081,141,221,002,076,081  
6 DATA 002,087,080,080,076,189,173,141  
7 DATA 183,127,104,004,008,002,208,098

## FRIGHTMARE

**Alternative**  
To say goodbye to ghosts, ghouls, and things that go bump in the night, simply type in this listing. SAVE & then RETURN to infinite lives.  
0 REM FRIGHTMARE CHEAT BY WAZ  
1 FOR 0-270 TO 267 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2467 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,270  
4 DATA 002,086,245,189,002,141,186,002  
5 DATA 189,081,141,186,080,076,187,002  
6 DATA 189,080,141,080,080,189,081,141  
7 DATA 008,008,076,076,080,087,208,080  
8 DATA 188,173,141,076,080,076,200,084



## SNACKMAN

How about infinite lives for this rather playable Pacman variant? No problem, just type in the following listing carefully, then RETURN.  
0 REM SNACKMAN CHEAT BY M PUGH  
1 FOR 0-218 TO 207 READ Y C=C+Y POKÉ  
X,Y NEXT

2 IF C=2044 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,218  
4 DATA 002,086,245,189,010,141,207,000  
5 DATA 208,208,208,080,076,077,076,189  
6 DATA 208,141,076,076,189,002,141,214  
7 DATA 076,076,230,000,189,034,141,218  
8 DATA 207,076,001,208

## SHELLSHOCK

Prepare for complete carnage with this mighty live listing for infinite lives, ammunition, grenades, bombs and invulnerability.

0 REM SHELLSHOCK CHEAT BY M PUGH  
1 FOR 0-218 TO 207 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2474 THEN PRINT "DATA"  
ERRORT END  
3 INPUT "WRITE LIVES: N/N/AS/IF AS/Y/"  
THEN POKÉ 161,161  
4 INPUT "WRITE ARM: N/N/CS/IF CS/Y/"  
THEN POKÉ 160,160

5 INPUT "WRITE GRENADES: N/N/CS/IF  
CS/Y/" THEN POKÉ 164,161  
6 INPUT "WRITE BOMBS: Y/N/CS/IF CS/Y/"  
THEN POKÉ 167,161  
7 INPUT "WRITE INVULNERABILITY: N/N/CS/IF CS/Y/"  
THEN POKÉ 168,161  
8 POKÉ 157,128,575,218  
9 DATA 002,086,245,189,010,141,207,000  
10 DATA 208,208,208,080,076,077,076,189  
11 DATA 002,141,076,076,230,000,189  
12 DATA 172,174,080,080,174,080,087,174  
13 DATA 194,002,173,158,048,189,080,173  
14 DATA 208,004,076,007,008

## ARAC

I always thought Arac had something to bring your face on, but someone suggest it's a really funny arcade adventure - which is why

you'd better use this listing for infinite energy and infinite lives.

0 REM ARAC CHEAT BY SMARIN PUGH  
1 FOR 0-218 TO 207 READ Y C=C+Y POKÉ  
X,Y NEXT  
2 IF C=2098 THEN PRINT "DATA"  
ERRORT END  
3 POKÉ 157,128,575,218  
4 DATA 002,086,245,189,010,141,207,000  
5 DATA 208,208,208,080,076,077,076,189  
6 DATA 002,141,076,076,189,002,141,209  
7 DATA 076,076,230,000,189,087,141,202  
8 DATA 141,188,183,141,202,149,189,202  
9 DATA 141,204,148,076,048,058





# STREET FIGHTER

Welcome to the Dojo ah dishonourable fight-fans.

We're here to learn more about Street Fighter 2. This

month Ken, Ryu and Chun-Li hit the crash mats and look a bit bowdlered.

## PART 1 2

It's the game that took the world by storm, and then gave it a good kicking. Street Fighter II's been responsible for more fights, both on and off the screen than any other game since the Generation Game, and now we're going to let you know to play it better. This month the first three characters, Ken, Ryu and Chun-Li.

### KEN & RYU

As these two were old drinking buddies back in their training days, they've both got the same set of moves. Ken is more liable to rage than Ryu though, so while he'll tend to walk in and kick bottoms, Ryu will wait for the right moment to attack. Unlike some of the other characters, the best method of fighting with these two seems that works is with a special move combination combined with a couple of other techniques.

Obviously these fighter's best move is the freest, a move which is well worth mastering. The secret to getting this move right is precision timing. Move the joystick in as fast a motion as

you can, pause for long between directions and they'll just jump in the air rather than dropping a missile. Once you've mastered the technique, try letting a freest boss and then doing a flying kick into the opponent just before it makes contact.

Don't use the freest when you're close to your opponent, it takes a while to do the move so your enemy can quickly walk in and attack you one. Instead, do a backward somersault, do

Chun-Li gets a flying somersault move (the Japanese version about the forehead)

the freest and then jump back into the fray. Timing when to use your freest is crucial because few moves sap energy as effectively.

Ken and Ryu's other main move is the hurricane kick which is

invoked by saying "Tatsu Maki-Sen-Pu-Kyaku". The hurricane which this creates can easily stun any of the opponents. The controls for this one are the exact opposite of the freest, so once you've mastered that you should get the gist.

The perfect moment to use the move is when you've just defeated your opponent and they're stuck in the corner.

The dragon punch is one of the most powerful moves in SF2. Ken and Ryu do this move by crouching down and then pushing quickly up with the fire button. You have to make sure that you opponent is close before firing the one though, as it makes you vulnerable to attack on the way down.

Some of the best combinations work by using seemingly weak moves in combination with special moves. Try doing a flying kick, followed by a small kick and then straight into a dragon punch. If your opponent goes into a special move, take the opportunity to quickly rip into and do a low leg kick.

### STAY FROSTY

That's your bit, stay frosty, practice your throws and remember to check a good solid belt on everytime you lose. Next month we discuss Guile, Blanka and long letter, Blanka/Blonds, Gouken.



Chun-Li comes in handy because she can become airborne by her hips. Bottom.

with flying kicks.

Ken and Ryu's dragon punches are particularly good by crouching off the far side of the screen and then down. The more you swing that your opponent swinging you to quickly follow up with a stronger kick. Always hit, hit on Chun-Li's special special to get continuously your opponents.

### CHUN-LI

Chun-Li's strongest move is the lightning kick. This fairly mean combination into the hidden opponent into a ground mat, so it's well worth mastering. Probably, all you have to do is hit her for a number quickly then a standing position, and if you've got an another special it would be a done.

If you're getting a bit bored with the Chun-Li's, swapping her into Ryu and using her by switching into a ground mat. This works like Ryu and Ken's dragon punch and enables Chun-Li to show opponents. By using one of these, it's possible to walk in and do a stronger move, the combination of power can step up to half of the opponent's energy meter up.

Ryu's really well to appreciate your opponent has by the head down. This move enables you to become aware of the enemy's health



# LETHAL

Here's Andy Roberts with the final part of our mammoth solution for this rather tasty cuff-'em-up, exploring all those hidden rooms from the disk version.

## LEVEL 1.1 — SECRET ROOM 1

Just above the start screen you'll find the first secret room — simply push up in front of the door to enter it. Once inside, hop across the gaps to collect the extra life and those magnifying glasses. But using the door you came in through.



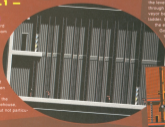
## LEVEL 1.1 — SECRET ROOM 2

Once over the first stretch of water, situated on the middle warehouse, you'll find two entrances to the second secret room. Don't bother going through the top one — it's too much hassle, and takes you through the same door as the lower one. Once inside, collect the firepower then exit again. Crossing the moving platforms is pointless... there's nothing at the other side.



## LEVEL 1.1 — SECRET ROOM 3

The door to the third and final secret room on this level is to be found at the far right — just before the boss arena. Once inside, drop down and collect the magnifying glass, three lots of extra firepower, then exit to the far right. You'll re-appear at the very top of the warehouse, which is exciting but not particularly useful.



## LEVEL 3.1 — SECRET ROOM 1

There's only one secret room (sounds like a football song — Ee!) on this level, and can be found at the left of the right-hand section (i.e., a couple of screens to the left of the exit ladder). Inside take your goodies (an ammunition, a sparking extra life, and three magnifying glasses. Don't drop down, as you'll end up swimming in sewerage (yeeurghh)). Simply exit via the door you came in through.



## LEVEL 3.1 — SECRET ROOM 2

The first secret room can be found directly above the start screen, albeit at the top of the level. Make your way clockwise through the secret room, across the conveyor belts, across the gap and up the ladders. Continue right, then drop down to the exit where a lovely extra life awaits. Go through the door to exit the room. You'll arrive back on the 'proper' level a couple of screens to the right (and you can keep going back into the secret room to collect those extra lives).



# WEAPON

## LEVEL 3.1 — SECRET ROOM 2

The entrance to the second secret room is near the top-right of the level, just before the final set of cylindrical bars. Once inside, don't bother going left — there isn't anything of value all there. Head right, drop down, then collect the goodies from the top-right of the room (energy and firepower) before heading left towards the exit. You CAN take the exit at the top-right, but the other exit offers more goodies. When you re-emerge into the proper level, you'll be near the bottom, so retracing your steps is necessary to reach the exit.



## BLAST THE BOSS

Be, how about the end of level guardians? They can be a bit of a pain to get rid of, so try this neat little trick for them.

Touching the bosses won't actually harm you, it's the bullets that do the damage. So run to the far right of the screen dodging anything he throws at you. The guardians will ever leave bullets to the left, so all that you have to do is shoot him in the back 'til he's dead. Not exactly Greenberg Rules but nobody said this game was fair.

## LEVEL 5.1 — SECRET ROOM 1

The first secret room can be found a screen or two above the start screen, and is a little smaller than it looks (it isn't possible to walk

past the green

column). Go right and collect the ammunition and energy, go up the ladder and collect the evidence, then go the final ladder for some ammo, a magnifying glass, and some energy. Exit via the door to your right.



## LEVEL 5.1 — SECRET ROOM 2

The final secret room in the game can be found to the left of the pit (across the lift shaft) and, um, up a bit. Simply rush right and collect two

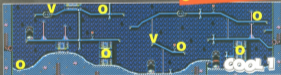
magnifying glasses, three bits of firepower, and two lovely ammunition clips. Then simply go through the door on the right to exit. You'll re-emerge just above the exit door, making it very easy to reach.





# COOL

If it's maps and tips you're after, we've got a bucketload right here. Andy Roberts grabs his trusty biro and dives in.



## THE HOUSE - LEVEL 1

This is the ideal place to practice the various skills that are essential for staying alive (what, like breathing, sleeping and eating?) - Eat and ultimately finishing the game. These include jumping gears, shooting the Deedies and wading the six that drive them in the first place into your fountain pen, as well as collecting the:

### MR KEY

V - VORTEX

O - REAL WORLD OBJECT



# WORLD

Nickel Baters. The objects get destroyed in Cool World fairly well spaced out, so they float, as opposed to the real world, and send the objects back.

## THE HOUSE - LEVEL 2

Things start to speed up a little here, and it's important to regularly switch between the two worlds (use the scanner just after you've teleported) to find your bearings. As soon as you get there you'll find three or more doodles in the real world, you need to teleport there and track them down - then flip back to the cool world and return any objects.

## THE SCHOOL - LEVEL 3

From this level onwards, the negotiation of the cool worlds becomes a little easier, but the five minute time limit seems to go on forever. The real world is littered with holes, and while they aren't particularly hazardous, you might lose valuable energy by landing on a double. Constant switch-

ing between the two worlds is essential - eliminate as many doodles as possible in the real world before teleporting.

## THE SCHOOL - LEVEL 4

Heads in the top world here, and a cool head (you don't intend) is needed to complete the level without losing too many lives. Stay in the real world, killing doodles as you encounter them. When the screen dies down a little, flip back to the cool world and send back a few objects. Don't be tempted to wait in the real world too long, though - keep an eye on the danger meter and judge for yourself when teleporting is necessary.

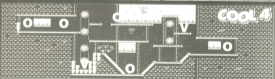
## CHILL OUT, MAN!

If all that teleporting is getting you down, here's a better fitting cheat to make life easier. You can opt for infinite lives, infinite energy, and the option of a one-minute time limit.

```

1 000 000 0000 0000 00 000
2 00 0000 00 00 0000 0000 0000 0000 00 0000
3 00 0000 0000 0000 0000 0000 0000 0000
4 0000 00000000 0000 0000 0000 0000
5 0000 00000000 0000 0000 0000 0000
6 0000 00000000 0000 0000 0000 0000
7 0000 00000000 0000 0000 0000 0000
8 0000 00000000 0000 0000 0000 0000
9 0000 00000000 0000 0000 0000 0000
10 0000 00000000 0000 0000 0000 0000
11 0000 00000000 0000 0000 0000 0000
12 0000 00000000 0000 0000 0000 0000
13 0000 00000000 0000 0000 0000 0000
14 0000 00000000 0000 0000 0000 0000
15 0000 00000000 0000 0000 0000 0000
16 0000 00000000 0000 0000 0000 0000
17 0000 00000000 0000 0000 0000 0000
18 0000 00000000 0000 0000 0000 0000

```



# BARED: THE 64

**User Port**

The 64's primary means of communication with the outside world. This is directly connected to one of the 6502-CIA chips beneath it.

**Cassette Socket**

Your trusty cassette player speaks to your 64 via here. This is connected to the CPU and the serial bus.

**Serial Port**

The primary 1241-CIA drive plug-in here.

**User Port Controller**

Fetches data from the user port and transfers it directly to the second computer interface chip.

**BASIC ROM**

All of the Commodore Basic is stored on this Read-Only Memory chip.

**Character ROM**

Character set is stored on here.

**Memory**

RAM chips are located here. The 64 uses 64K of RAM.

**Keyboard Controller**

Fetches data from the keyboard and transfers it directly to the first computer interface chip.

**Kernel ROM** — The 64 runs operating systems on this ROM.**CPU**

The brain of the 64 is this 6502 central processing unit. This is directly connected to the first computer interface chips.

**RAM**

All 64K of RAM is stored on these six chips.

**Quad Data Selector**

Routes data to the appropriate direction from the RAM control logic chips.

**Quad Bilateral Switch**

Controls ground. Don't leave it user what it does through.

**Cartridge Port Controller**

Any information from a cartridge (such as Action Replay) is received and distributed here.

**RAM Controllers**

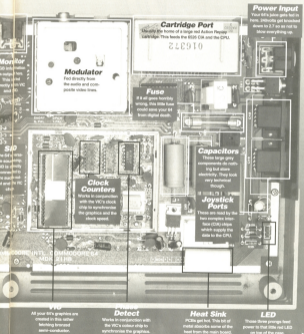
These two chips control the input and output of data to the RAM bank.

**Addressable Latch**

Receives serial data, outputs 8-bit parallel data. Simple latch chip. A48000.

# UP CLOSE!

In which Hutch  
frowns, lifts the lid on  
the 64 and then  
looses all the bits.



## Power Input

Your 64's juice gets a hot in here. 240volts get knocked down to 2.7 so as not to blow everything up.

## Cartridge Port

Unlocks the doors of a large red Andros Pegasus cartridge. This feeds the 6550-Disk and the CPU.

## Modulator

Feed directly from the audio and composite video lines.

## Fuse

If it all goes horribly wrong, this little fuse could save your 64 from total death.

## Capacitors

These large grey components do nothing but store electricity. They look very technical though.

## Joystick Ports

These are used by the two complex interface (CBI) chips which supply the data to the CPU.

## Clock Counters

Works in conjunction with the VIC's clock chip to synchronize the graphics and the clock speed.

## VFO

All your 64's graphics are created in 64k rather than being generated serially.

## Phase Detect

Works in conjunction with the VIC's colour chip to synchronize the graphics.

## Heat Sink

ICs get hot. This bit of metal absorbs some of the heat from the main board.

## LED

These three prongs feed power to that little red LED on top of the case.

# WARTS AND ALL

And that's what your 64's circuit board looks like. As you can see, it has a mind-boggling array of design options, including many more recent computers may not have dreamed of.

Being that you just guided your faithful OS through it to get on with the job of displaying graphics and playing sound, for most you were wondering what happens behind that grey case? Keeping underneath that grey lid are a wonderful array of chips, ICs, semiconductors, capacitors, resistors and fuses. This is their story.

The Commodore 64 has one of the first home-computer to use generic computer chips manufactured with custom-built semiconductors. Thanks, it's used off-the-shelf chipsets from companies like Motorola (the 64's Commodore designed chips for the VIC video interface chip) and SIO.

Everything on the 64's circuit board is laid out in an efficient order, designed to make the movement of data as profane as possible. Once you know what you're talking about, it's amazing how much easier the placement of these chips becomes. For instance, it's easy enough to work out that the chip right next to the keyboard connector is likely to be the

keyboard controller.

The main chips on the 64's circuit board are the 6301 CPU (general processing unit), the sound chip (customized SIO), the graphics chip (customized VIC), the basic ROM, the serial ROM, the oscillator ROM, the colour ROM, the RAM chips, and the floppy port computer. These all operate in conjunction with a group of switches and dials to make sure that when you ask the computer to do something, it gets done. That's the basic analogy.

All of the sound is taken care of by the world-renowned 6502 SIO, which can play three modulated notes simultaneously.

You may not be able to fiddle with chips like the 6502 which deals with equilibrium. There are two of these in a 64, one dealing with the user panel and one with the keyboard. These are the chips charged with the task of understanding information from the outside world, be it typewritten on the keyboard or fed in through a peripheral connected to the user port.

## GRAPHIC EXPOSURE

All of the 64's graphics are controlled by the VIC-II chip. This is a 6567 video interface chip which can display graphics up to a resolution of 320 by 200 and manipulate a bank of sprites.

In all there are three main modes of operation for this chip: character display mode, bit map mode and sprite mode. The character mode enables standard, multi-colour and extended background characters to be displayed. High resolution screens are displayed in either the standard or the multi-colour bit map modes. Lastly all those funky games are displayed by using the standard or multi-colour sprite mode.

The screen memory consists of 1000 possible locations, each relating to a position on the screen. In addition there are 1900 locations for colour memory which are four bits wide and contain the individual pixel colour information. In turn there are 47 colour registers which determine which graphics mode is selected.

Sadly enough the 64 can only use 108 of them at once and so

is used a variety of techniques to make the most of memory. The 64 can do this thanks to the 6567 video interface chip.

## SOUND BITS

The 6502 SIO chip is renowned for its ability to create a wonderful array of sound effects. It's the chip's flexibility which makes it above the rest of the 64. This flexibility is due to the chip's totally programmable 6502 (clock, colour, volume, intensity) facility and its filtering mode when you set most importantly of all, which note capabilities.

64 can use frequencies of sound waves to increase volume. Once the appropriate sound has been defined it can be refined by using its amplitude generator and SIO's filter.

## HAL 6510

Of course, all the really tricky mathematical stuff is taken care of by your trusty CPU. This is where the score gets processed, which determines how quickly everything works.

The 64's CPU is a 6502 processor, a close relative to the 6502 chip used in many 8-bit machines. This is made up of four registers (the accumulator, the X index, the Y index and the status), two counters (the program and the stack) and the interrupt port.

Of all the 6502's registers the most important is the accumulator as it is the only register capable of doing maths. Digital bits can be moved in and from the accumulator, copied to other locations and have logic performed upon them without affecting any of the 64's memory. The most interesting register is status. This indicates whether or not something has happened by using eight flags. For instance, if the pyrolic button is pressed, the 64 could be instructed to flip one of the status registers to on. This could then be checked regularly to read any user input.

## TALK TO ME

Computers wouldn't be a lot of use if they couldn't talk to the outside world. Your 64 speaks to the real world via the television or monitor screen, the loud speaker and the various ports on the back of the machine.

There are two sound outputs on the 64, the monitor and the modulator sockets. These are located next to each other, although the modulator is much larger than the video socket. This is because the modulator has to combine the RGB (red, green, blue) information which the computer is used to dealing with and converting it into one radio frequency signal which a television is more used to receiving.

## DANGER!

If you're thinking of having a look inside your own 64, do be careful. You see, all these semi-conductors are very susceptible to static electricity, touch one when you haven't earthed yourself and you can blow the chip.







# PD FORMAT

Enter the virtual data stream, cast off your body, check out this great software.

## FEATURED HEX HEROES

This is the fourth in our series where we give CD-ROM companies a chance to blow their own trumpet, an opportunity to explain why you should give them your business. This is the place where they tell you why they're so hot. This month it's the chance of Creative Computing, Hex Heroes, to shout from the free top, and boy do they shout loud...

### HEX HEROES

Library's full name: Hex Heroes Public Domain

Address: 22 Woodend Lane, Stalybridge, Cheshire, SK 15 2SR

Software available on: Disk only (sorry!)

Price per disk: £1.20 for a single sided disk, £1.50 for a double sided (that's the cheapest CD library anywhere as far as we know)

What are they

heroes good at and why: Hex Heroes is the most innovative CD-ROM library, not only are we the only library with a disk-based catalogue, but we help people with their computing problems, you could see us at the Clive Rayner of PD libraries (Daisy, I've got this problem, you see I can't seem to get files to like me... Etc). All our disks are full to the brim with the software that you want. Our 50 disks are equivalent to 200 from former libraries (we do not stock all the new demos, only the classics, so that when you enter you know you are getting quality).

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### JARGON-BUSTING



• The concept of Public Domain software has been with us since the computer first invaded ordinary people's book rooms.

• PD software is produced by enthusiasts, amateur programmers who don't want any money for their programs so they give it away for free.

• Because there's no copyright restrictions you can copy it as many times as you like and give it to your friends, who in turn can copy it and give it to their friends, all without the risk of getting arrested for piracy.

• PD libraries do this, but on a grander scale. Instead of copying a game for their fan mail at school, they'll copy it for their hundreds of customers. They will make a small charge for the service which includes the price of the disk, the duplication costs and the post and packaging of the disks.

• They don't make any money out of this, all they charge is what it costs them to keep the library running.

### TOP FIVE GAMES

#### 1 GAME BOY TETRIS

Need we explain further? Simply, Tetris is a disk, it involved blocks falling down the screen.

#### 2 CLYFFRON

• Brilliant shoot-'em-up.

#### 3 INCEP

• Shocking two player Tetris. Much like no.1, but far less boring.



Fast, frantic, fascinating, it could only be Tetris.

#### 4 BLOODE

• Columns game. Lots of books fall down the screen.

#### 5 PAPERMAN

• Puzzer's top 100. Books travel towards you on a conveyor belt.

• Horrible looking game of puzzles, isn't it?

### TOP FIVE DEMOS

• Demonstrating great mouse use of my strong points at school.

#### 1 ICE CREAM CASTLE (DRETS)

• The perfect recipe for a perfect summer.

#### 2 SWITCH SWEEZE (BLACK-SMALL)

• Just the sort of thing your Great Aunt would approve of.

#### 3 CONFIRMANS 2 (MCA)

• More random than an 'W' level maths degree.

#### 4 LEGACY PART 2 (FLASH)

• The series is slowly becoming a legacy itself.

#### 5 TOP PROPERTY (CANTON)

• Not quite top in our list, but will earn a look at.



### TOP FIVE GAMES

#### 1 UTILE DISK 1

• Assorted utilities for your CD.

#### 2 ROCK MOUNT

• Music program for samples.

#### 3 DEMO DEMON

• Brilliant demo creator.

#### 4 1010-ASSEMBLER

• A very good assembler.

#### 5 PADLUM TOOL DISK

• Great selection.



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Description	RP	CP Price	Order No.
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DEAD SMART

## HOBBY THE AARDVARK

Thalman

Seven levels of pure bliss and each one like a game in itself, from a manic ballooning section to a Indiana Jones and the Temple of Doom-style rat car ride.

Description	RP	CP Price	Order No.
Hobby the Aardvark Cass	22.99	19.99	CF3012
Hobby the Aardvark Disk	22.99	19.99	CF3013

SAVE £2



## MCDONALDLAND

SAVE £2

Yipit! A different kind of platform game designed in a different kind of fast-food game - the whole CP scene. Multi-stage fun with which card no-graphics, there's a nice game.

Description	RP	CP Price	Order No.
McDonaldland Cass	22.99	20.99	CF3014
McDonaldland Disk	22.99	20.99	CF3015



SAVE UP TO £3

## FIRST SAMURAI

G&amp;S Soft

An arcade adventure hack-'em-up with a distinctly oriental flavour. First Samurai received one of the highest scores CP has ever awarded a game - 95 per cent, and it deserved it. This game's got the lot - great graphics, great sound, great gameplay, great whatever else there is left to be great. Be warned - this game is dangerously addictive!

Description	RP	CP Price	Order No.
First Samurai Cass	22.99	19.99	CF3016
First Samurai Disk	22.99	19.99	CF3017

## CREATURES 2

Thalman

If you haven't got this game - WHY NOT? It's a corner of awesome proportions. Greater than a whole series of Classics and more fun than watching Clai beat up Dore. This has to be one of the greatest games ever on ANY format! Platform puzzling at its very best with some superbly bizarre graphics and the best music ever written for the C64. There is no excuse for not having it now.

Description	RP	CP Price	Order No.
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SAVE UP TO £3



It's a corner!





# SUBURBAN COMMANDO

## COMPO

### BURN A MAD MOON'S CUB

The great guys at Alternative Software are so pleased with the way that their game *Suburban Commando* is selling, that they've got together with *GF* to bring you the great compo. They want us to give away £50, 1000 £50, copies of the game. But we haven't only got games, the first five winners pulled out of *Clu's* baseball cap will also win a copy of the video, starring that hero of heroes Hulk Hogan. The Hulkster™ plays an earth-bound mega powerful alien who gets into some nasty scrapes with a bunch of despicable invading aliens. It's a bit of pizze.

To stand a chance of winning one of these £50 prizes we just want you to answer a few simple questions. If you can answer them correctly then move on to the second part of two, the tie-breaker. (Anyone seen the *64.500* Dollar Question? What a ridiculous way to number things. Right you'll find the questions that *→* way, no cheating now. You really begin.

# 1

What's the name of the character that Hulk plays in *Suburban Commando*?

- a) Bludge Ramsey
- b) Shep Rainey
- c) George Formby

# 3

What's Hulk's favourite colour?

- a) Yellow
- b) My blue jeans
- c) Drove white.

# 2

In which city's suburbs is the film *Suburban Commando* based?

- a) Birmingham
- b) Brixton
- c) Los Angeles

### TIE-BREAKER

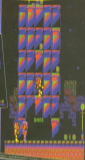
(Damn, now Dave's gone I'll have to do the dumb riddle myself) *Suburban Commando* ... take the letters *SUBURBANDCOMMANDO* and come up with a dead funny or interesting anagram. That's all, we don't want you to show pictures, send us your grumpy or send us your formal clippings, just an anagram.

Write all your answers down on the back of a postcard or a sealed *seven-sep* envelope (we won't bother to look at answers that are all sealed up in the inside of an envelope) and send it to us at: Hulk Hogan wears yellow pants, Commodore Format, 30 Mansueth Street, Bath, Avon, BA1 2SL. To get here no later than Thursday 10th September 1993.

Employees of Future Publishing, Alternative Software, *Clu's* Mail, anyone in the final 16 of the *Miss World* contest or foreign school children with dog-eat-manicake that hold up the traffic in Bath are not allowed to enter.



Bludge Ramsey needs all sorts of people on his wander around the streets of the Los Angeles suburbs. He's looking for the tools to fix his special ship with.



# UNCLE DAVE'S BUY-A-RAMA

Whatever you want, or whatever you want to get rid of, this is the place to be - Commodore Format's funky new free swap ads service. Let the selling commence.

## FOR SALE

• **C64, 815 games and utilities, 3 joystick, 37 Commodore magazines, 1 cassette, 1 user manual.** Price £200. Out negotiable. Call Jonathan on 0261 432 876.

• **Trail cartilage, Atari5400, Lotus, Total Recall and Lead Battle, all on cassette, £20. Or will swap the lot for Commodore 2 on cassette.** Call Alex on 018 553 1347008.

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• **Five games including Dinky Treasure Island and Top Gun. Also 4 Quatro Rowed and three games plus American Dreams. All in original packs, £75.** Call Alex on 081 347 8416.

• **Boys Blaster System, controller and seven games, 1900, £50 s.u.b.** Call John on 0402 07666.

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## WANTED

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• **Wanted, disk versions C64 Grand Survivor and F-16 Combat Pilot Contact F-16 Combat Pilot Contact Tom, 27 Quakermead Rd, Hamel Hampshire, Hants, rfr 307.**

• **Flat screen Posing from Microcode wanted complete. Must be complete three cassette set for C64, will pay reasonable price. Tel 0753 281281.**

• **Wanted working copy of QWC and books if possible. Very urgent, please phone 0284 878228.**

• **Spaceball 2 cassette C64.** Call Bruce on 0207 842234.

• **Karate by Electric Dreams, will give up to five pounds.** Contact Geoff Crow, 27 Main Street, North Pridingham, Delford, E. Yorks, YO25 8JL.

• **1941 8 disk drive, Action Replay Mk V or VI, Bionic Commodore original tape only. Phone Mark after 100 0261 816021.**

• **Wanted Emlyn Hughes International Soccer on C64 disk. Phone Paul on 0683 871402.**

• **C64 Dragons Lair by Elite. Original box, tape or disk. Willing to pay £15 for faultless copy.** Call Philip on 021 749528.

• **Wanted, 3DWhite simulation Hercules Deth for C64. Can anyone help? Please contact Alan Harris, 17 Sandringham Road, Kings Lynn, Norfolk, PE30 4JH.**

## USER GROUPS

• **Reps Computer Club, Quarterly magazine plus more. For more information please get S.A.E. to Reps Computer Club, 81 Inverary Road, Weymouth, Dorset, BH4 8DL.**

• **Call 64, a revolution in the C64 world. For an info pack send an a/c to Richard Jordan, 4 Tait Road, Farnley, Mansfield, Notts NG2 2ST.**

## PEN PALS

• **Pen Pals wanted, Especially C64 Bytes from Belgium £25/25. Write to Lawrence at 12 Chiswood Road, Ormsley, 8 Humberstone, DN10 8JL.**

• **14 year old C64 byte wants female pen pal. I like rock music. Possibly send photo. Write to John Logan, 850 Cranleigh Road, Garsino, Northants, NN21 5JL.**

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# GUNSHIP

We needed someone to wipe out huge numbers of enemy units in a helicopter bristling with firepower. Cheggers was too busy playing pop, so we sent Hutch. He wears the ridiculous mirrored shades to this day.



It had to happen one day I suppose. As war machines become increasingly sophisticated, so the gap narrows between the games that programmers create and the tanks, boats and helicopters that our soldier boys and women actually boogie about in. These days the only real difference

between flying a computerized version of a helicopter and piloting the real thing is that if you screw up on the CD-ROM version you still get to wear sunglasses in your head on New Year's Eve instead of on the real thing and you get a very bad headache and a bit of tinnitus.

*Gunship* was originally released in 1987 to test research from rotor technology here everywhere. It was released on budget in 1988.

and it has remained in retail stores right into since. So three cheers, then, for Atari and their XL label for arranging to re-release this year. But does it still do it "revisited"?

*Gunship*'s a typical Microprose game, chock full of detail, crammed to the gills with missions, bonuses, leveling with mandatory and copy-protected with one of those guess the real machine enemies. That is if

you've got the disk version, if you're only got a datadisc,

then don't bother with this game because there's such a outrageous difference between the two formats as to make the tape version unplayable.

After you've traveled through the vehicle identification and the pilot maker you can pick the location and difficulty

of your mission. All the usual options are in there from wild pig bar-becuing in Central America to stopping the red menace from spreading all over Western Europe. I told you the game was a bit like the Berlin wall was standing proud when *Gunship* was released. Fairly enough, there are a lot of people who won't still war. Standing that is.

Actually flying your chopper is a somewhat tricky affair. You see, instead of the usually symmetrical stick, buttons and joysticks, you've got to contend with something called the yoke. This allows the angle of the blades as they flap the

Your radar map (left) shows where you are, how fast you're heading and where the enemy subsurface is.



You'd be a bit surprised if a helicopter sounded like Handel's Water Music and not like a road drill. Wouldn't you?



Bill your chopper out with the every latest state-of-the-art death-dealing destructors.



When an enemy aircraft gets airborne, you're notified over the radio.



When you've read your mission orders carefully, it's time to survive that is:

as and therefore allow you to fight. To go forward you'll be able to move forward, a process which drops your height, meaning that you have to up the collective a bit more. It's a simple mode that you'll be right. In addition, there's an auto-flight option which means you can handle the collective without altering your forward speed.

What with the Quake being an arty helicopter, you'd expect there to be some sort-of-art-outpost-or-base. Your cockpit is filled with instruments, 2 DV PDWs, fuel and a rotor scanner. The rotorscanners are guided missiles which you lock onto a target and then all you have to do is pull the trigger. The fuel gauge is a goodly device, useful for ground missions. And, as for the PDWs, they are guided missiles with a shorter range. You can't even lock and load targets, so all of your moves should move being and shooting a damn sight easier.

On each of your missions you have two targets: the primary and then you guess, the secondary. Along

the way, there will of course, be enemy ground and air attack units want on doing you damage. To locate your main targets you can call up a large map, with ground detail filled in. Once you've located out your mission you can pick out your base and height it home.

But what of the graphics and sound? Well, in my opinion, you do, at the least, that the quality it looks as good today as it did when it programmers showed it out of the office and into the sun.



here involved. All the attack will be automatic, which means that the enemy's base and such, while the explosions are triggered, will be in every color. The concept here, great, especially the detail of the appropriate target appearing in your weapons window. Sounds a bit out of the normal side, but then you'd be a bit surprised if a helicopter sounded like a Helicopter. Well, it's not like a real one, it's not a Helicopter, it's a Helicopter.

Does it all feel real though? I mean it's not so tough the game's a spring chicken even

when an actual one

for that matter.

Especially the

enemy's a secondary

jet. Gunship's an

awesome game.

Look for it carefully

in every store. With

all the missions, the

realistic flight controls,

the nice weapons graphics,

the easy-to-use

action, and some very great

music, this is a

game you can't afford to

miss. Gunship is a

realistic of a very

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realistic of a very

realistic of a very

realistic of a very

realistic of a very



You can check out your damage statistics from this screen. You're in perfect shape.



## VITAL STATISTICS

NAME	..... Gunship
PUBLISHED	..... BIRD B.
CONTACT NUMBER	..... 431 438 3388
PRICE	..... £17.99
AVAILABLE	..... OUT NOW
OTHER INFO	..... DONNER THE DISK ONLY

# GUNSHIP

1 2 3 4 5 6 7 8 9 10

## GRAPHICS

Block head and combine with smooth six-frame in-game graphics.

## SOUND

Flippy, chunky sounds. But then, it's a 'copter. What do you expect? BWT

## IMPACT

Large game, well produced with lots of gameplay to check out.

## GAME LIFE

Lots of missions, with plenty of variety. A staple and no mistake.

## POWER RATING

93%



**TIP OFF**  
With all those missiles in your arsenal it's easy to neglect your cannon. This is actually one of your most

flexible and powerful weapons. It can lock onto targets, and best, there's only take a couple of shots to wipe out even the toughest of enemy vehicles.



Make it  
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# KOMPILATION

Wanzin, zehn spieler Für wenglor als zehn phund! Can't go wrong can you? Clur takes a trip to the land of beer and sausages to bring you a review of these fab compilations from Zeppelin.



Not much of a sequel, it's just that we're not.

## Games Machine

Had one of these games (if they were reviewed in CF) scored less than 80%. That certainly sounds like an above average box to me. The only problem is that the instructions are in German. This, you see, is a compilation originally scheduled for release in Deutschland, but thanks to the badgering them, Zeppeln have agreed to sell it in this country too. I mean, why should they get all the good stuff?

Both these compilations are packed full of Zeppelin's best but this is definitely the star of the line. "Clur can't go wrong when one places Arnie and Arnie 2 in the same 'receptacle', as my push-over often muses. (I

### CF VITAL STATISTIK

NAME ..... GAMES MACHINE  
 PERIODICITY ..... 28PP/ISSUE  
 CONTACT NUMBER ..... 091 388 7744  
 PRICE ..... £5.99  
 AVAILABLE ..... 097 0000  
 OTHER INFO ..... 0800 0647, MAILBOX



Oh, oh, that like fully some really awesome systems!

admit the Binky games aren't that good, but they are playable. There's nothing else in this one folks. So as long as you have a mate who's willing to lend you their German-fangled dictionary you're laughing. Get in there. Or summat.



So that's why the Zeppelin work. It wasn't me looking at you.

Get your hand on Clur's new game here's a tip!



An old time classic from Zeppelin's Zeppeln.

## POWER RATING GAMES MACHINE — THE GAMES

Arnie

00000

A classic of good 'em-upers that took the world by storm way back in June of '82.

Arnie 2

00000

And then came the fairly sequel, which is even better than the original.

Binky's Scary School

000

An arcade adventure with a good for a star, a school for the location and no surprises.

Bad Squad

00000

The Bob with a conscience, had the star (was the slug in this evil arcade platformer).

Doc Crook's Excellent Adventure

000

The TV show was great but this mediocre platformer just doesn't come up to scratch.

Roll The Duck

0000

Personally I'd prefer him with orange sauce and a couple of nice potatoes.

Flat Fighter

0000

Steel Fighter done with a sense of humour and some rather fetching sunrises.

Highlands

0000

Popular skate boarding antics with the Pansay Street lads and leases from down under.

Slipswater

000

Had the Corus rated game (which is a pity, because that's quite good).

Thanks Binky

0000

## POWER RATING 84%



Highlanders want them all when they get rid of the enemy.

# KORNER

## Sport Top Ten

Sport Top 10, like its counterpart, Games Machine, also has its instructions in that native European language that I've mentioned for too much already.



You get a huge choice of players in *Tag Team Wrestling*. Why try to play the same?

Unfortunately where this one falls down is the inclusion of *International Truck Racing*. Just the mention of the name sends a shiver down my spine.

Everything else is fair mind you, in fact some of them are actually really good. Take *International Tennis* (a not mine, get your own). This is a slinker of a tennis game. And *Garage*, it's not anything to write home about but it's damn enjoyable for such a tiny overhead racer.

Getting down and dirty is the compromise in *World Rugby* (a give you a good time too). But why all why continue to associate these quite happy little games with *International Truck Racing*? I'll never understand marketing people.



## CF VITAL STATISTIC

NAME	SPORT TOP 10
PUBLISHER	TEPPELEN
ROMANTY NUMBER	091 383 7788
PRICE	£6.99
AVAILABLE	only word
OTHER INFO	...SEE ONLY, MULTITASK

## POWER RATING

### SPORT TOP TEN — THE SPORTS

**American Tag Team Wrestling** 0000

There's been so many wrestling games that a game needs to be great to make the mark. This one doesn't come close.

**Garage** 0000

A nippy overhead racer, but so, so small.

**Grassie Business Soccer Manager** 0000

One of the better soccer management games around for the 64.

**International Ice Hockey** 0000

You just don't get the feel of the violence inherent in a game of Ice Hockey.

**International Tennis** 0000

Wimbledon may be long gone but *International Tennis* lives on.

**International Truck Racing** 0

Just don't ask, don't ask.

**Henry Dalglish's Soccer Manager** 0000

An average football management game.

**World Rugby** 0000

Rugby management without the group-leading sessions. Thankfully.

**World Soccer** 0000

There's little to distinguish the average football management sim from KOSM.

**World Cricket** 00

There's nothing like the sound of willow.

## POWER RATING

# 84%



Why even pretend to football when you have a real one? Apparently.



Cricket is a pretty dull game anyway.



There, that 84% is good. In tennis, I think, every word is a bit of profanity.



So, Sunderland, 1992, the 1992-93 season. A triumph for Sunderland.

# MATCH OF

Simon - not exactly the most sporting of chappies, is he? Then again, it doesn't look as if he'll be getting much exercise with Match Of The Day!



**S**ure, Match Of The Day is the ultimate football challenge. Deal with everything that a real manager has to face - spotting a

player's potential, making an offer his club can't refuse, deciding on his best position, training him up, getting him fit, and winning games. And other teams will be trying to snatch your best players, your staff, maybe even you. What on Earth will Des and Jimmy say? Translation: Fierce Management Sim.

**TIP OFF**

"It's played a mean trick on me."

Work out what to move for before you start - watching Jimmy Greaves telling you how badly you're doing, or putting your hand in a blender.



When exactly do you get in the manager? For another time. My bathroom window air - ah!

Football Management. Simulate. Do I really have to? Yep - Hurdy Ruddy. Off we go.

On loading, you're miserably dumped into a harsh world of wares and things, with only your cunning reflexes, and attention span to protect

you. All is quiet. Something flickers in your peripheral vision - it's the game features.
 

- The Supporters Club - These are the poor suckers who want to follow their favorite players, and pour loads and loads of liquid cash into both the club and your pocket. The only downside is that this

Make sure you watch the loading screen. That's the most action you'll get today.

you're respecting the wishes of the supporters club, as they're paying for the beer.

- The Physiotherapist - This is the idiot that twists the footballer's legs back round the right way, or removes football boot studs that get buried deep in the grass.
- Dealing - This is the bit for buying players, transferring players, or selecting trainers and the like.

- Team Selection - No, hold on, it's on the tip of my tongue. No really, I'll get it in a minute.

- Trainer - Organize your people to run round a field aimlessly, get really worked up over friendly matches, and start hating each other to "save the odd a little bit".

- Team Talk - Letting you mess around with the Free Transfers List, and get your players laughing at times as you couldn't even give them away.

Yeah, so there's loads of features and things to do, but can we please just play a game? I don't ask for much in life - football.



That's never a reward! Where's the money you always wanted about Simon Power...



BOOZE OF THE SEVERE LOSS RATE (VERY HIGH) PROBABLY IS THE ONLY AS SURVIVING (SMOOTH) I MAY BE ABLE TO TO END YOUR EMPLOYMENT WITH THE CLUB.

The thing about this kind of sim is that you keep going back. I suppose Football Simulator doesn't eat it...

So, you can fit up your diary with pictures. Given, then, that you get any better? Yes, lots. For a start, they could write a fan game!



# THE DAY



Being a failure is one thing, but being told it by an irritating and heavy-handed authority.

■ **Goal** - The really nasty bit where your scouts wander around other football games, and try to recruit players from other teams, luring them away with money, women, and baskets of Scampi Fries.

As well as these main playing options, and of course the all-important game - which we'll get onto in a minute, there are a few other bits, such as viewing feature tapes, etc. But as you can see, there's a comparatively narrow range of things to do in your capacity of "manager" in this game.

The game part of the whole package is relatively disappointing, as you really only get loads of mid-game adverts from less-irritating presenters with very little to do outside of their caricatures. They're one's over-thought-of combination of first football game action with tediously slow football management. I don't know, and I really am sorry about not appreciating fully the thrills and spills of football management, but this concept really is getting more than a little tired.

So we'll walk into it unexcitedly, but before we finish a hockey goal, that's all we can...

As you can see, the graphics aren't really all that bad - it's all just so floppy.

All in all, I'd have to say yes - you would like MOTO if you happen to be into football management since, for the cobbie and you're not a (Composed - HUMAN), and we would much rather do the washing up or clean the drains instead.

Okay, so maybe it was a mistake giving this review to someone who hates football with as much vigour as me, but I mean honestly, it really is about time that we started the public in to the spirit of a game concept that, though it appeared many times (as they good or bad), has not changed or seen any new features since the whole ludicrous idea began.



## CF VITAL STATISTICS

**GAME**.....MATCH OF THE DAY  
**PRICE**.....£19.95  
**CONTACT NUMBER**.....CF-1 888 3738  
**PIES**.....1000  
**AVAILABLE**.....VERY RARE  
**OTHER INFO**.....MOST GAMES ARE NEW

## MATCH OF THE DAY



### GRAPHICS

How good are the graphics used in this? Would you notice any flaws?

### SOUND

I couldn't find any that's probably a good thing, though.

### IMPACT

The packaging looked quite nice, but it's a bit of a let down.

### GAME LIFE

You might leave it on accidentally for the weekend while on holiday.

## POWER RATING

# 60%





# PROJECT STEALTH

Simon Forrester thinks he's a Stealth bomber, but then they did have a very odd careers officer in his village.

**S**tealth planes—the ultimate in smooch. The beauty of a stealth plane is that it's undetectable by radar. Even the pilot doesn't even know whether he's in the darned thing or not, and air traffic control are completely clueless (but if you've ever been out of Geneva, that won't be much of a new concept). So when Hubs 540 did I was going to fly one. I kept an extra special eye-out for several forms of nothing landing in the car park.

First thing that, it's not going to sit here and tell you what a flight sim is, because we haven't got much space.

Suffice to say that this particular flight sim is a wobbly straight-forward fly round and destroy lots of stuff kind of thing. So much for the plot.

Stealth bombers, as well as not being that, have one other property. They are laden down with huge amounts of weaponry. Therefore, this is a military flight sim, as opposed to Airbus, which is a stall you don't get-to-choke-anycosty affair.

Anyway — I'd better get on with the game, really, and attempt to get on with a notoriously difficult control system. Stealth, as it happens, is one of the easier games in the Fly God, it's full of happy noises, but you won't find a flight sim which is wonderfully easy to control.

What more can be said about a flight sim? I

simulate you flying — I'm sure you can't imagine the rest for yourself. You fly around shooting things that will manage to find you even though they've no idea you're there in the first place. Okay, but after the main feature, it's getting a bit of flight sim. It's a good game, but I'm not sure I want to talk about flight sims any more for at least a couple of months.



If you look closely you can make out the plot.

The American economy's recovered up thanks mainly to huge white stephens like Stealth planes.

Just that. In the wonder world Americans \$2,000,000,000.

## CF VITAL STATISTICS

NAME.....PROJECT STEALTH  
 PUBLISHER.....MICROPROSE  
 CONTACT NUMBER.....800 505-2300  
 PRICE.....\$3.99  
 AVAILABLE.....GET NOW  
 OTHER INFO.....16MB ONLY, MULTISCREEN

Thank you for travelling Stealth Airways. We do hope we've successfully destroyed your homes.

## PROJECT STEALTH

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

It moves well enough, and you can tell what's going on quite clearly.

### CONTROL SYSTEM

Lots of grumpy, groovy, grovelly effects and tolerable noise, too.

### IMPACT

The on-screen joystick prompts make with gaming easy.

### GAME LIFE

Start playing though and you'll keep going for a while — flight sims are fun!

## POWER RATING

75%

# BEE 52

**Hold on to your hat honey, Clur's going to take you for a buzz around the block to see what's new in the realm of the bumble bee. Watch out, you might get stung!**



Of course, killing the enemies isn't the point at all: collecting pollen to make the honey is and don't you forget it. But hey, if a rogue insect gets in your way, whaddy a bee supposed to do apart from stung it?

## ONCE BITTEN

You'll feel pollen tickled away in the depths of the open flowers that are liberally scattered all over the landscape. Each flower only yields a third of a teaspoon of pollen (that's 1 stinger recurring to all the mathematicians out there), and once it's given that up it closes its petals round its stamens to stop you from getting any more. All of which means that you need to visit another flower to get more pollen.

Then, when you've visited three flowers you'll have to head back to the hive to empty your spoonful of pollen you

fill the pot, place a bit of honey wax in it, screw on the top and change it. You'll have to do this every spoonful of pollen you



**T**alk about environmental authenticity! This game is more damaging to our natural wildlife than a nuclear power station! More than a nuclear power station! More than a nuclear power station! More than a nuclear power station!

killing it... Do. Yep... an awful lot of killing. And although it sounds as if it should be a fight on, Bee 52 is actually a horizontally scrolling shoot-'em-and-collect-'em-up about a bee with a serious attitude.

The bees run their own honey-making business from the security of their hive: a line of rock that keeps them quite nicely thank you. The problem is that nearly all of the honey bees have been insecticided and the only one around is honey the pollen coming in is a Bee 52, so our hero has to face the terrors of the outside world on his lonesome. Luckily he has the power of killer spit to blast badies out of the sky. (Unfortunately most of the evil gits that are shooting at him have evolved a slight immunity to bee spit so it takes a good many shots to knock 'em out of the sky. But I

misable pre-pollinator like get it. Clur, Bee 52 has an awful lot of

Leave off your bees and you're blown out of the hive to find the power! Thousands are leaving home for the first time.



While you're collecting pollen you're safe from any enemies. Remember to seek plenty of possible bugs though.

## DO THE RIGHT THING



If you spend too long out in the field, leaving your hive unprotected the bee-keepers will come. Sometimes they out to get the honey, they don't care who they stung it off, they will rape and pillage to get the honey. If they do manage to get in to the hive, the only way to get them out is to reach in and throw them out the door.



If this honey jar again there's a game problem to fix. Get it back. Get it back!

take

back to the hive it turned into honey to fill the jar at the bottom right of the screen. When the honey jar is full, the level is finished. It's as simple as that.

Well it would be simple if it weren't

for all the little

bugger critters that have made it their mission to get in your way, in fact all the insects that you come across will be to delay you. Some of the insects though, as well as killing you with one touch are bonus bugs, shoot these and all sorts of goodies.



appear. Look out for smart bombs that act as an emergency signal of insecticide, destroying all the badies in sight and keep your eyes peeled for a rapid fire pick-up that gives your finger finger a real for a while. But the best goods of all to feed is the super-stinger, never before has a bee's bottom been listed as a deadly weapon.

The first of the five levels starts off simply enough, with big arrows telling you where to go and with very few badies shooting at you. But the second level starts with a vengeance, as soon as you come out of your hive there's a big blue nasty waiting for you is the first flower. You need to blast him to get in for the nectar. However, though, because another will be back before long to take his place so you'd better get out of there quick. While

you're loading up with pollen and for a few seconds afterwards you're invincible, watch out though because in common with those cheapo bio-herb coats that you buy at Alton Towers when it's raining, it won't last you very long.

**UP  
OFF**

Waves which fly your fall like glass, they drain for a second and they'll force you watching you'd not accident your bounds on the blue water. The best way to dispose of a wasp is to drop it in honey. But if you haven't got any honey the best way to deal with them is to fly like the wind until you're just at least half a screen between you and it then turn around and blast the little git to kingdom come.



## LAURA ASHLEY

The thing about bees and flowers is that they're naturally very bright and colourful, so it's not too hard to get a good looking game from the bees and fauna concept. The only problem I had with the graphics was that I couldn't work out what some of the badies were supposed to be, the brown blobs that zoom up and down the

# BONUS BUG

I promised Dave I wouldn't do the "that's you that is" thing ever again. Except too late, what a pity Dave can't hear any more. See that bee, that's you that is!

**Bonus Bug** - Blast the bugs with the Beeing Balls and they drop bonus goodies.

**Lives** - The number of lives represents the number of bees.

**Timer** - Run out of time on a level and you lose a life.

**Score** - Get a big enough score and you'll get your name on the high score table.



**Flower** - Although it's small, this means you still shoot at you from it.

**Honey Jar** - The more honey you collect, the more you'll get at the end of the level.

**Bombs** - Activate a bomb by hitting B on the keyboard. It's deadly on the badies on screen.

**Trapdoor** - Once you've hit that three flowers you have to empty your stomach of pollen back at the hive.





# ALTERNATIVELY

Okay... so the world isn't exactly short of good horizontal-scrolling shoot-'em-ups, but how does *Bee 52* compare with the classic shoot-'em-ups of old time? Personally, I think it's damn tough to come close to the brilliance of *St. Dragon*, the title game from Stern. It's a serious what-what-not. Like *Bee 52*, you take the part of an animal with an attitude, but this time it's a rock-hard lizard thing with an armor-plated tail. Remember *Barfak*? (My wings are like a shield of steel?), *St. Dragon* protects himself with an extra tough body part too. You can get *St. Dragon* from Kiki software or Amiga-mail order house.

Another classic horizontal shoot-'em-up of the shoot game is *Sikaween* from Masterbyte (available from Wiles) or on the EDOSS system. This one has the edge for its two-player option. One of you trundles along the ground in an air-berm jump-style thing with a huge cannon sitting in the back, and the other flies a chopper through the stars ready to attack any airborne enemies.

Of course I have to mention *Amalytia*. Without it where would shoot-'em-ups be? Unfortunately we can't find anywhere that stocks Andy Draybrook's masterpiece for sale. So if you find it in a cat boot sale and it's up before anyone else can, it's truly fat.

Will *Bee 52* be able to stand up to the competition? Well, I think it might... simply because of the arcade adventure aspect that it brings in too. It's sort of a cross between the *Dizzy* adventures and a violent shoot-'em-up. Good luck to the Codex for doing it less different. (Good? Not? AUGH never mind.)



Minimally, what they call huge cloud jump, they really mean it!



## VITAL STATISTIC

GAME .....	PRICED
PUBLISHER .....	WILE 30
CONTACT NUMBER.....	031 633 2388
PRICE .....	24.99 / 27.99
AVAILABLE .....	OUT NOW
OTHER INFO TAPE AND DISK VERSIONS	

# BEE 52

1 2 3 4 5 6 7 8 9 10

## GRAPHICS

You can't help but be bright with a bee as a star.

## SOUND

No music and an annoying beeping noise interspersed with blaps.

## IMPACT

It looks great and the first levels a piece of cake.

## GAME LIFE

There's nothing there to keep you coming back.

## POWER RATING

# 81%

screen occasionally had me completely stumped. But eventually I came to the decision that it was much more fun to blast their brains out without worrying about what genus of insect they were. Shooting them out of the skies is a much more satisfying pursuit. (We're going to get lots of mail from those of you that hate flies now. That'll certainly keep us busy.) Thanks Out — Ed

Not so satisfying is getting through a level. These look so easy that you don't get a feeling of progression. You just meet more obstacles on your way through the garden, it might have



The end of the line. Somewhere to run to, somewhere to hide. There is one that cannot break anything.

been better if you could have found yourself in a different scenario. A party, buzzing around a country kitchen, or inside the hive!

There are some great intro screens and an adorable animation between levels that would make even the toughest of hard suits go "ahhh, isn't that sweet?" (I'll bet you twenty quid that I would not do anything of the sort — Ed). Huh, ignore him. Anyway, there just isn't enough to give *Bee 52* the edge, a bit more gameplay is what's needed. Come on, take a little bit more effort and you could have had a real *Bee*—power garden.



It looks so easy, all the blasted quads get in your hairline, walk off over your eye stream and get stuck in your eye. Bold





# NEXT MONTH

If you're anything like the average CFM user then you probably use your 84 primarily for playing games on. Well, if this month is true about you then it's also a fair guess to say that you were going to use it for lots of 'serious' tasks when you bought it. What happens is that you convince yourself to type your address book into a database, your household bills into a spreadsheet and your letters into a word processor... but get as far as installing the program and giving up. Next month we ask to show you just how easy it all really is, when we start a series based around the excellent Mrs Office 2 suite of programs. Get those typing fingers ready.

On the game front we've got the full and utterly exclusive review of Virgin's new platform shoot-'em-up, *Atari!*. Check out *Duke's Demogorgon* three page review of the hottest licence to hit the 64 since *George Lucas* made good money.

## CF SHARES OFFER!

Forget BT's here's a limited edition offer that you can't afford to miss. CF26 will be on sale on 24th August 1993, but you can get a special 'Mag\*Save' option on this limited edition\*. Just fill out this form and hand it to your newsagent and they'll send it copy away for you. And won't have to suffer any classically unkindly Inspector Morse patches, ever again.

# MAG\*SAVE

My Newsagent distribute (Mr/Ms/Ms),  
Like, save me one of those righteous (rather  
great) CFs (Commodore Periodic) mag.  
CF26 (the September issue) is happening  
(gives an extra) real soon (in the 24th of  
August). Excellent (Thank you very much).

MY NAME

MY ADDRESS

## LOST IN FRANCE IN LOVE

Dear Commodore Forum,

The crates ended and I decided it was time to see a bit of France again. Instead of flying though, I've bought a kneecracker old Citroen 2CV, complete with authentic French dents. It's only got 100,000 miles on the clock and gets like a beauty, if only at 20mph.

Now it's not a great lover of motorways (or motorways if you must) and so I decided to hit the back roads. It was great, I rolled back the roof, sang back into the seat and chugged the along. Then I hit the haystack. It wasn't my fault, it came out of nowhere and reamed the front of my car.

Fortunately, the farmer who owned the runaway haystack loaned me to the nearest garage. The proprietor, a Monsieur Garwood, wandered around the car, asked the lyrics of a Gaetano, scratched his head a bit and then intimated that I'd get back at least 'Un Cheburak' which I took to mean '50 francs'.

Deciding that the 10 best leave Garwood to E.I. I strolled down to the village's inn and booked a room for the night. It led to one of the most extraordinary events of my life.

*Chris's Reply*

## STARS IN THEIR MINDS

We couldn't get Peter Walker, Jude Tynan was unavailable and Russell Grant's a bit too good for our table, but we did manage to get Miles Maderia. It set the Commodore Forum astrologer. Here are her opinions on the CF crowd.

### MUCH (14TH OCTOBER) LUNA

Having analysed Much's chart I can tell you that he's a tremendously up and down sort of guy, taking ages to make up his mind.

He's ruled by the planet Venus (that's funny in case you didn't know) which means he's a bit of a flirt. Looking into the future I can see a group of German tourists getting very annoyed with him for his John Cleese (don't mention the name) impression.

### OLIE (29th OCTOBER) SAGITTARIUS

Olie's got some interesting potentialities in his chart. He seems to have been hugely influenced by music, particularly that coming in the late 70s, and he seems to be fond of applying soap-to-his-hair. In his future I can see an embarrassing incident in a *Grand* shop when he mistakes a cat for a spot of tea.

### SNOW (26th DECEMBER) SAGITTARIUS

The occurrence of Olie's and Snow's birthdays so close is an interesting cosmic coincidence. It leads me to believe that they have the same taste in astrology maps. Peter Dinklage unless he's more ubiquitous. In Snow's future I can see a stranger passing him in the street, and wearing him for Vanilla Ice.

### ONE (1st JANUARY) CAPRICORN

It must be something of a tragedy that I didn't get a picture of One, but I think his feature is a major influence on his sign which means you have a weakness for all things odd and fluffy, especially cats. In the future I see a French/Siberian called Barry choosing a basketful basket for you at a French country market.

### ASA (23rd SEPTEMBER) LUNA

Like Much, Lisa is a bit of a flirt, being ruled by Venus. She has a passion for shopping malls. It odd as she doesn't have a lot of cash. She enjoys fine clothes, fine food and fine hair. In her future I see a handsome man going her for drinks on the veranda of the *Madame*. Downy Tearing Saloon and then a *Madame* of meet her dating wife, at the local *Waltos*.



