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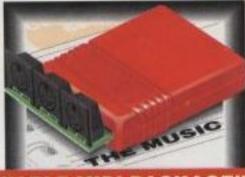
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"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KING!"

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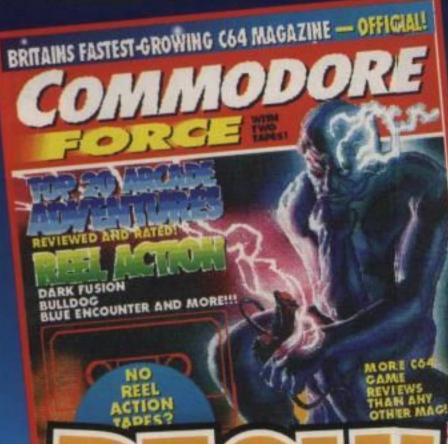
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COMMODORE

ISSUE 6

JUNE 1993





RAVE

Outrun Europa gets a big kiss from the COMMODORE FORCE team. Hurrah! Yahoo! Spiff! (etc).



ening? All that's new and interesting (perhaps!) in the C64 world.

ACTION What's on those lush bundles this month? Talk

about tapes, we got 'em. Has Street Fighter 2 taken a fall yet?

7 EI C Chris 'Big Tip' Hayward tells all on The Last Ninja, Saboteur 2 plus more cheats than ever before!

delivery blues again!

...And never have those non-

The grumpiest letters page in the world. Thanks, Lloyd!

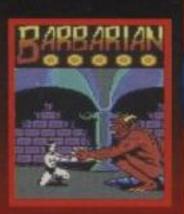
He's the man who eats circuits for breakfast! More complex conundrums solved by the technical one.

Remi Ebus discusses Poland, the EEC and lightsourcing.

MANGRAM'S

James 'Frodo' Price and

Miles 'Gollem' Guttery pilgrimage through the top 20 C64 arcade adventures.



DRIVING

Win two Ferrari F40's and 10 copies of Outrun Europa? Surely not!

POSTER

You can stick it (on your wall, silly).

Over £300 wor games to be w

WHATEVER NEXT?

What you can expect in the not-so-distant future...



Nine out of ten owners prefer Bash — and he's not even cat food!



FORCEFIELD

Recession? Out of cash? Perhaps the PLAZA can help you...



MONTH

If only COMMODORE **FORCE** came out every day. Sigh...



Get ready to rock with this supreme reader game.

EASY LIVES

Lethal Weapon and Bart Simpson cracked? Surely not!

Zppelin

ARNIE 2 CHAMPIONSHIP SQUASH DARKMAN FOOTBALL MANAGER 3 **FOUR MOST SPORTS** INTERNATIONAL TRUCK RACKING

MCDONALDLAND **OUTRUN EUROPA** 12 **POSTMAN PAT COLLECTION 56** SHADOW DANCER SPACE GUN 50 THE SIMPSONS 60 WWF 59

58

53

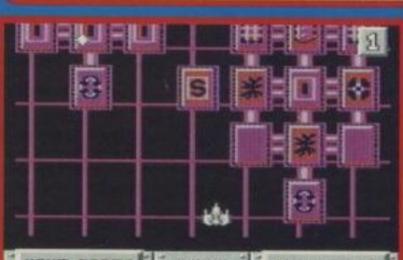
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Miles is driving his great new car, James is playing his new Nirvana tape, Steve's living in his new house and Chris is still looking for a hot date worthy of his attentions. REEL ACTION? Well that's as hot as ever. Interested, Chris?



BOUR SCORE

SHIPS

HIGH SCORE

Ace shoot-' em-up from Prism Leisure.



DARK FUSION

Superb blasting action on your covertape? Meet **Dark Fusion!**

OMMODORE

Britain's biggest C64 mag — created by: Impact Magazines(UK) Ltd, Ludiow, Shropshire, SY8 1JW.

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properties in this magazine are used under license from The Big Breakfast. COVER BY Oli 'Rubik's Kubrik' Frey

Almost alarmingly good news abounds round seemingly every corner this month, kicking off with the introduction (well, reintroduction in one case) of new staff. Welcome back aboard, James, and congratulations on the promotion - and hello to our new Editotrial Assistant chap, too (I'll remember his name in a minute!).

A bigger team doesn't for a minute mean that the old adage of too many chiefs and not enough cooks spoiling the mosscovered spilt milk after the horse has bolted (or something) is true. No, not on your nellie! What it does mean, though, is that we'll have more time between us to bring you a fresher, more accurate mag; tips can be significanly more in-depth and generated here at the office (instead of having to rely on you lot the whole time, although your tips and solutions are always welcome); screenshots can be lined up and executed far more effectively; I don't have to go to the coffee machine every time I develop a thirst; etc...

Secondly, we've moved. Not to another building, I must stress, merely down two floors into the very bowels of the building (yeuch!). Seriously though, this: IS good news - more space, better working conditions and, most importantly of all, the chance to tidy up in earnesst! The good news for YOU is that, while shiftin all the desks/filing cabinets/dead staff writers etc a number of previously undiscovered items came to light: Phil's old lunch box wasn't the only tihing we unearthed, I can tell you! Ten brand-new never-been-opened Logic 3 joy/sticks were stuffed into a box behind Claire's desk; A mountain of C64 dust-covers came to light, as well as a whole bunch of other odds 'n' ends - and you lucky people are going to get the lot!! Yes, occasional prizes will be awarded to the senders of particularly interesting (or rib-tickling!) missives... all tat Lloyd Mangram's discretion, of course! Add to that the eventual release of two top quality C64 releases (we were beginning to think that Nobby The Aardvark and First Samurai were never going to make an appearance!). Yes, it's good news all round this month alright! The Force IS With You... Alwayys!

Steve Shields Managing Editor



or those of you eagerly awaiting the Commodore 64 version of Lemmings, there's a song soon to be released that may interest you. Psygnosis and Digital Reality (the back-room guys behind KLF) have got together to produce a Lemmings dance track. Before you all scream a collective 'Oh No!', it's worth mentioning that they're not going to come up with the same contrived 'tunes' as the writers of the Tetris and Super Mario rave tracks did. Instead, they've taken the basic theme of Lemmings 2 on the Amiga and come up with something smarter than your average bear (as the great Yogi would say). Why on earth they didn't use the C64 to

> do it is beyond us; perhaps the heavenly technology bewildered them too much! Oh, by the way - C64 Lemmings is pencilled in for an autumn release, and boy is it gonna be good.

f there's any of you who've been pacing around like expectant fathers while waiting fo the release of First Samurai and Nobby the Aardvark, here's some news that might please you. Well, for a start, a large group of MP's have forwarded a motion to cut the price of CD's. This is good news for everyone everywhere, as paying four to six pounds more for them than ou American cousins is, quite frankly, preposterous Secondly, Miles has finished with his girlfriend and become an eligible bachelor - send loveletters, photo's and the like to the usual address Thirdly, Comic Relief made flipping huge amounts of cash to help all those needy in the

> world. Fourthly... (Editor waves P45 in a threatening fashion) er... straight to the point, Nobby



QUICK ON THE DRA

asters of educational programs Europr Software have released the latest in th Fun School series; an art and music package for the over fives called Paint And Crea

The package includes a colourful, interactive activity menu, an art package, a greetings card creator and a simple music generator. You can a create jigsaw puzzles and put together strange creatures using a series of pre-drawn limbs and features.

Paint And Create costs £12.99 on cassette, ar is available NOW from all good software stores.

STEVE SHIELDS

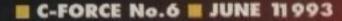
A Man-Ed's job is not an easy one and, as such, I haven't hammered as many joysticks as I'd like. I did take time out of my busy schedule (meetings meetings, MEETINGS!) to have a blast on a few old favourites from the feature: Dan Dare is still one of the best C64 games ever. Anyway, I'd better go now... there's a meeting about to start!

JAMES PRICE

Miles, I totally agree with you things have gone a little hazy since Griff turned up. My vision is a blury mess, and all I can see is

endless sheep-like clouds. Anyway, could these chickens please disperse

- I'm trying to play Outrun Europa.



VIII TO

KAI REALEAS

the Aardvark and First Samurai are in the shops now, so go grab them right away! They're right smart and couldn't possibly fail to tickle your tickley bits in a very welcome way. They're such luvverly bundles of joy that you'll be thoroughly chuffed to chufflevlille with what a great purchase you've made. You'll have to sit back with a milkshake and some biscuits to stare lovingly at their title screens, so happy about the day you bought COMMODORE FORCE and found out about

them.

For those of you that don't know, First Samurai was given a hefty 97% and Nobby an equally impressive 96%. What more need you know, eh poppets?

STEEDING BEAUTY

put back in it's release schedule because of... bugs. Ocean's release policy is very strict, and the last thing they'd want to do is inflict the buying public with something they'll hate. So it's quite a relief that they're not going to. Don't worry though, 'cause as soon as it IS complete, you can be sure of a full review in a future issue of your darn fantastic COMMODORE FORCE. Just don't try falling asleep on a cliff-top while you're waiting, you might drop off!

THE BUSINESS OF THE PROPERTY O

Yo! Ben The Boffin here with another heartwarming selection of BIG BREAKFAST tip opportunities. Listed here are four of this months greatest games. Instead of getting you to waste 18 pence or over on writing in to make a request, we've got these ultra-cheap phone lines to make life sooo much easier. Want those gaming secrets cracked in the next

COMMODORE FORCE? Then dial that number! Calls cost just 10p or less — cheaper than the price of a second-class stamp. The game receiving the most

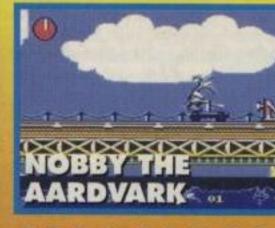
votes will
receive the
Tipster
treatment in the
next
COMMODORE
FORCE. Oh, and
keep watching

Mondays and Thursdays, 7.45 am. Bye for now! THE GARDEN STATE OF CARDS HEEDED: 9
LIVES: 03 RRCHES: 31
MC DONALDEAND

0839 007 885

DARKMAN

0839 007 88



0839 007 88



SHADOW DANCER

0839 007 88

• Which games are the COMMODORE FORCE crew playing?

CHRIS HAYWARD

The sweat generalting
Championship Squaish has
caused many an hour to
vanish along with the speedy
Outrun Europa. The summer
months are blossoming, my tiedyed T-shirts are malking a gradual
come-back and the Commodore
game scene is as riple as ever.
Bliss.

MILES GUTTERY

The great thing about doing the round-up each month is that you invariably unearth an all-time classic you'd completely forgotten about. This month I got playing the fabbo *Great*

Escape. Still as excellent as ever it was. Then Griff Rhys-Jones showed up with 200 cans of Holsten Pils and things went a little hazy.

IAN OSBOURNE

been playing Outrun
Europa as listening to
it — Jeroen Tel's ace
music is worth the asking price
alone! It's an excellent game too.
Fast, exciting, powerful...
everything a rave racer should be,
and a great example of what the
good old C64 can do when properly
programmed.



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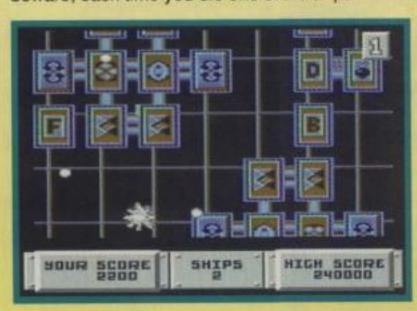
Here it is — the Reel Action faction is back in traction. Pump your C64 up to the max, plug in your gee-tar and move to the groove with another selection of thumping freebies. Only COMMODORE FORCE will stay the course so stay slinky, y'hear!

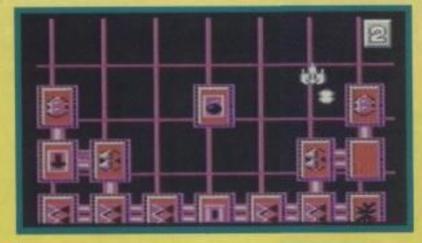
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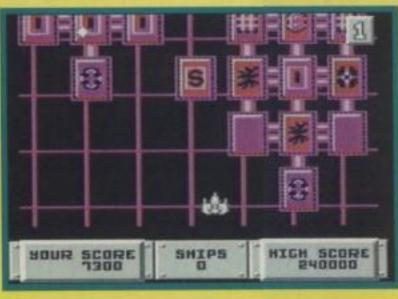
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Prism Leisure

eavens above and hell below! Strap yourself in for some hardcore, do or die, blast and blast again, alien scum nuking action (phew). You must shoot your way through the enemy's outer defence systems to reach the POLON motherships. Once one of these is destroyed, you'll be teleported to the next enemy defence system where your flying skills will be tested to the max. Along the way, various ship add-ons can be collected such as power and speed. But beware; each time you die one of the ships







firepowers is lost, leaving you with the basic shooting power. You also loose 'auto-repeat' (B) if you have it.

CONTROLS

CTRL

- Pause game

JOYSTICK

 Left, right, up and down to move craft; fire to fire (amazingly enough)



INSTALLATIONS:

There are seven gun-toting enemy installations to take on and take out. These include...

TRAJECTORY X7

these fire straight towards you.

FAST TRAJECTORY

as X7 but much faster

SHIELDERS

these fire a wide bullet straight down the screen.

STRAIGHTS

 These fire two bullets horizontally and then two bullets vertically.

HOMER

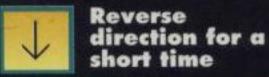
- these fire homing bullets and require evasive action to avoid.
- There are four types of walls and which kill you upon contact. Each require differing amounts of shots to destroy
- All other installations should be eradicated. These are:

ANTENNA CONTROL TOWERS TANKER BEER DIAMONDS RADAR JAMMER

BONUS AND OTHER COLLECTABLES

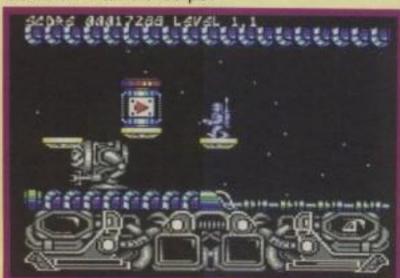
These can be picked up by running over them.

- Gives you extra firepower (maximum 2)
- B Gives you bonus fire, auto-repeat
- Speeds your ship movement up
- Slows your ship down
- Shrottime invincibilty
- Gets rid of all bullets on the screen
- Makes youmove only left or right for a short time
- Drain which takes off all bonuses and reduces you to a basic ship.
- Mystery



Prism Leisure

h oh! Yet more evil alien hordes are asking for a blatting in this all action zapper. Can you pass the sinew-stretching test of the Guardian Warriors Corps?



Divided into three sections, Combat Zone, Alien Zone and Flight Zone, you begin in Combat and must locate a 'fusion pod' (indicated by a flashing beacon) which then transports you to the following zone.



Some nasties will be a little tougher than others but fortunately you have one more trick up your proverbial sleeve. Hold down fire until the bar at the bottom fills, then release for a high power energy bolt.

The action is controlled using a joystick plugged into port two, so blaze away my son, blaze away.





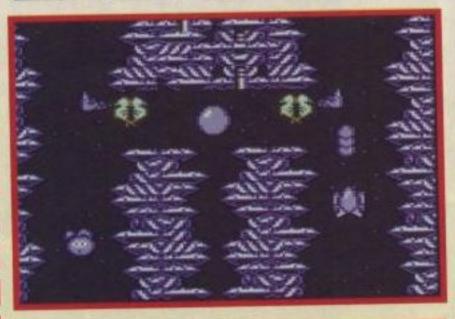
To keep all your REEL ACTION tapes in mint condition CF offers you the chance to obtain 10 empty cassette boxes for a mere 50p (inc' P & P). Fill in this coupon affixing the aforementioned coin (or equivalent postal order) where indicated and mail it to:

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Postcode Favoured sandwich filling

If you don't want to trash your mag you could always make a photocopy of the coupon and send that instead!

000 8





Asif Bhagwandin

here they were, Grog and Sprog. Two innocent peac lovers who liked to solve matters with a bit of logical thinking. At weekends the duo indulged in a spot of stone positioning, mole grooming and water watching, but their passive lifestyle was brutally cut short when their parents were nabbed by a wicked dictator and held to ransom. In a flash the undynam duo had replaced their polo necks and corduroy for military



yer games. It's fortunate then that John 'Messiah' Wells is 'on hand' to lend a helping hand but you know, not many can compete with the Forcers on their home turf (i.e. any computer game, ever). This months happy hacks will help Bart thwart The Space Mutants, kick IK+ in the doolallies and all of Bub's probs with Rainbow Islands will come to an end. Add to this Lethal Weapon, Impossible Mission II and Blackland and you have many a problem solved. Select the required game beating cheats using a joystick and follow on screen prompts for loading instructions.

Lives. Obviously, unlike the rampant

C-Force team, you

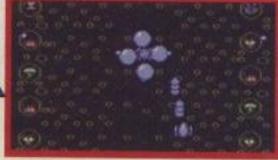


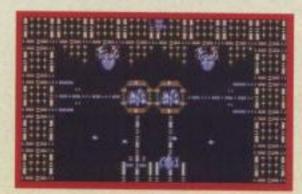
assault suits and cleaned up their dads astro blast cruiser which stood dormant in the back yard. No longer in a calm mood the twins set off to the stars, thirsty for the blood of Eric - the nasty gang leader responsible for their parents disappearance.

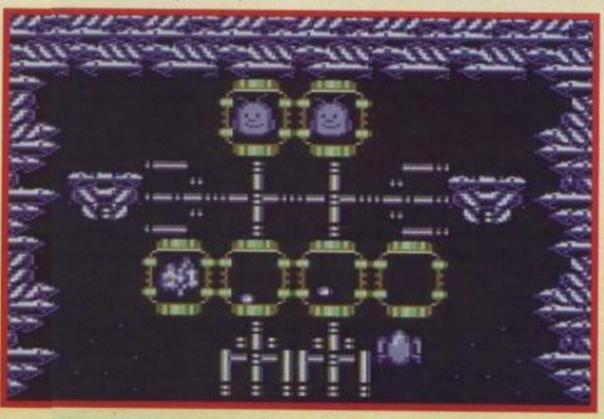
This sensational SEUCK blaster was sent in by a reader and you can sample the delights of destruction by simply plugging in a joystick and taking on the enemy hordes. Look out for the coins and diamonds for lots of points, because if you amass 10,000 an extra life is at your disposal.

Get firing. get dodging and discover the Blue Encounter.









Fed up with being a disk drive owner and not being able to sample the delicacies of **REEL ACTION?**

All you have to do is cut out this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to;

Ablex Audio Video Ltd,

Harcourt,

Halesfield 14.

Telford,

Shropshire TF7 4QR.

Before you know it the games will arrive on disk! Hearty cheers all 'round.

	Name	 -
	Address .	
	The state of the s	
ı		***********





Postcode

Are you an ego-maniac? Do you scoff at the games featured? Think you can do better? Well stop mocking others and put your program where your mouth is! Include the below form and international fame could well be yours!

Telephone (Daytime)

(Evening) Utility used (if any).....

Favoured political dilemma.....

Please sign this declaration; This program is submitted for

publication by Commodore Force. It is wholly my/our own work and I/we agree to

indemnify Impact Magazines Ltd. against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Date

■ Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).

■ Send the game and coupon to; A Piece Of The Action, Commodore Force, Impact Magazines Ltd, Ludlow, Shropshire, SY8 1JW. Keep a copy for yourself, and if you want your game returned, bung in an SAE.



£3.99 Cassette

Having just bought his new car, MILES 'FRUSTRATED BOY RACER' GUTTERY can't drive it for insurance reasons. With his immense driving talent (he wrote off his previous vehicle) it seemed only fair he vent his frustration on this corking budget racer...

Wahay, this is what

driving computer games are all about - fast, smooth scrolling, ace sprites and music that puts most chart releases to shame! Unlike previous Outrun outings, this one's got a decent storyline and plott. With its predecessors you felt you were out for a simple Sunday afternoom picnic, but not here — slamming boy racers off the road and changing vehicles after each level adds a wholle new dimension. Great graphics, perfect playability and some of the best computer music I've ever heard make it a brilliant budget bargain.

bit of a diversion from the previous games in the series, Outrun Europa casts you as Simeon Krutz, a smooth, suave secret agent. Some classified military blue-prints have fallen into the hands of ruthless terrorists and, as top bod in the field, the government turns to you to recover them - not a blonde bimbette to be seen, this is real mans stuff.

The world of international espionage is awash with fast cars, hard action and, of course, gallons of vodka-martinis (shaken heavily and without a hint of stirring). Unfortunately, the C64's limitations mean one of these had to be omitted from the game but hey, who needs fast cars anyway! Only joking - seven levels of tyrescreechin' mayhem (and some aquatic bits too) stand between our Oxbridge hero and world peace in this drive-'em-up spectacular across

The assignment begins in England where the dastardly doers of dirty deeds have pinched Sim's interminably flash Ferrari F40 and are hi-tailing it towards the coast. Thinking quickly, you grab a nearby parked motor-cycle and take off in hot pursuit. The various innocent drivers on the road cause hassle but far more annoying are the rival agents who also want the documents.

They will stop at nothing to halt your progress and the best way to get rid of 'em is to ram 'em off the road. You can't be killed but are against the clock and crashing into obstacles costs valuable seconds. It may seem a bit odd that a motorbike can ram a car but amidst the hectic action, it hardly matters.

Don't forget about the fuzz either. Not only are you riding a pilfered bike but the local law enforcement peeps don't take too kindly to someone riding through their patch at speeds in



excess of 200 kph. If they manage to catch up they'll attempt to stop and arrest you - game over. They can also be rammed but a quick jab of the boost button will leave them eating tarmac (just like my new car, it's well 'ard!). Boosts are limited but running over yellow canisters found strewn across the road top it up.

Outrun

tremendous

racer

Finally arriving in Dover, only to see the terrorists sailing into the sunset aboard a ferry, our unscrupulous undercover, er, person spots an un-attended jet-ski. In the blink of ar

eye he's pounding the waves on his way to Calais. Water-borne hazards include rocks, Europa is a lighthouses, police boats an even grenade lobbing

> helicopters! You're not defenceless though; luckily th iet-ski's armed with a limited number of rockets.

Power up onto the beach of Calais, nab a conveniently abandoned Porsche and get goin again, there's no time to lose. On through Paris down to Spain then hop in a speed boat over to Italy. Here you recover the F40 and head to

BUE BEET EVE





'YOU ARE UNDER ARREST. YOU HAVE THE RIGHT TO REMAIN SILENT. ANYTHING YOU DO SAY MAY BE USED AGAINST YOU IN A COURT OF LAN. HE GOT YOU! When challenged about the tackiness of his sunglasses the arresting officer was most put out.





Austria for a show down with the bad guys. Having retrieved the blue-prints the final stage is a dash up to Berlin to rendezvous with your people and get a good pat on the back for your pains.

The first thing which hits you when playing Outrun Europa is the sheer size of the graphics. The main sprite is quite small but roadside features are gimongous! And what about the speed?! Towering objects rocket past in a flash and you wonder just how the programmers managed it. To say I was gob-smacked would be saying something that was true.

Level to level 'sameyness' which afflicts so many 3D racers is admirably curbed with the different modes of transport on offer, a feeling further enhanced by a great deal of graphical variety between levels. All vehicles have their own handling characteristics with the water and road sections demanding different techniques for success. Plenty of little graphical touches add to the overall atmosphere such as the land emerging over the horizon on the jet-ski and speedboat levels — brilliant!

All sections are linked together with excellent static pictures and text keeping you abreast of the storyline developments. Cosmetic, yes, but



they really keep the game flowing as if you're actually achieving something rather than just driving through different landscapes. You become part of the game itself and an excellent Jeroen Tel soundtrack complements the action perfectly.

Of course, with so many uppers there has to be some downers. Outrun Europa's is the extensive, but inevitable, multiload. Each level is loaded separately but thankfully, they're fairly large and a few continues stop you screaming when out of time. Speaking of which, time limits are very tight. You can't



Weeks adrift had left Dave in despair.
The noisy helicopter just made it worse.

q Tag

 Never mind pretentious boy racers - dashing around with thudding stereos and big Garfields stuck to each wheel - if you want to impress a lady, a good three point turn will do wonders. There's no text book manoeuvres here though, an eye for blinding speed is the main necessity! Racing games can become very limited, but with four different vehicle types to cause havoc in, this highway burner ranks high in terms of lastability. A trait that tanks up the enjoyment barrels is the ability to nudge rival drivers off the road. Whereas most 3D racers have obstacles that simply slow you down, here they can be rammed off to the wayside. This leads to some satisfying duals, as you crunch a jalopy into a hedge and speed off before the police . can flash their blue bulbs.

afford more than a couple of crashes and careful use of turbos is essential if you're to make the check-points.

Despite the unavoidable annoyance of the multiload Outrun Europa is a tremendous racer and one you shouldn't be without. I'd even go as far as to say 'oops where's my thribble?'. I'm

Obtain and indulge.

always losing it you know. 11 3 91%



EXCELLENT SOUND TRACK FOR EACH LEVEL

GET THOSE WHEELS TURNIN'

...AND THEY WON'T STOP FOR A LONG WHILE



C-FORCE No.6 II JUNE 1993

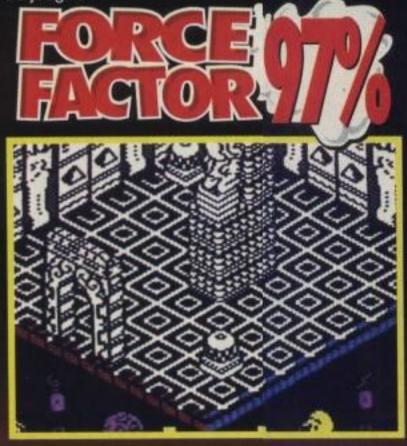
7 ROUNDEUR

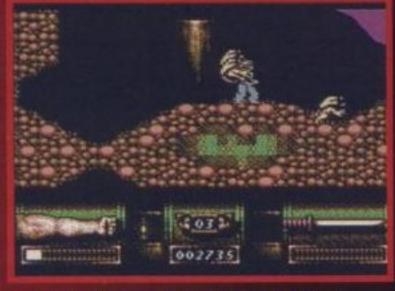
IN SEARCH O

If it's adventuring you like, but with a bit of arcade action thrown in then look no further. MILES 'ARCADE ADVENTURER' GUTTERY and JAMES 'ARC ANGEL GABRIEL' PRICE prepare to solve puzzles, wield swords and negotiate mazes 'till the cows come home to roost, or something...

HEAD OVER HEELS Ocean

If you've never been dumbstruck by isometric 3D'ers then think again — Head Over Heels is the game to change your mind. Head and Heels are secret agents out to liberate four slave planets of the Blacktooth empire and overthrow Blacktooth itself. This involves wandering around many rooms and solving the puzzles within. Very large and challenging, this is a game that'll keep you going for weeks. Flipping between the characters is essential to complete some of the puzzles. Both have their own strangths and weaknesses, Head, for instance can jump higher whereas Heels is a faster runner. Some problems even require the duo to join together therefore pooling their assets. It's by far the best of the genre and the yardstick by which all others shall be judged.





FIRST SAMURAI Ubi Soft

lay the part of a young Samurai warrior out to avenge the death of his master. Beginning in the mystical world of the ancient Orient, you've many traps and puzzles

to avoid and solve, which are made infinitely more difficult by the myriad of strange creatures who leap, prowl and fly across the land. Of course, our baggy-trousered friend is by no means defenceless. Years studying the art of the Samurai have armed him with a lethal arsenal of kicks and punches, not to mention (should he collect sufficient magical energy) a lethal sword.

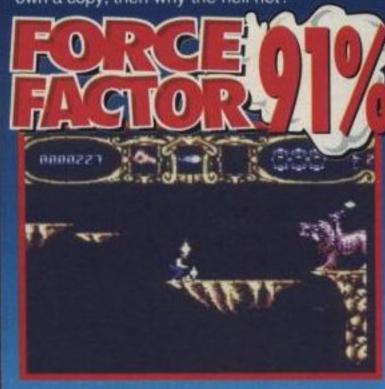
There's something for everyone in First Samurai — puzzle solving, mapping, secret platforms and loads of action. There aren't many better looking games on the 64 but this one's got playability to match the graphics. It took it's time in arriving in the shops, but it's finally available NOW!

FOR THE PARTY OF T

MYTH System 3

s sword and sorcery epics go Myth has the lot. A wonderfully dark and brooding atmosphere confronts you from the out-set. Eerie graphics and a spooky soundtrack are to thank for this, and you're constantly on the look-out for the sinister undead creatures which lurk in the shadows throughout.

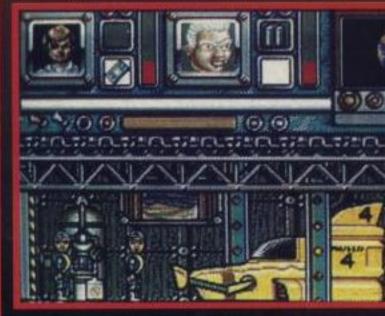
Boasting some of the best sprite animation ever seen on the C64, there's little to complain about with *Myth*. The instructions offer little in the way of clues but you'll soon be hacking the heads off skeletons with aplomb. Level one eases you into the action but later on things really take off. Some of the monsters have to be seen to be believed. Topped off with some truly taxing puzzles, *Myth*'s a real classic. If you don't own a copy, then why the hell not?





THUNDERBIRDS O Grandslam

computer game with no strings attached (chortle), *Thunderbirds* is in fact four games in one. Each part is a separate mission involving different



COULD-UP

FAMENTER

VENDETTA System 3

ecome a musclebound mercenary type in this action adventure with arcady bits.

A professor and his babelicious daughter have been kidnapped by terrorists who've forced him to build a nuclear bomb. Unfortunately, they've picked the wrong

guy to mess with. Essentially, you have to search each screen for clues to the baddies hide-out while duffing in the odd chappy along the way (made easier if you manage to find a gun). Each exploratory section is linked by an average driving sequence. It's a bit poor compared to other, dedicated driving games but it makes for a welcome break from the main action.

Graphics are very good throughout — despite the slow screen update — but a lot of time is spent searching each location extensivelly, so you hardly notice. My only reservations are against the lastability, it's just a tad easy. Try and get hold of it all the same.



characters and equipment from the International Rescue team. Not unlike the recent Crystal Kingdom Dizzy the missions are played in order of difficulty. On completion of a level a password is issued saving you from trudging through previous stages.

Gameplay is essentially the tried and tested 'find/drop/use object' formula.

Of course, all good games try to add a new twist to the genre. With *Thunderbirds* this is the ability to switch between two characters on a mission, each having different abilities making them more suitable for certain tasks. It's getting on a bit now but fans of the series will enjoy manipulating the famous heroes.





THE GREAT ESCAPE

ne of the most original game designs on the C64, The Great Escape doesn't seem to have aged a smidge since

appearing over six years ago. Set in a Colditzstyle POW camp during WW2, it has you controlling a prisoner determined to break out. It's

THE ADVENTURES
OF DIZZY
Codemasters

overing each Dizzy adventure would be dull to read (and even duller to write). However, reviewing just one would be unfair, so this is a condensed *Dizzy* history.

The Ovoid adventurers first outing was simply entitled Dizzy. The jolly character and



interesting to leave the controls alone and simply watch your man follow the camp routine with the other prisoners. Pick up the joystick, though, and can go off and explore the camp for equipment to the escape, being careful not to get caught out of bounds by the guards. The graphics are packed watmosphere, and with the many different possible escape routes this is an enthralling game no-one should be without. Will you dig a tunnel, or perhapcut through the fence during the night?

Hours of challenge and enjoyment are packed in this marvellous title.



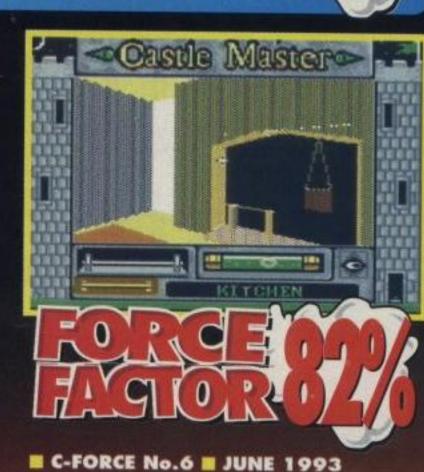
atmospheric graphics, not to mention addictive puzzlement, meant it sold by the bucketload. The fact he could only carry one object at a time was an annoyance, though. With Treasure Island Dizzy he could carry three items but unfortunately they were dropped in the order they were picked up. This meant you could be underwater with only the snorkel and be unable to collect anything without dropping the snorkel and subsequently drowning — aaargh! Fantasy World Dizzy remedied this prob with a menu that allowed an inventory object to be selected. Of the seven adventures, the first six are direct Spectrum ports but Dizzy VII is bigger — with much better graphics — but essentially more of the same.

The eggs games are pretty much of a muchness so here's a collective rating.



CASTLE MASTER Incentive

reescape was one of the most remarkable game systems to be developed in recent times. Giving the player almost infinite freedom, you could travel around the solid 3D landscape and change the viewpoints from an impressive number of angles. By general consensus, the best game to emerge from the realms of Freescape was Castle Master, with its enhanced graphic system speeding up the action. The way the game world draws you in is where Castle Master scores over conventional adventures. Actual action is fairly minimal but thinkers should seriously consider adding a Freescaper to their horde of C64 goodies. However, if your budget can only stretch to one, make that Castle Master.

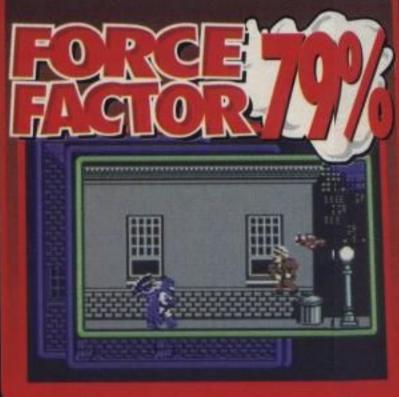


TO ROUNDER

BATMAN — THE CAPED CRUSADER

Ocean

nusual presentation sets Ocean's second bat-escapade apart from he usual adventure fair. Each new loation overlays the old one giving the feeling of atually 'playing' a comic book. It's hard to explain without actually seeing it but it works a trea. A healthy dose of silly humour captures the spirit of the original series and with two totally different cases to solve (one on each side of the tape) there's real value for money. Downers include the number of baddies who appear, with Eatman having little chance of defending himself. Also, having to play through problems you've already solved after you die is a little boring.

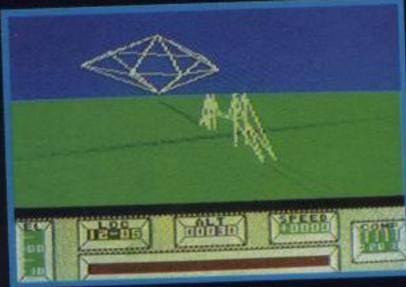


FRANKIE GOES TO

Ocean

rom one of the best programming teteams to grace the C64 (Denton Designs) cocomes this eccentric game based on the infammous band (although let's face it, the link's a pretty tetenuous one).

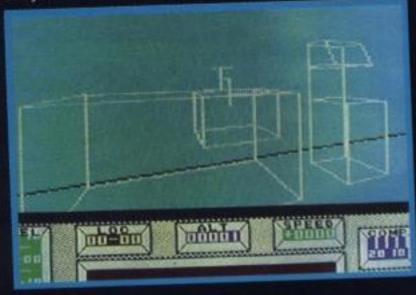
You begin the game as 0% of a real peperson, and throughout the adventure you have to solve puzzles to push this percentage up. Alonong the way there's a murder to solve, cats to feeeed (?!) and hundreds of objects to manipulate. A. Another feature that makes it such a fantastic ganame is the addition of several extremely playable su sub-games.



MERCENARY

Novagen

espite it's first-person perspective and flight-simulation overtones, *Mercenary* is a classic arcade adventure. While many may disagree with our catorgorising it as such, there's enough in the game to justify the label. With acres of city (and surroundings) to explore, a plethora of objects to utilise and use in conjunction with others plus a genuine,



These range from a spitting battle between Reagan and Gorbachev to a shooting gallery section with various 'hate figures' to take potshots at — and there's a few infinately weirder, believe me.

Frankie recieved a great deal of praise on it's initial release, and compares well with more recent games; in fact, it puts a lot of them to shame. To miss this would be missing out on life itself. Start looking on market stalls now, you won't regret it.



JET SET WILLY Software Projects

ow could this round-up have been written without a mention of this? Jet Set Willy is one of the worst/best/addictive/infuriating games to date—it just defies description. The basic platform action looks terrible by today's standards, but

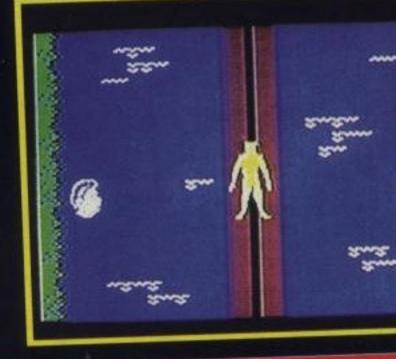
plays fairly well; just not as well as it did originally!

atmospheric feel, Paul Woakes's threedimensional world is a hit from the beginning.

If you haven't seen or heard of it yet, then you won't know it involves you (as the mercenary) crash-landing on the remote planet of Targ. It soon becomes obvious that your situation is dire at it's best, with a crippled craft at your side, a planet stricken by a terrible war under your feet and a serious lack of funds in your pocket. Fortunatley, your initial location is near an airfield, where a rudimentary plane can be purchased to make travel quicker and easier.

The freedom given to you in your search for riches and a convinient escape route was a revalation in it's time; still to this day *Mercenary* can't fail to impress. It's easily one of the most absorbing games available and a valuble addition to any software collection.







GARFIELD — BIG FAT HAIRY DEAL • The Edge

he fat cat's first
computerised
appearance met a mixed
reception. 'Yeah, the graphics
are good' people were heard to
say 'but the gameplay's a little
suspect'.

Well, it's nice to create a little controversy by saying that

Garfield is a great game, well worth anyone's attention. Wandering around the various flip-screens is a mappers delight and the puzzles logical and very in-keeping with the feel of the cartoons. Sure, it's infuriating at times, like whether the fatty feline gets so hungry he eats an object he's carrying, but there are ways to avoid this happening.

Garfield's by no means the best game incluing this feature. On the other hand it's by no mode, but you'll need you're best patient hat or enjoy it to the full.



One real peice of irmy is that so many dedicated players spend hours slaving over the game, trying b complete it, only to come to a sticky end. The simple problem is that it's impossible — a bug on one screen rendered the game incompletable!

Just to inform those who don't know, the end sequence involved Willy running into the toilet and being vidently sick after drinking too much. There's a lesson for you!



FORGETY





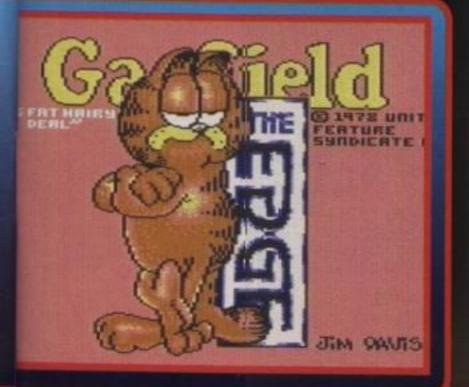
MONTY ON THE RUN

GremlinGraphics

y far the best Monty game and a right ripping platform-based adventure. Monty on the Run is terribly addictive. After the coal-stealing exploits in his first computerised appearance, our friend Monty Mole was imprisoned — and all because he tried to get a bit of winter warmth. MOTR is where you get to help him escape. It's all good, solid jumping fun, with all the character of the original but with considerably more screens (the original had a mere 20). There are still the same nasties wandering aimlessly on assorted platforms, but the fun of running away is just as great as ever.

OK, so it's a little dated these days, but it's still one of the best — and certainly superior to it's more recent sequels.





BEVERLY HILLS CATS Hi Tec

op Cat makes an appearance in C64 land in this flick screen puzzler. Apparently, TC's pal, Benny the Ball, is being cheated out of a whopping inheritance by Snerdly, his rich aunt's butler. It's up to Top Cat to stop him.

The view is angled from above with you, as TC, stomping along housing estates rounding up members of the gang. When you've found them all, you've got to solve the problem of how to get past the guard dog at the level exit. Level two is set in the swish avenues of Beverly Hills and the third takes you into Benny's mansion. Success in the game is more down to

mapping than puzzle solving. With the number of obstacles about it's vital to keep track of your whereabouts and mappers will enjoy putting the solution together.



FAIRLIGHT The Edge

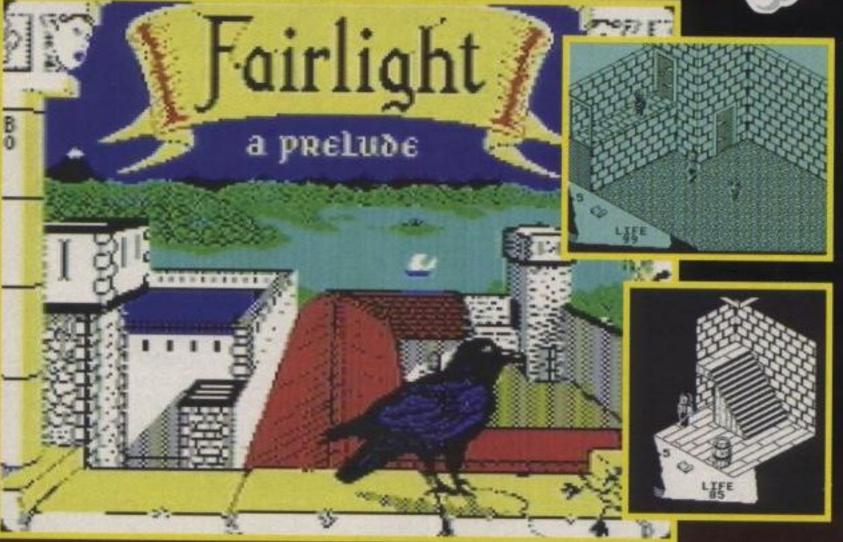
ar back in the grand old days of 1985 came a game by the name of Fairlight. It's isometric graphics stunned almost everybody; unlike the Ultimate 3D games of old (such as Knight Lore and Alien 8) it had two impressive ingredients — namely playability and atmosphere.

Wandering around the amazingly well drawn rooms is a pure delight; as is solving the moderately difficult puzzles. However, the castle and it's surrounding area aren't without their fair

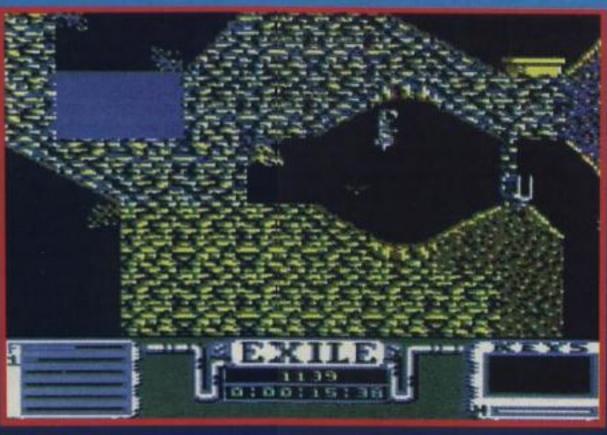
share of hazards. Nasties are everywhere, although you've a moderate amount of energy to help keep your one life.

I really can't recommend this game highly enough. A classic of yester-year (and still one today), Fairlight is one of the best arcade adventures you'll ever set eyes on.





18 ROUND-UP



blasters around. With over 600 screens worth of scrolling area to explore and a host of puzzles and aliens to solve and destroy respectively, you'll be hard pushed to find many better. The options available are rather quite phenomenal. As well as the usual pick up/drop functions there are a host of other features. including the ability to disengage your characters jetpac, specify a position so you can teleport to

any point, scroll around the screen area to see nearby threats — really, I could go on for longer, but it would make the review owe more to shopping lists than round-up recommendations.

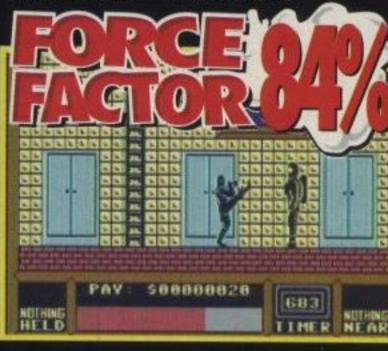
Exile is the one to get if you like games to be a little more involved than usual. The position save ability also makes for greater lastibility; gone are the days when you'd get so far only to meet the same, untimley ending.

FORGE TO SERVICE TO SE

SABOTEUR 2 Reel Action/Prism Leisure

here's not really much point in going on about this one; after all, you'll have got it from issue three's covertape. If you haven't then I've no sympathy for you — just get a back issue from the Forcefield Plaza and we'll say no more about it... well, maybe. After the original Saboteur and it's nimble male ninja, it came as something of a surprise when S2 offered his equally-acrobatic (and hard) sister. It also had far more screens to explore — over 600 — and (of course) a few more assiliants to trade punches with.

The graphics may lack colour, and perhaps the animation on some enemy sprites is a little on the suspect side, but the flick-screen action is just as much fun as it was during it's heyday.



EXILEAudiogenic

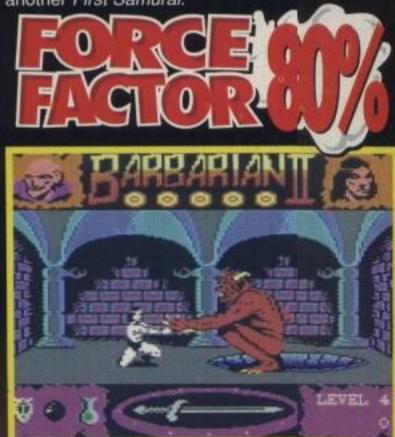
Ithough people have criticised the initially awkward control method, Exile is one of the best adventure orientated



BARBARIAN 2 • Kixx

hereas the original Barbarian was a simple, one-on-one fighting affair, it's sequel is a far superior romp with a large element of exploration added to the gruesome combat. With four large levels to explore and a never-ending supply of opponents to do battle with, there's certainly enough to keep any violent adventurer happy for a long while.

The value it represents as a budget game is enough to soften the blow of any critcism levelled at it, and there's certainly enough there to keep any gamesplayer happy — just don'texpect another First Samurai.







ne of the best arcade adventures EVER, Dan Dare features extremely clever puzzles, brilliant character interaction and excellent comic-book thrills.

Based on the original Frank Herbert character from the old 1950's Eagle comics (no 2000AD over-the-top melodrama or 'new' Eagle garbage here) the text is presented in comic-book style, creating an atmosphere consistent with Britain's best-loved space hero.

Dan was due to appear on This Is Your Life, but just as the first of his buddies was about to walk on stage and make gushing, butt-licking remarks about his childhood, the screen went blank and The Mekon appeared, announcing



that an asteroid was heading towards the Earth. Either the powers-that-be made him master of the universe (he doesn't look much of a He-Man to me) or the planet would be destroyed. Digby and Professor Peabody were carried off by The Mekon's alien race, the Treens — Dan has a mere hour to rescue his buddies from the green-skinned goons and save the Earth.

Dan Dare excells in every department — great graphics, perfect puzzles and pristine playability make it a real winner. Although long-deleted as a budget title, you can still get it on Beau Jolly's Big Box 2 collection. If you Dare!



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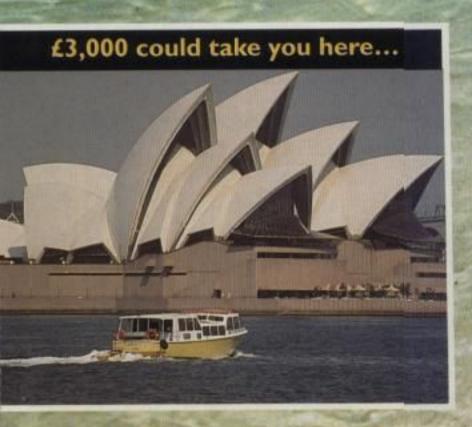
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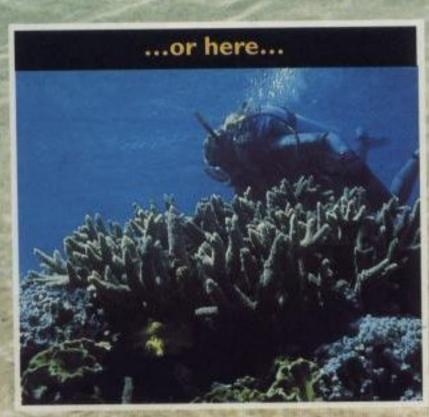
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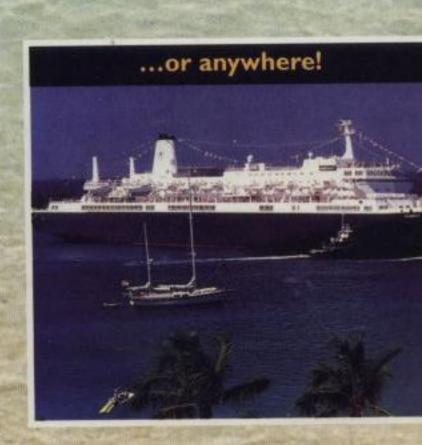
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staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!







WHICH MAGAZINE FOR YOU?

ACORN - One of Britain's longest-running computer magazines, Acorn Computing (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE - Three magazines serve the dedicated Amiga fraternity. For games players there is Amiga Action (£3.95) and Amiga Force (£1.95), while Amiga Computing (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in Commodore Force (£2.95).

ATARI - For the Atari ST enthusiast there are three magazines - ST Action (£3.95) and Atari ST Review (£3.50) for gamers, with Atari ST User (£.3.40) satisfying the more general ST owner.

NINTENDO - The whole of the ever-expanding Nintendo scene is covered by N-Force (£.1.95), while dedicated fans of the Super NES have Super Action (99p) and for Game Boy freaks there's GB Action (99p).

PC - Most dynamic newcomer on the PC magazine scene is PC Home (£3.95), covering both business and leisure interests. PC Today (£3.95) is devoted to supplying practical solutions for the small businessman.

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2 FLMB III

What a moustached policeman of a tips section it's been this month! Inbetween repairing my tattered chair and reconstructing my battered mouse I've had to escape an avalanche of mail. Thanks for all the stuff you've bundled this way and no matter how unreadable your cheats may be they're always

appreciated. There's a definite fighting

theme this issue, what with Saboteur 2, First Samurai, Last Ninja and Street Fighter 2 — enough to quench the rabid thirst of any beat-'emup berserker.

So it's sleeves up and fists clenched for the hardest hitting tips in the Commodore roadhouse, guaranteed to make knuckles bleed.

UCHI

Global Software

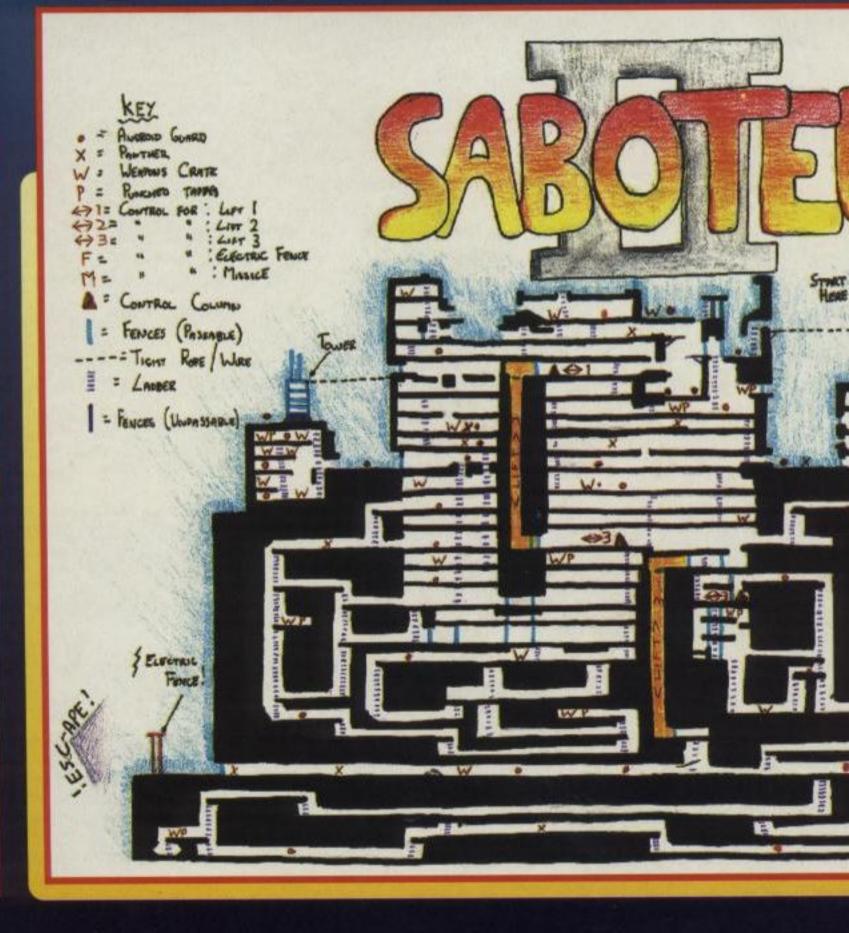
f the stone age elevators are handling just a little too prehistoric these level codes will enable you to

further.
Thanks to
Mathew Barker
from Grimsby
for these.





LEVEL	PASSWORDS (1/2 player)	COUNTER
2	02B139/02B039	004
2 3	03B148/03B048	800
4	04B123/04B023	011
6	06B167/06B067	018
7	07B156/07B056	022
8	08B135/08B035	025
9	09B120/09B020	029
10	10A291/10A491	032
11	11A282/11A482	036
12	12A239/12A439	039
13	13A248/13A448	043
14	14A223/14A423	046
15	15A274/15A474	049
16	16A267/16A467	053
17	17A256/17A456	057
18	18A235/18A435	060
19	19A220/19A420	063



FLMID IF

STREET FIGHTER

US Gold

ardly the most faithful conversion of the hailed Capcom arcade machine but your opinion may change when you find out that the instructions are wrong. Yes, the special moves cannot be accessed as described in the manual — more than a little odd (not to mention perplexing). Luckily, help is at hand thanks to Stephen Reneham from Dublin who has toiled night and day to discover the proper joystick directions.

E HONDA



One hundred hand slap: Duck, press fire and push in the direction you're facing.

Sumo flying head butt:
Push back and fire in one

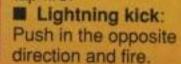
continuous motion.

■ Fast kicks: Duck, fire and diagonally down in the direction you're facing.



CHUN LI

Spinning bird kick: Push the joystick down, up and tap fire.



RYU/KEN



Fireball: Duck, keep fire pressed, and push in the direction you're facing.

■ Dragon Punch: Duck, keep fire pressed and push up.

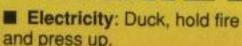


Hurricane Kick:
Forward
and
fire
simultaneously.

JUMP!

-LeverZ

BLANKA



Rolling attack: Duck, keep fire pressed and push in the direction you're facing.



ZANGIEF



Spinning clothes-line:

Fire and push in the opposite direction you're facing.

GUILE



Back and fire in one continuous motion.

Duck, push up and fire simultaneously (as quick as possible!)



DHALISM

■ Yoga fire: Push down, diagonally down forward, forward

and fire 'em all in one movement.

■ Yoga flame: Crouch down, up and fire.



THE COMPLETE MAP BY, CRAIG GOOD ECLIS THE COMPLETE MAP BY A COMPLE





SABOTEUR 2

Prism Leisure

his storming little number was featured on REEL ACTION 5 and, if used alongside Craig's general tips, completion could soon be within your grasp.

It's harder to use but a kick has more effect on guards than a punch.

Always keep a weapon in your inventory.

■ The panthers only take one hit to kill and a slight bug allows you to kill them without contact.

■ The instructions state that there's only one exit but there is another. Go to the far west of the complex and drop down

the cliff. It will be a long fall but you'll survive.

Stopping or jumping whilst treading a tightrope will throw you off balance and to your death.

Most underground tunnels have bats, so watch out.

Start at the far west side and work across.

Don't fall down lift shafts.



Datel's Action Replay cart is the perfect

peripheral to tuck into your serial port and

the competition for one is always hot. The winner this issue is Craig Ellis from

Basingstoke for

his sensational Saboteur 2 map and hints. Because you spent all ya half term and felt pens on this Craig, have a cartridge.

2 FLATE IFE

FIRST SAMURA

Ubi Soft

he essence of oriental action is excellently harnessed in this Commodore master piece. The levels are tricky and pretty large too so take note of the following advice.

LEVEL 1

A general tip for the whole game is not to rush into unnecessary fights. Keep out of trouble as much as possible and keep on moving. You need to collect four logs to cross the waterfall at the end of the level. All are relatively easy to find bar one hidden near the pyramid. To collect it, hack away at the small blocks on the pyramid which in turn makes a platform appear to the top left. Walk across this until you find the chest containing the log. To defeat the dragon at the waterfall jump from left to right while sword swiping — no problems.

LEVEL 2

In this level, four buckets of water are needed to put a fire out at the end. There are actually five buckets but those easiest to locate can be found as follows:

From the start go right as far as possible and drop down (use the wizard to put the fire out first though!). Climb up from where you gained the first bucket until you reach ground level, carry on up, hack through the wall and go up/right. Find the teleporter near to the start and go through it. Go left and get the lamp and the bell. Next, head right, call the wizard to stop the rockfall and get the chest. Go across the magic bridge and when you arrive you at the spikes go up and left to get the chest. Once done, find a bell and go down/left after crossing the spikes. Sit on the

pot, go through the teleporter and dowse the fire (with help from the wizard). The metal octopus is a tough baddie to waste. The best tactic is just to hit and run repeatedly.

LEVEL 3

As long as you call the wizard every time he appears you should find all the blocks easily enough. Go past the dragon and walk right, down and left and as far left as possible (getting the wizard to build bridges as you go). Ensure you have a bell and all of the blocks in your inventory before heading to the teleporter because once through there is no turning back. Use the wizard and blocks to cross the spikes, kill the face huggers and snatch the coins.

LEVEL 4

Hack through the floor beneath you to find a reoccuring bell, go through all the bottom teleporters to get the lightning flashes. When you have all 4 flashes, get the bell and go through the top teleporter. Recharge the pot and wake up the robot with the bell following through with hit and run tactics. And watch for falling rocks!

LEVEL 5

The code is **QXZLMP** and the tape counter position is where the tape stops after level 1. All you have to do is romp off along the train and when you get to a high chimney, hack through the weak floor, walk along and climb up again. Upon reaching the end the train will conveniently stop so you can get into the engine and kill the driver. Either slug it out toe-to-toe or throw axes or daggers at him. Get the chest as soon as possible to replenish valuable energy. Walk into the cab to complete the level.

LEVEL 6

The code is ZITRJM. From the start, go up the ladder, right, up, left and jump the gap to find a reccuring bell. You need to collect four flying imps to demolish a wall at the end. Smash all windows because some can reveal hidden chests and an imp can be found in one. If you get stuck on a particular problem call up the wizard to see if he can help. If you come across a knife attacker treat him like the train driver. Don't waste the star on humans, it doesn't affect them. When the imps demolish the wall, jump down and recharge the starting pot. Confront the end level guard and whatever you do DON'T attack. Instead, crouch down and press fire very fast so your sword swings around to form a windmill like shield. The heads will leap out, hitting the sword. The monster will die when all heads are destroyed.

LEVEL 7

In this level you can go back into level 6 so any recurring chests you found there can also be used here. Your basic task is to find 4 snowflakes to freeze the geysers at the end. If you encounter any pools of water you can walk through them without any damage. The yellow platforms are tricky. To make it across them, first stand on a platform and wait for it to turn orange before leaping to the next. When the geysers are frozen hit them so they disappear. The dragon is the same as in level 1 except he hangs from the ceiling. Use the yellow platforms to jump up, hacking his tail to kill him.



o Worthers Originals really restore your youth? Why do the worst videos always win on You've Been Framed and who on earth created Elizabeth Taylor? I don't intend to find these answers but I can help out with several of your game queries.

way back in issue 4. Luke Croll sent in this cartridge poke which should prove invaluable. For infinite lives type in 13585,173.

More pokes needed are any for Heavy Metal Paradroid because S A Carter's day would be made if they were to be printed.

Still on the same subject **Mr T Poole** from **Cumbria** would be very grateful for any poke in connection with *Armalyte*. Any offers?

would very much like a cheat to gain infinite lives. I don't blame you for being besotted by the cutesy platformer Carina and if played along with this tip it'll appeal even more! When on the title screen wait for the music to stop and whilst the high score table is being displayed hold down CONTROL and tap 2 until the fuzzies start jumping and turning grey, giving Clyde infinite lives.

Last Ninja 3 is a fine arcade adventure but has it's fare share of difficulties. One reader who's arts just aren't martial enough is Richard Bettle from Kent. Richard can reach level 4 and has the key mold, flow agent, dust mask, gold ingot, scroll and the staple but that's as far as he can get. Zuber Ibraham who resides in Grawley is just as stumped along with John Land from Cardiff. Can you help? Yes? Well get writing!

Oh what a sorry tale John Templeman has to tell. Stifflip and Co. has driven the man to the point where all his Force magazines are to be burnt in a large pit (unless we can help, that is). A sad story indeed John, but before you reach for the lighter

fluid let me ask the world if they can solve your problem. If anyone has any idea about tips for this game please send them in so we can stop this fellow doing something he'll regret for eternity.

Two thunderous maps cascaded upon my desk the other day. Unfortunately they came just a little late to use but I'll try to cram 'em in sometime. Sam Dooley from Manchester sent them, and to compensate for your initial sadness Sam, heres your clinic enquiry. Heard of Nonterroqueous? Sam has, but he'd welcome hints with open joysticks.

Finally, Paul Grant asks for help of a different kind. Not wanting to know how to make games easier, he wants to know how to make Street fighter 2 harder! I agree with you Paul, but apart from playing with your eyes closed (though that's not tricky) I'm afraid I can't suggest anything else. Any ideas general public?

Paul Rollie is always being rushed into casualty. He can't play any game without causing himself grievous damage. Strider 2 and Shadow Warriors are the most recent games to trouble him but a non-poke lives cheat would make playing a lot easier.





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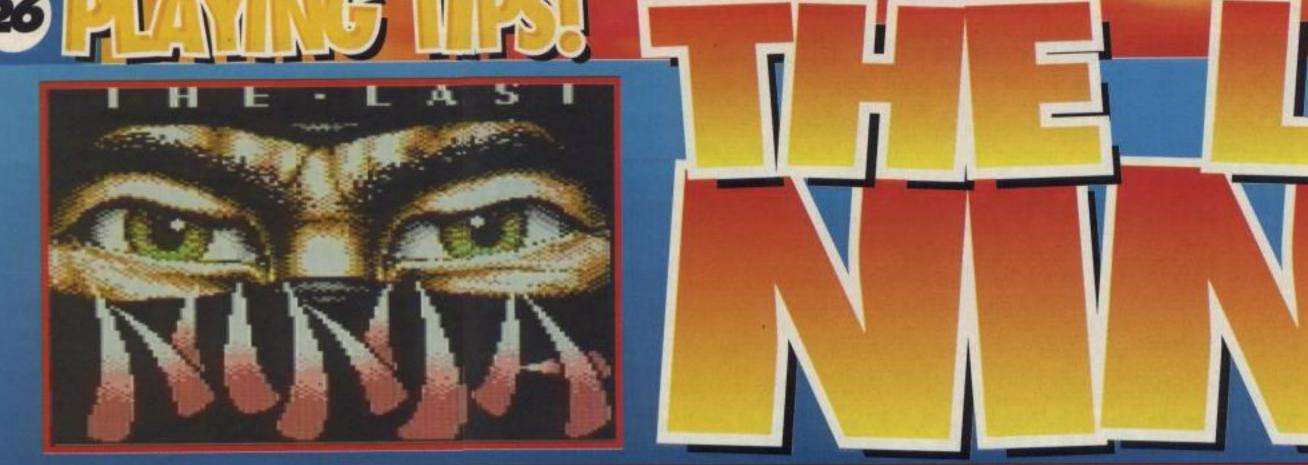
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• Again Again

ecently re-released on a dynamic double pack this has been puzzling the most ardent of gamers. Marcus
Brown, Julian Appleby.
Stephen Campbell and Kieran Munt are just a few of many who wrote in begging for help. Maps and level guides were supplied by one hard working person but in typical fashion they forgot to include their name and address. Whoever you may be I hope sweet meats forever surround you.

Collect the claw from the right hand statue. Hold only this when at the cliff and ninjy will climb up. Jump the chasm, dispose of the baddies and get the apple. Upon reaching the wall, descend backwards using the claw, climb down the right hand side to avoid falling. Cross the river using the middle stepping stones, get the glove and charge up with ninja magic. Cross the river again, take care of the

baddies, pick up the staff and pass the stone dragons.

CLIFF

FACE

NINJA

WITH

STAFF

NINJA

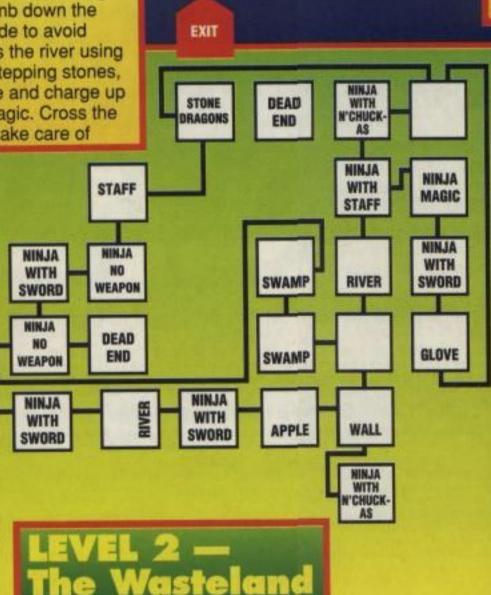
NO

WEAPON

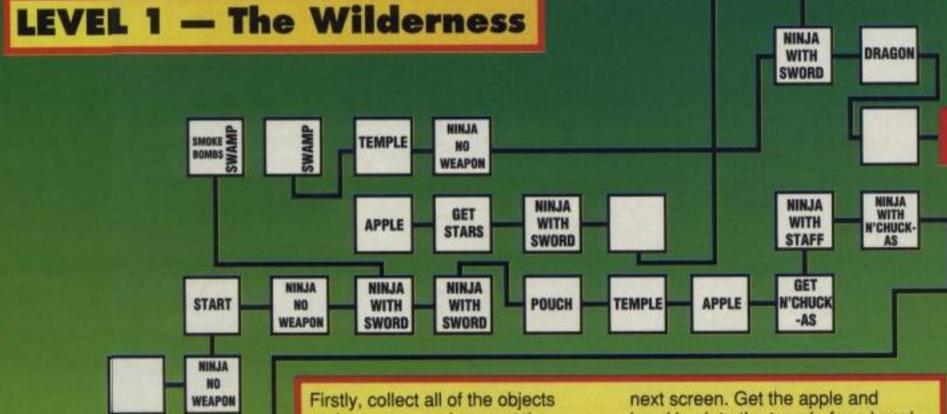
START

GET

CLAW



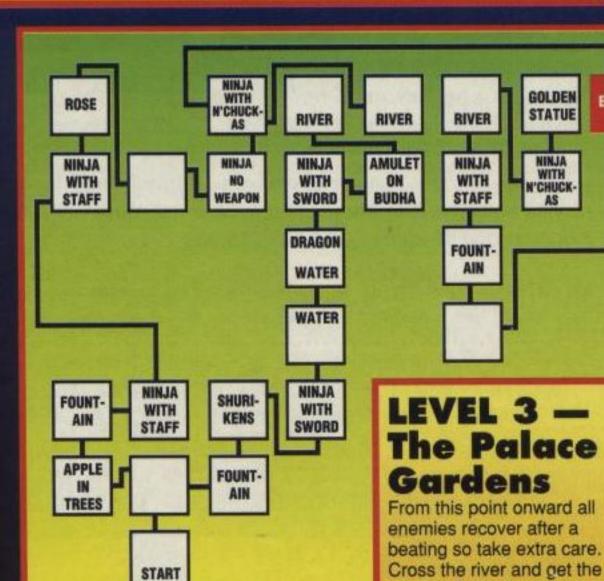
SWORD



and weapons and go past the start to pick up the pouch. Kneel at the temple, get the key and after that, the nunchuckas from the dead mechanic. Follow the map to the swamp and cross it from the bottom right log, jumping across to the top right log on the

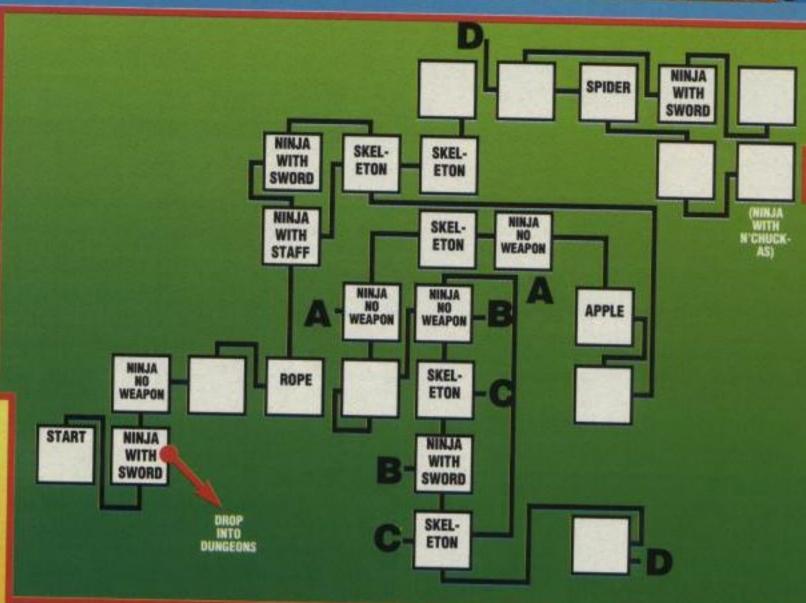
head back to the temple for a kneel.
Proceed to the dragon and position
Armakuni at the first rock on the left
of the path. Throw a smoke bomb
at the dragon to send him off to
slumber land. Continue when the
beast nods off and don't come
back.

amulet. Come back and get the apple from within the tree



LEVEL 4 — The Dungeons

The only objects needed are the rope, apple and the ladder. Use the map to bypass the spiders as they're bad news. The best weapon to use against the skeletons is the staff. Stand at the bottom rung of the ladder and use the rope.



NINJA NO WEAPON ENTRANCE TO PALACE (APPLE) NINJA NINJA WITH MINJA MAGIC NINJA NO WEAPON NO WEAPON WITH STAFF ALMIN NINJA NINJA **ALMIN** NINJA NO WEAPON WITH STATUE WITH WITH WITH SWORD STAFF SWORD SWORD START

LEVEL 5 — The Lower Palace

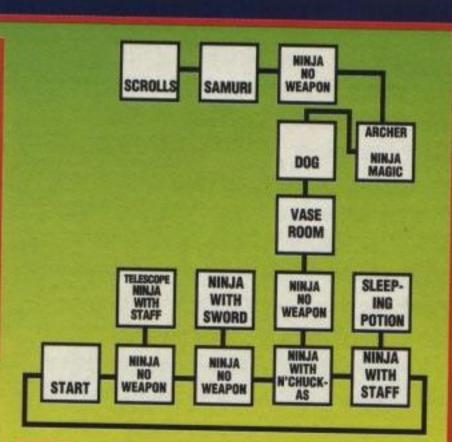
First pick up the apple and use the key to enter the palace. Nip past the guards and, when at the upright stone dog, carefully edge past while remaining fairly close. His sword should miss allowing Armakuni to pass. Enter the room with ninja magic and get some more from the large grey pot on the right (Arm turns green). Go out of the room and up the stairs. Without the magic the stairs will kill you (as stairs do).

LEVEL 6 — The Inner Sanctum

Look through the elescope (purely for fun). Now go and get the sleeping potion and return to the roomwith many vases. Have only the rose and bush the spotty blue and white urn on the left to open a secret door. Holding only the potion, enter and advance slowly towards the dog. As soon as he moves lob the snoze juice at him. Should you miss go back to the vase room and

(you'll find it eventually). Move to the rose and pick it up with the glove. Carry on until you get to the gold statue. Hold only the amulet and kneel before the alter.

retry. In the archers room, pick up some of the blood spots on the yellow floor. Armakuni will now be red and will be able to get past the archer.



When the last guard is disposed of Shogun will appear. The best way to deal with this dude is to run into the room, swipe him and run out again. Repeat this until he lives no longer. Once into the scroll jump up onto the centre square, walk forward and collect the scrolls using the pouch (you did pick it up on level one didn't you?). And that, as they say, is history.





hanks to Carl Dickinson, R
Marshal and T Poole and John
Miles for the following stack of
game piercing pokes.

All of these operate alongside an Action Replay but if you possess a Reset cart the only pokes which work are those accompanied by a SYS number.

Bangers
And Mash

1726,173

15895,173 (Infinite lives)

Bubble Bobble 1240,189 (Infinite lives)

Carnage

37023,44 (Infinite time)

Crystal Kingdom Dizzy

39169,173 (Infinite lives)

Dizzy — Prince Of The Yolkfolk
9339,173 (Infinite lives)
12123,173 (Energy)

First Samurai 11207,0
11208.0 (Infinite lives)

Hudson Hawk8871,173 (Infinite lives)

■ Magic Rufus 44939,96

SYS 16384 (Infinite power)

Ninja
Warriors

2748,0 (Infinite time) 15905,0 (Infinite energy) 2666,0 (Infinite weapons)

Oli and Lisa 8844,165 (Infinite power) SYS 7427

Pit-Fighter

2255,173 (Infinite lives)

Saboteur 2 50024,165 (Infinite energy) 50379,0 (Infinite time)

Smash TV

41987,165 (Infinite lives)

Super Space 2943,15 Invaders 2920,15

2920,15 (Infinite lives)

US Tag-Team Wrestling

39948,61 (Infinite energy) SYS 32768

Wild West Seymour

13421,173 (Infinite lives)

Lethal Weapon

5701,141 (Infinite lives) 5707,141 (Infinite energy) 4141,141 (Infinite ammo) 45698,141 (Infinite time)

RELIGIONE EN ER

OUTRUN EUROPA

5323,36 (Time) 5457,36 (Credit) 48439,1 (Boosters) 48440,1 (Rocket)

BATTY

2828,189 (Infinite lives) 2048,72 2049,169 2050,0 (Infinite bats) SYS 28692

STREET FIGHTER 2

5063,173 7398,173 10841,32 10842,0 10843,9 10844,234 10845,234 10846,234 10847,234 10848,234 10849,234 (Infinite credits and lives)

ARNIE

13270,173 (Infinite lives) 14022,173 (Infinite weapons) 13603,169 13604,1 13605,234 13606,234 13607,131 (Invincibility)

OVERLANDER

13531,173 (Infinite money) 52492,109 (Mass of money) 49037,173 (Infinite rockets) 49126,173 (Infinite smart bombs) 49013,173 (Infinite flame throwers) 12895,173 (Infinite battering rams) 51488,173 (Infinite bullet protection)

SUPER SEYMOUR

2943,15 2920,15 (Infinite lives) 2923,217 2922,217 (Bonus) SYS 23306

HALL OF FAME

arge hugs and verbal pleasantries to the following readers who's work didn't quite reach us before going to press but stand a fair chance of featuring in forthcoming Forces.

Andrew Vincent (W Sussex), Adam Robinson (Peterborough), John Yianni (London), Nicholas Dayton (Somewhere), J Button (Suffolk), B J Clairke (Essex), Luke Croll (Kent), Brian O'Neil (Dublin), Robert Jeffries (Luton), Paul Cresham and Ryan Barratt (Wiltshire), Richard Beckett (York), Darren 'Format?' Brooks (Bolton), Henrik Christensen (Denmark), Stephen Corkish (Isle of Man), A Hopson (Wiltishire), Rufus 'lightpen please' Ford (W Sussex:), Rash (?!) (Derbyshire), Marc Rye (Somerset), Darryl 'Grovel' Williamson (N Irreland), Simon 'yours sinserly' Wilson (Co Down), Shajat 'hello Haroon Jalani' Hussain (London), David Provalock (Dumfrier), Joe Mason (Notts), Robert 'send your advernture in and we'll let you know' MacDonald ('Twickenham), Alex Nicholls (Dorset), Mark Algrim (Lincolnshire).

Feeling lucky? Fancy a Replay cart? Well come up with some devilishly good game cheating garb and one could be yours for the keeping! Grab an envelope, chuck in yer work, smack on a stamp and address it to: The Tipster, COMMODORE FORCE, Impact

Magazines, Ludlow, Shropshire SY8 1JW. Finally a quick word to David Knee from Leeds. I'm not in charge of the Easy Lives program on the Reel Action tapes David so get your facts right before complaining, and tapes should be returned to Ablex as stated not to us. Next time, instead of becoming 'absolutely outrageous' just calm your pentup nerves and think. Ever heard of manners? Shame, shame Mr Knee. (What an unpleasant man — The COMMODORE FORCE crew.)

ave you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

Instead, why not join the COMMODORE FORCE? By doing so you'll not only find a copy of the best C64 games mag in the known universe on your doormat every month, you'll also be able to avoid all those nasty lager-swilling thugs (like our Ed!) on the way to the shops. You can still wear a silly hat if you want to. though...

COMMODORE FORCE is the mag for right-on reviews, phenomenal pheatures, cor-blimey cover cassettes, rip-roaring roundups, tip-top tips and much more! Add to that a freebie joystick or light phazer, plus an incredible cash saving, and you've got an offer that's hard to refuse.

So why not just come quietly over to this cosy coupon in the corner, Fatty-Phil in your details and mail it off to the address at the bottom. It's a fair cop honest, officer!

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OMMODORE

Okay, it's a fair cop. I'll come quietly. Slap on the handcuffs and, while you're about it, why not slap of COMMODORE FORCE, think of all the coppers I'll cribing...

NEW

RENEWED

now subscribers can get their COMMODORE FORCE with a coverdisk containing all the games from the two tapes. And it costs NOTHING **EXTRA!** It sure saves sending those tapes back every month. plus a lot of money - a whopping £17.88 a year! And that's on top of the money you'll be saving by subscribing, not to mention those stunning free gifts! To get a disk subscription, just tick the relevant box on the coupon

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Credit card number:

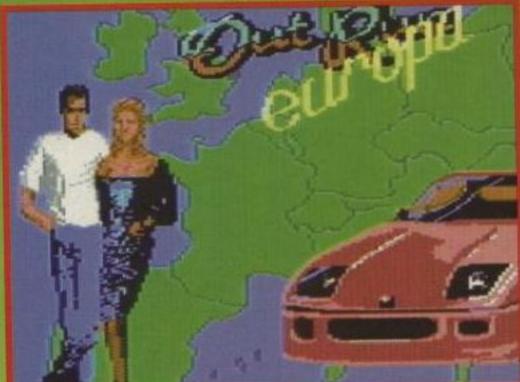
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Please tick if you do not want to receive promotional material from other companies This offer is not valid after 27 May 1993 and 1.21 gigawatts!





emote control cars are a bit special aren't they? Milo, our editorial assistant, thinks so. He's been running around the office making engine noises for hours today — obviously he doesn't use ordinary zinc-carbon batteries. However, his obsession can make conversation a little difficult. JAMES: How are the screenshots going, Milo?

MILO: Brrrrrrmmmm, Brrrrrrrmmmmm, MEEP MEEPI,

Brrrrrmmmm.

JAMES: You've finished the screenshots but you've got some

bad news for me?
MILO: Brrrrrmmmmm, MEEP!, Brrrrrmmmmm!!!

JAMES: Our beloved Managing Editor has been kidnapped by the previously placid budget software house, Kixx?

MILO: Brrrrmmmmmm MEEP MEEP!

JAMES: That's terrible! What are we going to do! (sound of telephone ringing. JAMES answers it quickly...)

KIXX: We've got Steve. If you want to see him alive, you'd

better do as we say...

As you can imagine, we were a little confused. What would the budget masters want with our Managing Editor? Well it turn out they have 2 radio-controlled Ferrari F40s to give away, alor with 10 copies of the splendiferous *Outrun Europa*. They want us to run a competition for them, otherwise they'll burn Steve's hat, wash his hair AND remove his earing (tortures worse than any psychological interrogation).

So, to win one of the two first prizes or the ten runners-up games (and save Steve's relative sanity), simply answer this

easy question...

Why did the chicken cross the road?

A: He'd been for a quick pint and wanted a curry?

B: To get closer to a particularly attractive hen on the other side?

C: To go into a shop over there, where he intended to buy a couple of Kixx games and a copy of COMMODORE FORCE.

Answers on a postcard (or the back of a sealed envelope) to:

DRIVING FOR THE KIXX COMP,

COMMODORE FORCE, IMPACT MAGAZINES,

LUDLOW, SY8 1JW.

Be quick now - Steve dribbles enough already...

THE STATE OF THE PARTY OF THE P

MARINE MARINE

There've been

least the return of James Price to the fold after four months away. Welcome back Jim, like the new hairdo. Sadly, some things always stay the same — my wages are as meagre as ever with no sign of the situation being remedied. On the up side the mail bag's bulging at the seams with all your lovely letters. After years in the game I never tire of reading them. With the demise of the poor old speccy it's heart-warming to see so much steadfast support for the good old 64. Keep 'em rolling in, but now on with this months chatter...

LOST SCROLLS

Dear Mr Lloyd.

In issue one a girl wrote to the playing tips section explaining where the scrolls are in *Flimbo's Quest*. I own the cartridge version of the game and the tips don't work. Is it the same game?

Please help

Miss N Davis, Stannington, Sheffield

After consulting the Tipster, we eventually came to the conclusion that... we haven't got a clue! Can any other readers help Miss Davies in her plight?

PUBLIC CONVENIENCE

Dear Whoever,

I purchased your mag for the first time the other week (issue 3) when I saw Public Sector concerning demo disks. Being a disk drive owner I was wondering where I can buy them from and how much they will cost?

M Taylor, Earlsdon, Coventry.

Binary Zone IPD can usually supply all disk-based PD fleatured in Public Sector, you can contact them at 34 Portland Road, Droitwich, Worcestershire, WR9 7QW.

Far be it for me to insinuate, but your enquiry wouldn't have anything to do with those naughty clemos, would it?

NIGHTIME IN WIRRAL

To whom it may concern,

I recently purchased a Commodore C64 and am looking to buy a suitable disk drive. I've heard some drives cost from as little as £50 to as much as £150. The problem is that most people I speak to for advice (including my local comp shop) say that I've wasted my money on such an out of date computer. Maybe I have, although personally, I'm pleased.

Please help as I'm totally in the dark!

Graham Sheard, Port Sunlight,

Wirral.

Firstly may I congratulate you on buying the best home computer around. Who do these shopkeepers think they are telling you you've wasted your money, I don't know.

As for your query on disk drives, I'm afraid like many things you get what you pay for. In the office we use the 1541 Mk II available from Datel (see their ad elsewhere in this issue). I'm afraid it's at the upper end of the price range you quote (£149.99) but it's robust and reliable. For more detailed information on what's available you could try writing to Brian Strain at the usual address.

Well done again for sticking by the 64.

YOU STILL PLEASE ME?

Dear Lloyd,

As you're a mega-trendy dude (that bag has started a new fashion wave in Crewe), I thought you might like this great song I've written.

To be sung to the tune of 'When I'm 64' When I get home I load up my games.

Like Dizzy or Seymour,

Sometimes I load *Creatures* or *Flimbo's Quest* 64 games — they are the best!

Cheaper than others, with better gameplay, Who could ask for more?

And it's still here, after nearly ten years,

The brilliant 64!
It could be handy, with your homework,

Can a console do that?

You can forget Sonic or Mario,
Clyde Radcliffe is easily the biggest hero
Load up a game and see what I mean.

It's the best by far!

And with thousands of games you will, Never get bored

With the trusty 64!

Pop into your games shop, look at the games, From as little as £4!

Console games are too expensive by far, Street Fighter 2 - £65!

It's best for games and business as well, You couldn't want for more!

So stick with the best, forget all the rest. The awesome 64!

By the way, where's Fatty Phil? Losing Stuart and Robin was bad enough, but this is the last straw! As founder member of the Fatty Phil fan club (£5 admission fee), I demand the sheep shearer returns! Um, that's about it.

Goodbye!

Matthew Withers, Crewe, Cheshire PS Please print this, it's the fifth time I've written!

Mega trendy dude? Well, maybe. As for Phil, he's left the sunny shores of COMMODORE FORCE to work for our sister magazine AMIGA FORCE, but there's a possibility he'll be popping back from time to time.

As for the song, I think you'd be better off dedicating time to your FP fan club.

IAN IN ZOMBIE HORROR SHOCK

Dear Lloyd,

As a seasoned computer-game player and musician, I always keep an ear out for the music that accompanies games. As a way of introduction to the forthcoming point, I present my favourite Commodore Game Music:

1. Ghouls 'n' Ghosts: Were these stunners original Tim Follin compositions or just the standard coin-op music? As the Mega Drive version's the same, did Tim himself code it, or did someone else rip him

off?

Turrican (Levels 3-1/3-3): Brilliant... simply brilliant! For anybody who has not yet reached these levels, slap it on immediately.

Turbo Outrun: Jeroen Tel demonstrates his genius through both the in-game tunes and the 'live' performance of that Outrun ditty.

4. Last Ninja III: Many think this music's a bit ordinary, but it really is inspired. The intro and the marvellous fire/wind/water/void sounds really need a good few listens to be fully appreciated 5. Monty on the Run: The

game has aged but the music has really stood the test of time. Core's update of this 'timeless classic' really made my eyes water! It's worth buying for the music alone.

Other faves include Glider Rider, Last Ninja, Power Drift, Ghosts 'n' Goblins, Wizball,

Bionic Commandos, Navy Seals and Jet Set Willy (Bach's first two-part invention).

Please understand that I, like many, haven't played every computer game, so don't write in moaning about such-and-such a game's music being overlooked - I'm only human; one excuse you'll never hear from Ian Osborne!

I'm sure you're aquainted with The Untouchables, and are wondering why it didn't make it onto my list. The music, attributed to Jonathan Dunn, isn't his. I have a book of piano Rag-time music by Scott Joplin and the piece in Level Two is written by Joplin entitled

> 'The Cascades'. I'm not accusing Jonathan of blatant plagiarism, but it annoys me that his name alone appears on the credits. If he did steal the music, I think

something should be done. Please Lloyd, could you clear up this legal situation? Esther Rantzen (& teeth) said no!

Derek Scally (The Banned Brain), Raheny, Dublin 5.

To my mind (or should that be ears?) Tim Follin is the best computer musician around at the moment. Other classics of his include LED Storm and Agent X 2 — if it's an aural treat you want, you can't go further wrong than checking these out.

I belive Johnathan Dunn

used the music because it fitted the game (and film's) forboding atmosphere. I don't think for a second he intended to hoodwink people into thinking it was his own creation and as far as I know,

nobody owns the copyright so there's no reason for a credit to appear.

Dear Lloyd,

Please refrain from threatening us poor readers by saying you'll 'leave'. COMMODORE FORCE would sorely miss you, and therefore I want to be one of the first to wish you a very happy birthday. Anyway, this is what I wrote in for.

Recently, I purchased a number of games that were 'distributed electronically', in which I had to wait whilst the shop keeper copied the originals and sold me the duplicates. Is this legal? I also attended a car boot sale and one stall was selling copied games. Now, I'm not talking about hi-tec equipment and high-density disks, but a man who had literally copied all of his games onto blank disks and cassettes and was selling them at just under full price. I kept clear for obvious reasons. What are your views on this subject?

Russell Fitzgeorge, Sheldon, Birmingham

Thanks for the sympathy, but where's my card? Honestly, you kids...

As for the matter of piracy, legitimate software stores HAVE come into existence where the proprietors are given permission to duplicate games while you wait. This means a larger amount of titles can be held on master disks and be filed away with a minimum of fuss and storage space. Another positive poin is that it's generally cheaper, because you're not paying for glossy packaging designed to catch your attention in the first place. The system they use, by the way, is called EDOS (Electronic Distribution Of Software).

If any readers have any doubts about seemingly unscrupulous suppliers (like your shadey market-stall creep!), write to: FAST, 2 LAKE END COURT, TAPLOW, MAIDENHEAD, BERKS, SL6 0JQ. Software piracy is a is criminal in both senses of the word; it means that we have to pay MORE for our C64 games

as a result. 'Nuff said?

THROW DOWN THE GAUNTLET

Dear Lloyd,

A few squillion centuries ago, our dad bought the compilation Giants for our 64. One off the games included is Gauntlet 2 and me and my brother spent all afternoon trying to conquer lit. With a twoplayer game well underway we found that, when dying, you can re-join after 5 seconds providing at least one player survives while the time passes. When reaching level 50 (thanks to am infinite lives cheat), we were hoping for some kind of congratulations message as there were only about 10 seconds of tape left - no souch luck! Level 51, 52 and then it just stopped. Later, we read up about the game only to find tthere are actually 1124 levels! Would we have to buy the remaining levels on another tape or was this a mistake? If this is the case why isn't the tape labelled about 1/20 of Gauntlet II'?

Thor the Warrior and Thyra The Valkyrie (Becky and Richard Beckett)

I've spoken to US Gold and they're sorting things out as we speak. Expect to hear from them in the not-too-distant future ... LM

Dear COMMODORE FORCE

I bought a C64 for my five year old son and while looking through a couple of Commodore mags we noticed there was a great selection of games available for young children; Fireman Sam, Postman Pat etc. My son was so excited, that we went off to Doncaster to buy them.

In Doncaster there are three computer stores which stock C64 games. Store 'A' had a decent selection but nothing really suitable for younger children. I enquired if they had Thomas The Tank Engine only to be told that I could get a copied version without the original sleeve instructions. I thought copying was illegal! Store 'B' was similar but also ordered requested games. These had basically the same, but offered to order the games. Store 'C' had only four games available, disgusting. My son was gutted that we could not purchase any of the titles he wanted, even though they are top ten chart toppers. I was beginning to think most stockists were the same, until I stumbled on a pokey little shop called Microtron in Pontefract. W Yorkshire. It was unbelievable, our shed was bigger than the shop yet the C64 selection was fantastic, especially for young children. We were spoilt for choice, and within a couple of minutes a member of staff was right on hand to advise me on which software was suitable for my five year old. If there was ever an award for best C64 stockist store this would get my vote. For those unable to reach Pontefract and are suffering the same problems in obtaining games they may be interested in The Gas Club which is a great free membership kids organisation so please print their address. Thanking you

Desperate Dan, Disgusting Doncaster, S Yorks.

We'd be happy to print the address only you didn't enclose it you 'nana. Actually a similar thing happened to me a few months back. I drank a half of bitter and forgot where I lived. As luck would have it a giant pink watermelon offered me a lift home but strangely when I woke up I was nowhere near my house.

The moral of the story is - Never accept lifts off watermelons as they're totally un-

reliable.

THE STATE OF THE PARTY OF THE P

RAMPANT

Dear Lloyd,

It's good to see you back in the C64 world, where you are wanted. Now a few points that I think need straightening:

 You say games can be ordered through the Forcefield Plaza, fair enough but how do you know whether a game is still available or not? I want to know if I can get Track Suit Manager.

It couldn't be easier! Write to them at: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB or simply give 'em a ring on 051 357 1275 and they'll tell you there and then.

2. I saw the Forcefield Plaza 'Software Megadeal.' But it only covers games costing £4.99 or above. Does this mean I can't get £2.99 or £3.99 games from you?

Unfortunately your assumption is correct. It's sadly not cost effective to offer deals on games under that price range. Such is the cost of living in these recession hit times.

3. Concerning the debate about the amount of reviewers to each game, I feel you're correct in having two reviewers to each but isn't three going a bit far?

Only the rave review and occasional really high profile releases are assigned three reviewers. Street Fighter II for instance. The idea's to give our readers the best possible chance to make up their own mind. I take your point that it could be overdone. We'd be happy to hear from other readers on the subject.

Are there any more Space Crusade style games.

Yes! Check out Gremlins Heroquest (now out on budget) or Blades brilliant Laser Squad.

Darryl 'stupid first name' Williamson, Cio Armagh.

Thanks for the compliment, it's good to be back. Anyway, I hope that little lot helps. 'excellent last name'

LIVING IN SIN

Howdy Lloyd

At the moment I'm onne very p****d off Commy Force reader.

I have about 100 gaames and utilities for my C64, most of which were boought at the local Virgin Megastore. Today I boought Heroquest and RBI 2 for a grand total of £8.983 (very reasonable) but I had to search all over the city y centre for somewhere to buy them as Virgin have s stopped selling 64 games. When I asked why, no answer was given. Please pass on this message to the ddozy pillocks at Virgin HQ.

TAKE YOUR HEAAD OUT OF YOUR BUM AND START STOCKING : C64 GAMES AGAIN!

I'm not going to asisk any stupid questions because if people relead your wonderful (lick, lick) mag correctly they wwould get all the info they needed. Kick Butt

Andrew 'Angry | Person' Newton, Nottingham.

Now Andrew, calalm down. Deep breaths.
Feel better? Seriou:usly, if anyone from Virgin's reading this — you'u're losing business chaps.

WOAH THERE

Dear Lloyd,

Having been fortunate enough to visit England, Germany and the USA in the past two years, I thought I'd share some notes I took about the software support for the good ol' 64 in the respective countries.

Having read that 85% of all American households own a Nintendo and recalling the States to be the root of 'console mania' leared that the '64 would have been forgotten by now. How wrong I was! Games are given more shelf space than the Amiga and IBM software! It's a totally different market than the one Europe's used to though, with the majority of games being domestic products like NES and arcade conversions. The only European software I could spot was a very recent Last Ninja 2 import. RPG's are also very popular in the States, such as the Ultima and Dungeons & Dragons series.

Knowing the very best software houses were English, I knew I could find a wide selection of Commodore games in London. I went to a lot of computer shops but the only place I found any software was the enormous Virgin Megastore who had a fairly big C64 section.

Whilst in Germany I got the impression from the brilliant '64-er' magazine that interest in the commie was big in this country, and indeed, the shelves were

bulging with all sorts of delights!

Support for the 64 is much bigger than I imagined and especially with the demo scene which is where the C64 really shines, sprouting as much talent and innovation as ever

Now for some suggestions. Firstly, could you please do some more RPG coverage, Bash Yer Brains doesn't quite cut the mustard. Why not have a detailed round-up of the *Ultima/Bards Tale* series.

You said that Gateway To The Savage Frontier and Secret Of The Silver Blades weren't available for the C64. Well they are! My friend's dad bought them in the US!

Have a very happy birthday!

Daniel Sterner, Vasteras, Sweden. PS How about another reviewer's profile like the Zzap! lads in issue 21 1986? Also, could you tell me what happened to my favourite llama-loving hippie Jeff Minter? If he still exists, how about an interview?

Would you really want another reviewer profile? It was fine back in those days when we had real men on the team. Who wants to read about the wishy-washy individuals who infest the office these days? Just kidding guys! If it's a reviewer profile you want, then a reviewer profile you'll get... maybe.

On the Jeff Minter front, as far as I know he was last heard of doing Shareware software for the Amiga, poor fellow.

a scrupulous reader every now and again!

E.M.

PIRATES ON THE HIGH SEAS

Dear Sir,

I'm writing this letter to you to air my views on a much discussed problem — PIRACY.

In the UK you can choose between an original and a copy. I can assure you this isn't the case here in Greece.

There was a time when it was quite easy to find an original game at computer shops (four years ago). However, the situation is now so bad that if one is lucky to find a C64 game, it's likely to be five years old and usually crap. The only way to get a decent game is to have a word with those men round the corner with parrots on their shoulders. I don't know how their system works having not yet phoned, but I've been tempted. I can't stand reading about all those new releases and knowing I may never play them. Why don't software houses get organised and force shops to stock C64 games. I've considered mail order companies but have been put off after seeing readers letters complaining their goods were faulty or never delivered. What would you do in my shoes? Buy a new computer? An Amiga? A PC?

One last question, why don't you have two versions of COMMODORE FORCE on sale? One with tapes and one with a disk and how about some utilities on them? Looking forward to your reply.

John Kopsidas, Athens, GREECE

If it's original software you want, you could order it from the FORCEFIELD PLAZA on page 64. Congratulations on resisting the temptation of piracy — it's nice to hear from

Two issues of COMMODORE FORCE on the shelves? Wouldn't it be a great deal easier to offer a tape to disk system for a negligible fee? Or disk based subscriptions?

Surprisingly enough, we do just that!

LM

Dear Sir

When I purchased COMMODORE FORCE Issue Four I was unable to get the game Golf Master to load. In fact I was unable to get that side of the tape to load. I took it around to a mates house and it still wouldn't load but his Golf Master loaded on both mire and his so could you please tell me what I should do about my tape?

RA Mycroft, Folkstone, Kent

This is a situation which unfortunately arises from time to time with computer cassettes. Your tape is, to use a little industry jargon, faulty (stop me if I'm getting too technical). Fortunately this sorry state of affairs is easily rectified. Simply place the offending tape in a jiffy bag and send it to:

ABLEX AUDIO VIDEO LTD HARCOURT HALESFIELD 14 TELFORD SHROPSHIRE TF7 4QR

Supply them with your name and address, and a brief note explaining what problems you have, and they'll send you a working copy (usually by return of post).

I would like to thank you, and the rest of the editorial staff for having the ability to produce a computer magazine worthy of the 64. I, myself, have been with you since Zzap started in May '85 and have since moved with you in the easy transition to COMMODORE FORCE. In those

eight years we've had a new Prime Minister,

satellite TV, the fall of the Berlin wall and the

looked for a quality (and that is the keyword)

Like many older 64ers, I started out as an

adventures, simulations and strategy to name

The decline in new software adds a new

happens when the new software dries up. Yes

stuff will continue for a while, but what happens

when the big software companies stop producing

games? Will that truly be the end of the 64, or will

magazines like CF become more of a fanzine?

Before people say I'm a 'typical' computer game

addict, socially retarded and not worrying about

normal 20 year old who has grown up with the

machine, and thought that games would keep

getting produced indefinitely. So although this

positive message, and this is to be grateful for

letter seems to be negative it does have a huge

the ten years of gaming the 64 has given us. The

C64 has helped people to write superior games

public issues. I would like to state that I'm a

we will still have people programming, so PD

perspective to the 64 world, namely what

arcade player, but progressed with the evolution

just a few game types available. Throughout this

period I have required a reference tool and Zzap

and now CF have been that and will be for some

publication to cater for my needs as a C64

of computer games to become fan also of

refinement of the Pot-Noodle. In all this time I've

WE ARE NOT

WORTHY

owner.

time to come.

DON'T BE SILLY!

Sir, megatastically, brilliant, cool person. Guess what, I've some questions for you:

1. Will Putty ever be released on the 64?

2. How can you put a digitised voice into a game? Send an SAE to Brian Strain and you'll get a personal reply!

3. How



of the finest back catalogues around. I hear so many people 'upgrading' to a SNES or Megadrive, but think of the quality 64 games give for a tenth of the price. It's something I would never sell.

Therefore, I give you the Commodore 64, an exemplary entertainment system entering a new decade as the worlds best selling computer. Here's to the future, I'll be there no matter what and I hope that CF and its readers will be to.

Yours nostalgically

articulate letter. Rest assured, as long as there are Commodore 64s there will be COMMODORE FORCE. Unfortunately for all the hours we work we can't pep up the number of new games coming out. By way of a small reward though, for your loyalty above and beyond the call of duty to the C64, please accept Letter of the Month and a hearty slap on the back from all the team. We continue

Eric Knott, Kenny, Ireland

routines. It's helped increase the calibre of sound and graphics, forming a platform to express itself helping the video game market worldwide. What I am hopefully giving 64ers, new and old alike, is a reason to keep KEEP their 64 - one

Jon Kavanagh, Morden, Surrey

Thanks Jon, for a very well written and striving to give you the best all-64 mag around. LM

Dear Lloyd,

No! Next question...

the review in issue 5. Peter Tuffin, Worthing, W Sussex.

4. Is Lethal Weapon any good?

Flattery will get you almost anywhere. Money and flattery and I could be more helpful still!

Your eyes are not deceiving

missed me, but now I'm back. Oh aren't these letters stupid? Ahem,

Lagree with Eric Knott from Kerry; Miles and Chris do slate

games. Nothing gets a high score

Back in Issue one you printed a

ON... This letter was of course

nowt! It's caused me a great deal of stress

MINE! Three issues on I've received

do you send a self-made game to a company like

Software companies are always on the

for info on how to submit a programme and

I'm sure they'll be only to pleased to help.

lookout for new talent. Write them a nice lette

Hmm, fairly average really. Take a look at

letter titled THE BATTLE RAGES

you. It's me! I know you've

now on with the letter ...

these days.

HUMBLE PIE

Zeppelin?

It is I. Captain criticism once again, but now on a totally different mission. I come in peace and am truly sorry for the grief I caused your rookie reviewers. Chris and Miles - I take back all the nasty things I said about you. Lloyd was right, I should have given you a break. I was a bit peed off after what you said about Emlyn Hughes and Microprose Soccer as I really like them but I gues people have their own opinions. Since I wrote the hideous letter I've been taking a lot of notice of your reviews and I think you're great because you're honest and that's the way to be. No cock and bull, just straight out with it. Then people kno which games to buy - you can't go wrong. I also think you're a lot fairer when it comes to decent games compared to veteran Zzap reviewers. I'd been flicking through a few old Zzaps and notice when full price games were reviewed, some of them weren't given radical ratings. Now, I see several of these games on budget reviewed by you and I found your ratings very fair. Good luck for the rest of your tour of duty

Now onto you Lloyd. You were right, I did contradict myself in my last letter and it was pret foolish of me not to notice, but I had a fair idea of what I was on about, didn't I? (Did you? - LM) Slan leat (Goodbye) as they'd say in Irish

C-FORCE No.6 | JUNE 1993



so (well not exactly) but please send me my prize.

What's Happening is good but Drop Who's Playing What and bring back Zzap Zoo. Zone type jobbie. Don't listen to anyone else but me. Lucy Hickman and Ms Whippie were brillo, bring them back.

Now after that interesting insight I shall ask you some normal questions.

1. Amn't I cool at typing?

No!

- Diary of a game, give me one now (please)!I beg your pardon?
- Sonic and Mario are crap so why does everybody create such a fuss about them? You've stumped me there.
- 4. Are Audiogenic planning a data tape/disk for World Class Rugby now the rules have changed?

Not to the best of my knowledge.

5. Please don't answer my questions straight underneath. OK!?

OK.

6. Why do people always write stupid questions like this?

Why do I bother answering them?

7. Why ar... (snip)

Sorry Paul, but the rest of your questions are so boring I'm not printing them.

Well bye bye Lloyd. I'll finish up by saying hello to my sister cos she reads this mag as well, hello Sarah!

Goodbye

Paul O'brien, Cork, Ireland

P.S. Gaspl Horror! Yuck! Ahem. I know where the satanic film-planners have gone, they now run a little bed & breakfast near me. It's painted disgustingly bright orange and an equally pukey green. You'll never guess what it's called...(Hells Hole, perchance — LM) HELLS HOLE!

Bring back the tyranical regime of Herr Hickman, surely not! Besides, I don't think the crew could handle it. Come to think of it, you must be the only reader who actually liked her.

Normally the award of a Pilchard would cancel out a star letter anyway but I'm in a particularly good mood today. A mystery prize is winging its

way to you at this very moment. Hope you enjoyed the kippering!

P.S. Give the film-planners my kindest regards.

OZZY FLUKE

Dear Lloyd

Thank God you're back because Bash and Miss Whiplash wouldn't print my letters.

Here's a few questions.

1. C64 games are rare in Melbourne. Why is this and what can I do?

Your best bet is a good mail-order company. Software City have all new releases and I can readily vouch for their reliability. See their add elsewhere this ish.

2. The Reel Action tapes are excellent, what should I hope for in the future?

I can't let the cat out of the bag just yet but we've got some real goodies lined up for the not-too-distant future.

3. Tell James to step into a beauty salon.

Is that an Insult or a compliment?

Luke Baisic, Highett, Australia

P.S. Print this letter and I'll be your best friend.

One can never have enough friends — cheers Luke.

- P.S. Please print my letter because I couldn't go on without knowing whether I've been forgiven by Chris and Miles. Ta vree much!
- Wooh! Since I showed them your letter our little reviewers have been singing merrily about lepriichorns and praising the Emerald Isle as if huge weights had been lifted from their respective shoulders. On their behalf I would like to say, maithiunas Forgiveness (I think, my Irish isn't too hot).

Well that's your lot for

my long suffering

another month. Though it

typewriter is almost at the

pains me greatly I know

point of exhaustion, so

feverish have I been in

responding to your many

missives. Fear not though.

A couple of days rest and

DADS ON THE WAR-PATH

Dear Lloyd

Firstly, congratulations to all at CF for a much improved magazine since the days of Zzap 64. It's nice to see the standard of letters being printed aren't as juvenile as that 'other' magazine.

Having bought a 64 for my children (I'm a bit of a wrinkly you see) a few years ago, the temptation proved too much and now, understandably, I'm nooked. Some of the games on the cover—tapes are great fun even though I'm useless (thanks for Golf Master though, that's right up my street). Now to the main point of my letter.

You mentioned in issue four in the letter headed 'Missed By Miles' a war game called *Bismarck*. Can you tell me where I can get a copy? There must be plenty of fathers out there who are budding military types, so how about an article on war games and where to get them from?

A.J. Hunter, Gateacre, Liverpool

older readers. We try and do our best for the cover tapes and believe you me, it's not always easy getting software houses to part with games. If it's war games you're after then Capri Marketing should be able to supply almost anything you want. Give 'em a ring on 0628 891 101.

it'll be begging for me to start on Issue Seven's mail. So, if there's anything C64 related that bugs you, puzzles you or even (dare I say) makes you happy, put pen to paper and drop me a line. Until next month, so long. Write to Lloyd at:





Bits and bobs we use to amuse!

Answer my letter or I will be forced to put my head out of the window and yell 'INSIDE OUT UPSIDE DOWN WATERMELON SEEDS ON RYE'. This is not an idle threat! Fatty on the run, New Zealand.

Idle threats are the scarlest kind.

■ How can people living in Ireland send an SAE to companies in England. Surely the post in England won't accept an Irish stamp.

Just send a money audit to the value of the stamp you require. These are available at most post offices.

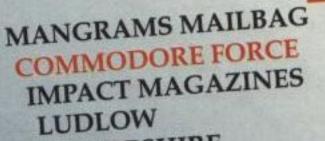
■ I have written over 25 times so print this letter!

Luke Croll, Kent

- 25 letters and this is the most interesting yet!
- My point is for Gavin McBride (CF ish 4) Lloyd Mangram's the best and most famous letter page compiler ever. If you haven't heard of him you're thicker than someone who hasn't heard of Zzap.

Brent Bannon, Northumberland

• Aah, my adoring public.



SHROPSHIRE SY81JW

ZEPPELIN GAME RELEASED TO DATE -OVER 50 TITLES!

onsoles? Pahl Zeppelin believe the C64 is still an immensely wonderful computer format, and to support this they're continuing to grace our cassette units with some excellent games, such as the superlative World Championship Squash (reviewed this issue). So, it only seemed right that a competition should be arranged. Take a quick peep at their releases to date...

So, for one lucky entrant there's the rather excellent prize of every game listed! In addition, five runners up can choose five games of their choice from the list. So you'll want to know how to win them, eh? It's as simple as answering this...

Why aren't Zeppelins filled with Hydrogen these days? Is it:

A: Miles' car goes faster, but his trousers are frequently jeans-like.

B: Chris don't like no trouble — just freedom for the South Muldavian people and two an' a half badgers please?

C: Hydrogen is far too volatile and tends to explode in certain situations (as with the Hindenburg disaster). Helium, on the other hand, is a far safer alternative, and can be readily refined and used in these technologically-advanced days

CONTROL OF A POST OF A POS

Write the answer on the back of a postcard (or a sealed envelope) and send it to: MILES' CAR DOES GO FASTER COMP, COMMODORE FORCE, IMPACT MAGAZINES LIMITED, LUDLOW, SHROPSHIRE, SY8 1JW. Hurry now — there's no time to loose!

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If life is a bunch of cherries, how come so many people end up with the stalks? Yes, the quiet seasonal air is shattered by the philosophical ramblings of

everyone's favourite problem solving Professor. On with the letters!

BAS CALLY, IT'S L KE TH S ...

Dear Brian,

I've had a 64 for six years and I've only just started to program in BASIC. I would like a few questions answered.

- 1. How do you disable RUN STOP and RESTORE?
- 2. What is assembly code?
- 3. How do I enter machine code into the computer?
- 4. What did (GT) mean in issue 3's scrolling listing? And how come it was so smooth?
 - 5. How do you know what numbers to put in pokes? Could you compile a list of them and print it in COMMODORE FORCE? Please answer them as it is nearly

Christmas (?!)

Cheers

Isaac Hudson-Gool, London

FROM PAK STAN WITH HATE

Yo Brian, straight to biz.

1. How do I print a SEQfile from disk?

2. How do I change characters without using READ and DATA statements?

3. Which is the best word processor with spell checker on the 64 apart from GEOS?

4. Are you human?

Love your section but you really need plastic surgery mate!

Umer Pasha, Lahore, Pakistan

Yo Umer, insults do not friends make (as my enemies always tell me).

1. Write a program that reads the information off the disk (use GET or INPUT) and prints it to the printer. Simple really!

2. In BASIC — that's the best way of doing it!

3. Why not try Word Writer 6. Superscript, Speedscript or The Write Stuff? I have no personal favourite.

4. Irrelevant questions deserve irrelevant answers -

Pakistan bowlers CHEAT

Brian

ET-BACK FOR A

Dear Brian

I read in a certain other computer magazine about resetting the Commodore using the serial port. It said about grounding a certain pin and using a normally open switch. Does it work, and how do you enter cheats?

A J Harlow, Cardigan, Dyfed.

By connecting two of the pins in the serial port and completing the circuit, the computer is reset to the start up message telling you how many bytes are free, but the program is still left in the memory. Enter a couple of POKEs

from the tips page, type the SYS code (which you must have to use in ordinary reset cartridges like the

one I've described) and the game should restart. However, this is VERY dangerous. My personal recommendation

is that no-one uses a serial port reset cartridge. A poorly made device could seriously damage your machine SO DON'T DO

To the man with the brains.

We thank you for a techie section after such a long time.

- 1. How do you format a disk, load and save to a 1541 disk drive?
- 2. If I was to buy an Action Replay cartridge would I have to buy a Sprint 128 for a printer?
- 3. How do you make backgrounds? Please help.

Matthew Fellingham, Seaford, **East Sussex**

- Nothing like a quick grovel is there? (Can I have a pay rise, Mr Editor, Sir?)
- To format a 1541 disk type:

OPEN 15.8,15, "NO:DISK NAME, ID" : CLOSE15

DISKNAME should be a different name for each disk (describing its contents perhaps?) and the ID is 2 letters or numbers. It is best to start with ID 00, work up to 99 then start AA to ZZ

To save a disk, use: SAVE "PROGRAM",8 To load from disk type: LOAD "PROGRAM",8

To check the directory (a list of all the programs on the disk) use:

LOAD "\$",8 LIST

LOADING A DIRECTORY WIPES THE PROGRAM IN MEMORY, SO BE CAREFULI

- 2. Datel no longer sell or supply the Sprint 128. The Action replay will work with the Centronics cable that Datel offer for £12.99.
- Backgrounds are made up of characters. Instead of being just letters and numbers, they are made to look like all the parts that make up a wall, a pipe etc.

Brian

TEGIB.

- Nearly Christmas? I I nearly didn't answer your letter...
- 1. POKÉ 808, 239 : Proke 792,193 to disable both keys POKKE 808, 237 : POKE 792, 71 to re-ernable them
- 2. Assembly code is assembled (made into) machine code. Machine code is just numbers, while asssembly code has 50+ mnemonics that agre easier to remember e.g. LDA too load accumulator.
- 3. Machine code can libe stored as data statements, READ and POKED into memory. Or it can be saved on tape or disk as a little 'program' that is loaded into memory. You can also use an assembler to turn assembly code into machine code.
- 4. (GT) means greater than and (LT) means less than.

Greater than is obtained by typing SHIFT and FULL STOP, while LESS

Dear Brian,

games.

Shards of Inovar.

ANYTHING GOES ...

In the March issue, you were able to help a

Software. Is there a supplier of this you can

reader with a problem using the fabulous GEOS

suggest? Mail order companies only seem to list

Finally, I can't 'save game' to tape during

Bernard Kambard, Clacton on Sea,

the Graphic Environment Operating Software.

Macintosh! Instead of loading programs you

click the icons, just like more expensive

For reader's who've never heard of GEOS, it's

On disk only, it turns your computer into a mini-

machines. Over the years there's been a whole

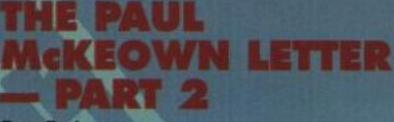
THAN is SHIFT and COMMA. At least the Apple Mac's (our creative tools here at COMMODORE FORCE — Ed) won't turn that sentence into a mass of curly brackets...

5. The Commodore 64 has many in-built machine code routines in Basic ROM and the Kernal (techy-talk for two important bits of memory). Editorial Acceptance of a long list of POKEs might take some time, but try this:

POKE 781, N SYS 59903

This clears line N (where N is 0-24) off the screen. Clever isn't it? They don't call me Mr Smoothy for nothing...

Reign



Dear Prof

I have a couple of questions for you

- 1. Can you tell me how to change colour on the Image System?
- 2. Is it possible to have a time limit on a game? If so, how?

Paul McKeown, Dublin

You may have seen the rest of Paul's letter in issue 5. If not, why not? What excuse can you possibly have?

1. I may be an expert, but telling people how to use software I have never used is difficult.

Read the instructions if you have them, and look through the menus or control panel until you find a mention of colour. It's the best I can do...

2. Did you know your 64 has a built-in real-time clock? No, you probably didn't. To see it in BASIC, type:

PRINT TIMES\$
This tells you how long your 64 has been turned on. You can set it to a time like this:

TIME\$="011000"
This sets it to 1:10am.
To check if a time
limit has expired,
10 TIMES\$="000000"
20 REM ***
30 IF TIMES\$d (

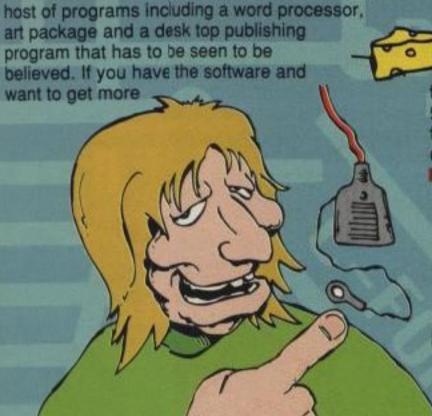
answer this question! get a big brugh!

from it, why not join the Geoclub UK? At £5 a year, you get monthly newsletters, free disks on joining and access to the club's library.

For more details write to:
Frank Cassidy
Geo Club UK
55 High Bank Road
Droylsden
Manchester M35 6FS.
Include an SAE and say you saw
the address in COMMODORE
FORCE.

As for Shards Of Inovar, you must save to a blank C10 or C15 audio cassette, not the actual game tape.

Brian



WALSALL, LOVELY WALSALL

Dear Brian

I subscribed to your great mag after buying a Commodore 64 ard a datasette.

- 1. On the datasett plug there is a small wire but what is it for?
- 2. Why is it that scnetimes a game easily loads and sometime it desn't, no matter what. Could it be a fault with th datasette?

C Morris, Walall

- Dear C (can I call you C?)
- The small wire you refer to is fitted as a ground wire to prevent TV and radio interference in the US of A. It has no effects here.
- 2. The most sensible advice I can give to all readers is too use a head cleaning tape (available from most audio stores) or the more expensive head alignment kits DESIGNED for the Commodore 64 and datasette. Regular cleaning and occasional head alignment should reduce or eliminate problems.

Brian

'Summertime,
And the living is easy,
Fish are jumping,
And my computer's
running hot.'
Stop eating those icelollies and write to me
at:

Prof. Brian Strain,
Commodore Force,
Impact Magazines
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Shropshire, SY8 1JW

Personal replies can only go to those who include a SAE. I'd just like to leave you with one more little thought: It's always a good idea to finish your...

Lower Level

OWER LEVEL is fairly new to the PD scene, and are starting to make a name for themselves with some impressive utilities and now this demo.

Their eye for design can already be noticed during the intro. The screen is cleared in an original and funny way, everything is built up and broken down again - nothing short of excellent. It also features flipping text between two rasterbars leading up to a triangle and a scroller. The first visual treat on offer is presented like a modem link-up where you can call up digitised pictures and info on the LOWER LEVEL programmers. Plenty of vibrar colours are used in the third section where psychedelic waves can be altered in shape via the joystick. Part four contains a bobscroll above a nice LOWER LEVEL logo and it seem they think it's world record material but, if my memory serves correctly, I've already seen a scroller like this in Twilight's Explorer 2. The last stage is a snurkel scroll, similar to a sinus-scro (DYCP) but with each character turning the

The dense rainforests are no place for the weak. The unbearable heat, the clammy climate and the threat of wild beasts. But in the sweltering heat of the PD tropics, REMI 'SAFARI, SO GOOD' **EBUS sorts the demo** fruit from the library vegetation.



Conic Design

ONIC DESIGN is a group formed out of ex-DOMINATOR and ex-BONZAI members. Little has been heard from them until recently, when they made a demo in cooperation with STARION. A year-and-a-half late CONIC bring out this product, by far one of the best releases lately.

To start off there's a picture of seven balls each containing seven colours. Then a cap of a (beer?) bottle is shown and with this, a weird scroll text. However, this impressive display takes its toll on the memory capacity, resulting in

Taboo

on't be afraid, there's no 'taboo'-breaking stuff (bar one naughty picture) in this Polish demo. Yep, you heard right - this demo originates from Foland. Having never even heard of Taboo, let alone seen a demo, it's a bit hard to give any background info on them. Let's give the demo a chance to speak for itself, shall we?

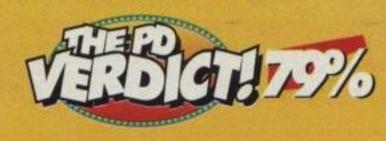
It starts with a starfield and a movie-like textflasher and after a nice FLI-picture during loading, you get to see some impressive stuff. Realtime filled-vectors swing in front of your eyes — they may not be wizards where music and graphics are concerned, but they sure can code in Poland.

After the next shot, several high resolution pictures and 'dots' are displayed; rather a let down after the first par, I'd say. The next display is hardly an improvement either, but with a converted Raytraced animation and a flexible scroll it's nothing to be ashamed of. Subsequently, there's he obligatory 'record

breaking' stuff with a well-programmed plotscroller built up from 1344 dots calculated each frame, 'Interesting' you might say, but recordbreaking demos are old fashioned nowadays. and if you find reading an unreadable scroll interesting... that's your opinion, but I pity your optician.

The last stage proves to be a little more intriguing as it's another raytrace, but this time it's not converted from another computer. It's all done with complex C64 mathematics and takes a while to calculate and display the actual animation. To add more interest, the shape of the object and it's surroundings can be changedwho needs 16-bit demos?

What TABOO lacks in terms of graphical and musical flair is compensated for by skilful programming. It's certainly worth a look, if only to see what they get up to in Poland.



Noice





CHOUL SHOUL

amount of degrees designated by it's sinus. Odd, but funny with it.

Higher Level is of a high quality, and I can't wait to see their next demo. This is a group you're going to hear a lot about.



a lot of loading. The animated challenger turning is great but later bits are of a lower quality but thanks to the varied colour scrolls it's not too boring. In addition there's a scroller with an xydot routine and a double sinus — a definite Ebus pleaser. To finish off, a beautiful lady is drawn on a paper scroll with the credits rolling over the top.

Crozblok is nicely designed. The great music and competent (if a little average) routines make it by far the best of this months bunch. It's a just pity that CONIC think the C64 market is dead and are no longer interested.

Hey, it's their loss.



Laser INC

space, with a starplane and movie flasher. To be honest, the only differences are the colours of the stars and the charset used. Mere coincidence or blatant copying? I wonder...

Once the demo gets underway there's a stage featuring a fractal (the well known Mandelbrot) and it's interesting to see that Laser have made an animation zoom in and out — very good indeed. Sadly, the flexible logo garb that follows is a step back from the promising beginning. While it may be hard to code, to view it can only be described as boring! Luckily, though it seems a little simplistic, the next section is better. With effective wavy animation, you can take a step away from your screen and scan it for a few minutes— a guaranteed trip to the stars!

Part four is, again, reminiscent of TABOO's demo— although apart from the different sinusses and the amount of dots, (only 896!) there's nothing original. The technically named 'EIGHT

SPLITS' may sound smart but the end result consists of eight sprites swinging in a sinus over a four-way splitting rasterbar. Seems you can make anything appear difficult these days by giving it a fancy name.

My disappointment was a thing of the past after seeing the next offering. It's the usual ball-chessboard animation but it looks cool, and is enhanced by allowing changes to the ball sinus via joystick control. Finally, there's a fully bobbed 'THE END' (Pardon?— COMMODORE FORCE team) and a fairly average borderscroll.

Cyclone is the wrong title for this demo, as it doesn't stir up the PD scene in the way it's namesake might suggest. It's not what I'd call terrible — mediocre perhaps — but you're going to be hard pushed to find anything new or

VERB GH-53%

fter the excellent intro
sequence, I'd high hopes for
this. It starts with a logo
zooming and turning, followed by some
impressive graphics and a scroller. A
funny IRQ loader appears with a goat
stamping on the ground (I). One section
features some nice scroll-fractal-circleinterference. Confused? Well it looks
good.

A later show uses some clever trickery with a frame-vektor with hidden lines smoothly transforming and twisting. The usual objects are here though, a 'rubber-vektor' and the musically timed graphic equaliser.

Thirdly comes a huge scroll with the unusual 'hellos' and unwelcome opinions. The programmers also give their views on the EC with 12 stars positioned on a blue background. As the programmers hold little love for the EC the stars transform into small skulls. Politics in PD demo's? I never thought I'd see the day.

The oddly named 'ELASTIC LINES' looks like a normal plot-routine but is entertaining enough. It's surpassed by

the Swedish flag program though and this gets stranger when you notice a goat jumping on top of it. What are they trying to say? Still, their fixation with bearded animals is nowhere to be seen in the sixth, and best, demo part. Completely created of line-vektors, you see a house being constructed and once finished a little vektorised person approaches and makes it his home. Quite funny and (strange as it may seem) original with it.

SPRITES D.Y.S.P. OVER FOUR

Lightsourcing is an area many groups are experimenting with at the moment and NOICE have come up with their own experience consisting of a ball made from plots and a sprite used as the light source. The dots nearest to the light are coloured accordingly, and the further they are the darker they get until completely black. It's good to look at, and clever too.

Goatland is an admirable demo, containing imaginative graphics, design and coding. Even the music is passable at times, making this well worthy of your attention.

VERDICT! 76%

Well, I sense the page is once again coming to an end so with more domain demos dominated its time to look forward to the next issue. I've some pretty impressive routines already, so until then, stay public.



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IJA Software Ltd, Second Floor Office, Hampton Walk, Queen Square, Wolverhampton, WV1 1TQ

WILLIE WESTE

Time waits for no marsupial, nammoth or man so it's good to know of releases soon to hit the Commodore scene. CHRIS 'SUSPENDED ANIMATION' HAYWARD and MILES 'ANIMATED SUSPENDERS' GUTTERY awaken just in time for the latest arrivals.

un dun derrrr! He of the hat and much adventuring prowess is poised for a welcome return to the dangerous world of the C64.

Truly, nothing is necessarily what it seems in Rickland.

After the slightly Indyinspired capers of the original, Rick 2 will test your hazard-dodging skills

in the strange surroundings of a giant alien spacecraft. The denizens therein have dumped their contraption down in the middle of Hyde Park, using it as a basecamp from which to execute their plan of world domination, destruction of the human race, blah, waffle, erm, etc.

All you Rick fans who missed this one at the first time of asking will soon have the opportunity to pick it up for a snip when it's re-released on the Kixx budget label. See how well it's stood the test of time in our full review real soon...

RICK PARTIES OF THE P

hat's this? Another addition to the Bruce Willlis action movies? Thankfully, it's nothing to do with the balding ones violent coutings but a rather neat shoot-and-collect-'erm-up bearing more than a passing resemblances to the classic *Thrust* and the more recent NES3 cart, *Solar Jetman*.

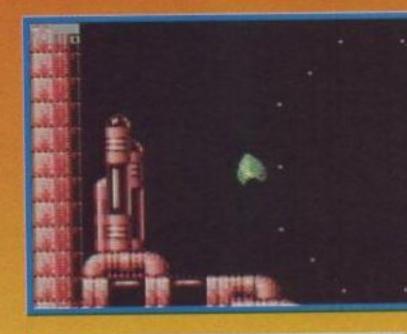
Set in a distant galdaxy, an evil empire is ravaging a host of plaanets (nothing better than an original plot) and constructing reactors to

drain their resources. Only by locating and dropping energy spheres into the reactors will the nasty crews intentions be disrupted.

From what we've seen so far Fly Harder looks very impressive with an excellent intro, slick graphics and some pulsatingly atmospheric sounds. The gameplay's expected to be pretty frenetic too, with plenty of alien craft to shoot and tricky obstacles to negotiate. Will it revitalise an old formula or have too many grey hairs to justify

it's price?
There's
only one
way to find
out — buy
the next
issue of
the firebreathing
C-FORCE.

THE SECOND





• Virgin £11.99 Cassette, £15.99 Disk

Having had more Big
Macs than a centipede has
socks, MILES 'MEAT ISN'T
MURDER' GUTTERY leapt
at the chance of spending
a week checking out
McDonalds. Then he found
it was a computer game...

QLIS

This stab at producing a console-style game it's a good attempt, but the effort falls short of the mark. Being able to throw blocks at baddles and playing a level with the MC Kid upside down is a unique and often humorous touch. Seeking out the collectables for points and lives encourages exploration and this is affirmed by the competent size of each world.

The backgrounds are clean and crisp—
although the main sprite animation has
as much elegance as Bagpuss—but
after playing for a short while the
glitches become all too apparent. Leap
too high and the kid vanishes off screen,
wiped off by the delayed scrolling. The
most infuriating aspect is bouncing into
an arrowed boulder, somersaulting you
back to the start at an appalling
speed. And there was me

expecting a free motorised toy with each copy. Huh, not a happy meal.

73%

wonder why fast food's called 'fast food'? In my experience, the velocity with which it travels is directly proportional to the speed of the person carrying it, scale factor one. That aside, the McDonalds chain of restaurants are the biggest and best known of the worlds rapid nosh establishments. Of course, you don't get that successful without advertising. To this end McDonalds came up with a set of cartoon characters to promote their products, and now there's a computer game bringing those characters to life.

Pseudo-Mario leapings are the ingredients for the game-of-the-burger. Ronald McDonald's mysterious magic bag has been surreptitiously swiped by his arch-enemy the unscrupulous Hamburglar (booo). Ronald was most distraught until the MC Kids showed up, ready and willing to retrieve the missing article. Mick and Mack (as they're individually known) are lean, mean and in their teens. The 100% BSE-free duo must conquer thirty levels spread across seven worlds to save the day. On their travels various things can and must be collected. Each level contains one or more red M's you collect to show Ronald's face on the map screen. Only then can you progress to the next world. There are also countless golden M's strewn about — collect 100 for an extra life. Some of the platforms are patrolled by the odd baddy. Fortunately for you though, there are crates lying around which can be picked up and chucked at the despicable

things.

Many areas are seemingly unreachable until you discover some of the strange secrets of

McDonaldland. For instance, walking over the spindles located at the end of some of the platforms flip you around so you can walk upside-down, allowing you to 'fall' up the screen. Freaky or what? Occasionally you happen across a spring which

ROMALDS HOTHE GARDEN
CARDS MEET
LIVES: 03



launches you skywards at a great rate of known Having jumped all the jumpable jumps and found all there is to be found, make your way the level exit and grab the giant M for extra positions.

Burger Off!

As it turns out, one's somewhat Mario-influenced first impression are dispelled to some extent a few plays. It's true the game does have a distinctly consolesque look about it, but there's more explorated and less nasty bashing than is normally associated with the dungareed one. So much so, it a lot of the game's challenge is removed. Moving platforms on late levels do add to the difficulty but the hardly a consolation. That is not to



month, it seems unforgivable that McDonaldland should be so sluggish. Granted the levels are bigger, but there's so much less in the way of colour and graphical detail you have to ask yourself, what went wrong? Infuriating as it is to trundle along at a snail's pace, it's positively expletive-inducing when you hit a spring and are propelled off screen and have to wait several seconds for the scrolling to catch up with your sprite (who's probably dead by this time anyway). In spite of it's many and varied shortcomings, there still lurks a quite playable and lasting game within. If you think you can stand the frustrating aspects there's a hefty package on offer, especially for mappers. Plenty of bonuses and surprises are to be found as well, and it really seems a shame more of the ideas weren't developed further. Had they been, McDonaldland could have been a bit of a monster bash. As it is, you load it up and feel less-than-fulfilled without

 Slow scrolling, pedestrian gameplay and dubious tie-in with burger giants? I'd rather French-kiss Ian Osbourne!



Miles, what are you on? 70% for this driedup, tasteless offering? The sluggish, jerky scroll and the main sprite's annoying habit of bouncing clean off the screen would be bad news in a budget game, but in a full pricer it's a crime!

Why did they give the main character such an awkward leap? Why does the playing area take up only a fraction of the screen? Why is the rest of it blank, when the status panel's crammed into a space the size of your thumb nail? Why did they bother at all?

The worst criticism you can possibly level at a platformer is 'claustrophobic', and McDonaldland's a dead-ringer for that very term. A tiny playing area and a scroll the speed of a sedated tortoise that can't keep up with the main character's

getting that sinking 'I've been totally ripped off'

The problems balance out the good points, leaving us with a painfully average piece of software. Mario for the C64 it's not, but in many ways it's not intended to be. Just like McDonalds meals, you're still hungry for something a little more substantial afterwards.

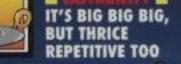














■ C-FORCE No.6 ■ JUNE 199

Ca you ess run of trund get it

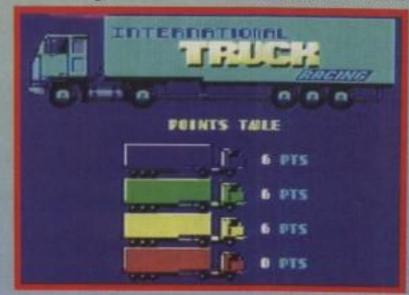
O Zeppelin, £3.99 Casseffe

Beer bellies, sweaty armpits, tasteless tattoos, service cafes... being a trucker's loved one is not a happy life. IAN 'HOUSEWIFE' OSBORNE waits for his girlfriend to return home from work...

ealistic tractor and trailer behaviour' screams the inlay, 'intelligent computer-controlled trucks, authentic racing tactics' it hollers. Then it really scrapes the barrel—'all axle tyre compound' (you wot?), 'inter cooled turbo tractor units' (come again?), 'ramming and blocking techniques' (pardon?). They got one bit right though—'plenty of dirty diesel action' 'coz this offering's such a pile of dog-dirt you'll be pouring on the diesel and lighting it.

International Truck Racing is yet another Supersprint variant, a genre that's spawning more spin-offs than a car driven by Miles on an icy morning. You race against three computer-controlled trucks over six courses. The computer opponents stay on the tarmac and always finish in the same order, so I suppose that's intelligence of a sort. You can indulge in a soo practice on any of the tracks, or compete in a league. After each race comes the inevitable upgrade screen where any winnings can be spent to improve your truck's performance.

Crashing into other drivers and obstacles effects



• It's tight in the champnship race but who's in the red truck? (h, it's James. your damage meter and if this gets too high, the rig explodes. Damage can be repaired by pulling into the pits and fuel can also be gained this way. As you might imagine, this is essential in winning the race—run out of diesel and you have to trundle slowly towards the pits to get more gas.

Trucking Madness?

As you can see from the screenshots, the graphics are pretty poor. The courses look identical, and the trucks themselves are more like bubble cars towing breeze blocks than well 'ard sixteen-gear

juggernauts. Contrary to the inlay they don't move realistically; instead, they turn slowly (which is fair enough in some respects) but the trailers get thrown around as if made of polystyrene.

Because they corner badly it's almost impossible to get round a tight bend at speed. Chances are you'll over-steer, leave the road, and by the time you've struggled back on course the computer vehicles (who've no trouble with corners) are long gone, never to be seen again. Forget about realistic blocking tactics too - I once laid my truck lengthways across the road (in France of course), and the others drove straight through. Their vehicles were damaged in the process, but this didn't stop a myriad of physical laws being broken. And speaking of the laws of physics, where did that pit crew come from? I thought a pitstop meant just that, a STOP. In International Truck Racing you drive through the service lane without even slowing down and STILL get the fuel and bodywork seen to! Somebody tell Nigel Mansell, these guys are worth Ludlow's weight in gold International Truck Racing is a lousy game.

Basing a racer on truck driving doesn't excuse sprites that handle this sluggishly. After the brilliant Carnage, also from Zeppelin, this pathetic offering pales into insignificance. It's about as interesting as the Maastricht Treaty, as realistic as Norman Lamont's budget and as dated as the House Of Lords. 'Aim for the top of the World Championship Leaderboard' dribbles the sleeve, and they're right — after two

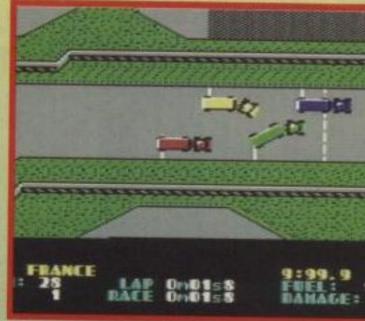
games you'll wish you'd bought a golf sim.

GREAT ERITAIN 9:99:9

AND STREET STREET

Hmm, I wonder if anyone'd notice me taking a cunning short-cut over the grass.

Last month, ITR another top-down vie scrolling racer in a similar vein. At first seems a little pedestrian and slow be don't let this put you off - accumulat some cash over the earlier races an your juggernaut can be souped up with a better engine, acceleration, etc. You'll soon be rousting around the games six tracks at a thoroughly respectable speed. I found it all quit fun for a while and although th graphics are basic, the sound of th lorries horn when screaming up behin an opponent is very effective. ITR simple enjoyment which will inevitab end up gathering dust. Nevertheless, look at it this way - if you get four hours enjoyment from it



you've had better value than a

trip to the pictures!

It's a truck racing screenshot involving four lorries partaking in a contest of speed!



LITTLE VARIATION, CLUMSY SPRITES

FAIR TUNE, INSIPID EFFECTS

PLAYS LIKE A TRUCK WITH NO WHEELS

DO YOU REALLY
WANT TO PLAY IT
TWICE?

ESPECIAL PROPERTY OF THE PROPE

C-FORCE No.6 JUNE1993



• Hit Squad, £3.99 Cassette

Horrifically disfigured in a scientific accident or just plain ugly from day one? IAN 'FACE-ACHE' OSBORNE removes the bandages...

ou've read the book (if there was one), seen the film, worn the over-priced T-shirt and drank from the badly-printed mug.

Name the film and rest assured that Hollywood have the spin-offs. Good or bad, the quality is never more varied than with computer film licenses. Some are accurate interpretations, others just use the main character. Several consist of a single game type, others involve a series of subgames. Some are brill, others play like *Darkman*.

A tacky mosaic of differing gamestyles in the T2/Batman The Movie mould, Darkman clearly shows the limitations of this approach. The subgames don't sit together

MES

movie (Chris and Steve are the only ones who've seen it) is a typical Ocean multi-level platformer with basic beat'em-up overtonies. Simplistic in that only two moves are available, level one doesn't exactly bode well, which is unfortunate as things do steadily improve as you progress.

The one real hip popotamus in the sink is the horrific multiload. Having to reload the entire game upon dying is enough to make even my well balanced self call forth many people bearing tranquilliser pills. Even so, diverse levels mixed with little sub-games give a

commendable tamount of boredom-beating variation. It's just a shame the multiload drags down the overall mark.

particularly well, appearing fragmented in the extreme and, unless you bought your C64 an hour ago, you're bound to have seen better examples of the styles incorparated.

Level one sees you plodding through a beat'em-up, with the horizontal scrolling halted as soon
as baddies appear (two at a time, every time). This
is a blatant steal from *Golden Axe*, even down to
the 'GO!' prompt when overcoming foes. It's not a
particularly good one either — there are only two
moves on offer, and it's almost impossible to
dispatch an opponent without losing energy. The
second level is similar, but set in a *Robocop II*inspired maze of platforms, where the slightest
mis-timed jump can take you back to the start.

Level three has you bounding across buildings (remember the roof-top scene from *The Turtles*?), and sections four and six involve even more platform pandemonium *Navy Seals*-style. Finally, there's a vertically scrolling road stage — *Spy Hunter* with knobs on. Between three of the levels there's a brief interlude in which you take photographs of a villain, using the resulting mugshots to make latex masks to cover your acid-scarred features. This may sound original, but in practice it's just a simplistic, single-screen *Op-Wolf* clone.

Terminally Disfigured?

Although never aspiring to greatness, *Darkman* does get better as it progresses. The crude, simplistic first level is shocking. The baddies always appear in twos and both need dispatching before you can leave the screen. This makes for a very dreary game and is not helped by the energy depleting dogs and shuriken that occasionally rip



In a seedy trenchcoat and a dodgy hat, it's no wonder he's being chased! past. The later Navy Seals escapades are better, but the stupid, pointless Op-Wolf-with-a-telephotolens sections are pathetic in the extreme.

Technically the game's not too bad with interesting (although purely cosmetic) backdrops reasonable sprites, and a multiload that isn't as annoying as it might be... but you can't help feeling it's all been done before. It's sadly lacking in atmosphere and, like many multistyle film licenses, fails to capture the flavour of the film.

Darkman isn't a total disaster.

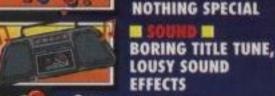
If you rushed out and bought it
you wouldn't feel too ripped off,

but there are better ways of spending four quid.















C-FORCE No.6 | JUNE 1993

48 P. E. L.

• Addictive/Prism, £9.99 Cassette, £14.99 Disk

Football Manage

A manager's lot is not a happy one — many have tried and failed. Bobby Charlton, Jimmy Hill, Graham Taylor... the list goes on. Undaunted, MILES 'OFF THE BALL INCIDENT' GUTTERY hits the training ground and prepares to give it one hundred percent.

money world of professional soccer people don't want excuses, they want results.

Supporters and chairmen alike are known for their low tolerance in the face of waning success — a manager's not judged on personality or effort, but by the amount of silverware in the club's trophy cabinet at the end of the season. Yep, things sure are tough at the top.

 Football Manager 3? 1 can remember the days of the original and just how compulsive it's user-unfriendly gameplay was. Times change though, and while FM3 is a definite improvement in some respects, in others it leaves a lot to be desired. For a full price game, you'd be expecting realistic player names, a little originality and an informative match sequence. What dio you get? The same contrived names repeated endlessly, an office screen very similar to other managerial outings and a game display that neglects to make the ball particularly visible.

Don't get me wronig — Football Manager 3 is by no means dilabolical — just be aware that there have (and will be) better examples of this genre availibile.

Come to think of it, it's not exactly roses and daffodils at the bottom either. That's where you start in Football Manager 3, the most recent addition to a saga which began before some of you were even born (speak for yourself, baby face — Dep Ed), 1982 to be exact. With this outing the series rolls into the nineties!

Your first task is to pick which team have the dubious honour of your attentions for the coming season. Choose any side in the football league by cycling through and clicking on the desired name.

Having made your selection you're presented with the now-standard 'office view' from behind the manager's desk. Various elements of the game are accessed by highlighting different items. The computer contains results, various league tables and a club history charting your reign as supremo. Look in the diary for up-and-coming fixtures and events affecting the club. The memo pad only appears when required, and contains various bits of useful information such as new arrivals on the transfer market or warnings from your ever-friendly bank manager. Picking up the phone puts you in touch with other managers to negotiate fees for new players. Remember the players themselves though — be sure to offer them a decent contract or they refuse to move. This screen also lets you put your own unwanted players on the transfer list.

Open the filing cabinet for info on players in your current squad, including appearances and goals scored this season as well as career totals. Clicking on the piccy of the chairman allows you to peruse the club's financial status, match attendances, etc. If results are sufficiently satisfying the bank will increase your overdraft limit, but don't over-spend or you get the sack.

Haus Alan I Robins
Age 31 Years Old
Status Playing

PHYSICAL SKILLS

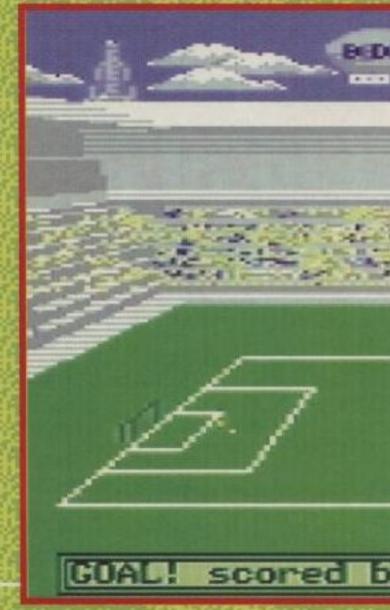
Speed Dribbling
Passing
Fitness Tackling
Shooting
Staning Rest Rest

 Having been inundated with requests for info on Alan I Robins we're happy to oblige with our guide to Alan I Robins. The last and most important item is the team selection icon. This allows you to train players devise a match winning formation. Players can placed anywhere you wish, giving an infinite number of possible strategies. Everyone from to passing purist to the all-out long-ball merchant catered for. The team you start out with are a bunch of ageing has-beens, so a quick dabble the transfer market to introduce some new blocks a must.

'Ere we go, 'ere we go 'ere we go (again)...

Footy Manager 3 (or Colin as it's known to its friends) scores over it's predecessors in terms detail. Player records aren't exactly crucial but they add to the overall feel of the game, giving players a more personal aspect rather than jus being a name and skill rating. Another decent it is the way you can customize your own formationstead of choosing between the usual 4-3-3, 42 etc. You can now play with wingers, a sweep or even ten men up-front if you so wish (though wouldn't advise it).

Despite it's strengths the game also has its t share of glaring flaws. When comparing player abilities, it's really annoying to have to memoris



their various skills from one screen to the next.

Why they can't display all squad players on a single screen I don't know. The other major put-off is the match sequence, a graphical representation of the match and running commentary stating who's got the ball. It's quite a good idea, but sadly inadequate. Evaluating the performance of individual players isn't really possible with any degree of accuracy, yet surely this is integral to real-life soccer management. As for the stupid player names - as far as I can see they're generated randomly from pre-set Christian and surnames, but as there are so few of them things become a trifle confusing. At one point I had three players called 'Oliver Knight' in my squad! A name edit option would have improved proceedings greatly.

Cosmetic improvements over the the other games in the FM series are abundantly clear, but in many ways Colin's a step backwards. Despite its simplistic options, the second game was far more satisfying in that the gameplay flowed so much better (okay I admit it. 1



Transfer Harket



 You can find out a surprising amount from mug-shots. The ones on the left wear blue trousers on Tuesdays...

played it for months).

virtue.

Most of FM3's problems are inherent in the design. It offers nothing that hasn't been seen before, which isn't really on for a full-pricer. Unless you really like the sound of this one, my advice is hunt down FM2 which is (to my mind) still the best management sim around. If you don't mind mucking around with the clumsy control system, though, you could do worse than this. Patience, however, is an important



 Above - Halifax FC display their infamous 'X' formation. Fact : If all the players were laid end to end they'd lose.

3rd Division

Sat 31 August

Hali ¢a× Hereford Lincoln Nthampton Rochdale Scarboro Scunthrpe Shrusbury Ualsall ManOtd 2232020221

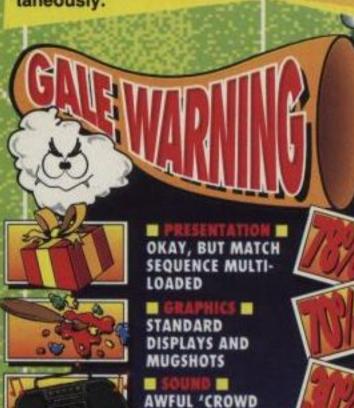
Doncaster Darlingtn Creue Colchester Chestrfld Carlisle Cardiff Barnet Orexhan Torquay

 I have to apologise, but find always management games a real letdown. From selecting a team t monitoring your finances, the work 'boring' leers at me from within the screen. Football Manager 3 doesn' offer anything new at all, and it needs a lot of unique touches to set it aside from the rest of the 'select a formation and buy a player' genre. The options are a bit rough and not quite as flexible as they should be, and if you've any enthusiasm left after the mediocre selection stuff then the match sequence will undoubtedly kill it off. Having to si through it in all its prolonged entirety i torture, and the agony isn't helped by th ratcheting hiss from the crowd.

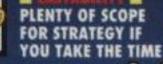
If all management sims were compile into one big-ball bonanza, it would be something to look out for. As for this. well, it's been done many a time,

under many a name and with many a better event occuring in the world simul-

taneously.





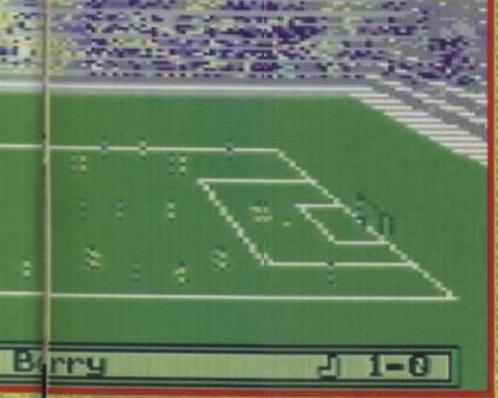


EFFECT' AND THAT'S

ABOUT IT



C-FORCE No.6 II JUNE 19





The Hit Squad, £3.99, cassette

Barring Steven Spielberg's ET, aliens always seem to get bad press in major films. It's a sad fact, but if there's mention of an extra-terrestrial, it's guaranteed to be bursting out of people's chests and mutilating innocent civilians. JAMES 'RIPLEY' **PRICE** prepares to run away quickly.

pace Gun was mocerately well received in the arcades, with its large graphics and front-mounted guns enticing coins from many a pocket. Like other machines of the time and genre, it used horizortal scrolling and forwards motion while thegameplayer targeted various attacking creatures. In design, you could say it resembled the Alier films and tried to capture their tense, 'let's un away before we get killed' atmosphere which is detailed (and very large) sprites helped it actieve.

When you consider that he arcade machine used the memory availabe to the C64 in a little musical ditty or scenery strite, you begin to comprehend the mammon task converting Space Gun to an 8-bit format would be. The thought alone was enough to temit me into a brisk jog around a field before throving myself under a bus. Having to review such a ptential disaster didn't seem ideal either and so vith trepidation I engaged the cassette reorder. After cringing over the amount of tape on thereel and fearing the horrendous multiload it inclied, I was surprised at how much the game had o offer.

Tummy-Bursting Action?

There's very little plot to te action - suffice to say that you've to get thrugh various levels by shooting hostages and recuing aliens (or was



that the other way round?). The computer scrolls you through buildings and over landscapes. leaving you free to move and fire the target cursor. The alien attacks are relentless, and it comes as something of a relief when the Operation Wolf-inspired game offers you a few handy power-ups, obtained by shooting certain scenery. Amongst the offensive power to collect are flamethrowers, grenades and even energy to revitalise any broken space-age heroes. However, if any weapon is fired too often, its power will be drastically reduced and this becomes a real problem when end-of-level monsters are encountered — in space, no-one can hear you crying for your mummy...

Space Gun's an enjoyable blast, but there are a few annoying flaws. There's a hefty multiload that really detracts from the game, but it's the toughness of the aliens that poses the major problem. They take a great deal of shooting to kill, which gets a tad repetitive after a while — not too much, but enough to irritate.

At the end of the day, I think Space Gun is at its most comfortable on budget. As a full-price game it had limitations, and while they're present now, the cheaper price lessens any impact. If you liked Operation Wolf and Thunderbolt or any one of the many shooting-gallery style games available, Space Gun will be right up your HR Geiger.

Oh, and remember — the only sure sign that there IS intelligent life in the stars is that it hasn't

tried to contact

taut in every corridor as you wait to se what grotesque form the next nasty will take, and it's atmospheric setting that trigger-happy gore lovers will always find time for. 000 768

Operation Wolf was one of the first gun-mounted cabinets to appear and spawned many

clones. Hot in its tracks came Space Gun, an inter-galactic blast where the primary objective was to blast those that were inhuman as well as those in humans! The two-player mode has been dropped from the Commodore rendition which will surely disappoint the original's fans. Swapping weaponry can be a pain too - jabbing the keyboard whilst confronted by aller hordes leads to consistent energy loss and annoyance. However, it's enjoyable enough with disgruntled mutants lurking and terrified hostages to free. The air I

it was ordinary, drunken Friday night. Chris h already fallen over once, but luckily he found a girl with four arms to

0000000000



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52 REVIEWS

o Kixx, £3.99 Cassette

When One Man and his Dog was combined with Die Hard, only MILES 'HANK MARVIN' GUTTERY noticed rounding up sheep was a sadly neglected form of recreation!

ho remembers that crusty old arcade machine Shinobi? An ancient but playable beat-'em-up, it helped while away many a wet seaside weekend of years gone by. Now, the hero is back!

Set in the not too distant future, mankind is reaching further into the potential of space. Shuttle launches are an everyday occurrence as rival powers attempt to harness the forces that lie beyond the stratosphere. Now, a secret government project is developing remote controlled missiles to be kept in orbit until required. As with all such things, word has reached the ears of an undesirable element; in this case it's the terrorist group 'Asian Dawn'. Their plan is simple — hijack a shuttle, take control of the experimental prototypes and bring the whole world to its knees (You call that simple!? — Ed). Enter Shadow Dancer (real name Takashi) to save the day.

Our hip-hopping hero begins his quest in an airport lounge where a number of time-bombs have been planted by the Asian Dawn. These must be located and destroyed within a time limit



 Bernie leapt for delight as his creation creaked into life. Somewhere a rooster crowed, signalling the break of dawn.



• Get 'im Rover — The albino wonder hound springs into action, well dogone!

otherwise the place goes sky high, taking you with it. It's not just a matter of finding the bombs — the airport is awash with terrorists who need disposing of. An infinite supply of throwing stars are your defence (and offence), along with your faithful dog. He obediently follows and holding down fire sends him running to attack the nearest terrorist. Also, in difficult situations a tap on the space bar unleashes a hefty wack of good old ninja magic, killing all baddies on screen. Be sparing though, as it only works three times.

Bronski Beat-'em-up

Make it through the building and it's out onto the tarmac to continue the fight, clambering across piles of luggage and taking out more terrorists. There's no hanging around in this section, as the time limit is devilishly short. Upon reaching the end, a moving conveyor belt carries you into the belly of a waiting plane. Here you're confronted by a formidable fireball-hurling demon who needs to be clobbered before your mission can progress. If you manage to win, the operation continues on the roof of a moving train. Next, it's down into crocodile infested sewers requiring precisely timed jumps, then there's some strange caverns to tackle before making it to the shuttle launch area for the final show-down. Between each level a bonus screen appears, in which a set number of ninjas must be killed in a 3D shooting gallery.

At first the game can be frustrating with restart points few and far between. One mis-timed jump can see you hurtling all the way back to the start of a section, giving rise to much towel-tearing. Even so, there's a fair amount of addictivness with graphically varied levels encouraging the will to succeed. The simplistic way baddies are killed (hurling stars with no real beat-'em-up element)

not bad, but has a lot of irritating quirks. Why, for example, can't you fire with the joystick in neutral? You can only shoot in two directions anyway, so why not just blast in the direction you're facing? The little joystick waggle required to access higher platforms is unnecessarily irksome as well, and the way your guy stoops before leaping produces irritating (and often fatal) delays. Griping aside, it's a competent (if unremarkable) shoot-'em-up in the Ninja Warriors/Shinobi mould (not surprisingly, it's the sequel to the latter). Also, if we're honest, the dog is just a gimmick but thankfully it doesn't get in the way too much. The game is broken into bite-sized chunks and each has a clear goal, helping to make Shadow Dancer a reasonable blast — but no classic.

could've led to repetitivness. However, with some enemies well dug in, careful use of the hound and magic keeps interest at a premium.

Graphics are good with a fair parallax effect on some levels but the main sprite is rather odd — he looks more like a snowman than a vigilante warrior. Even so it's a decent slice of arcade action which you can

easily getcha teeth into.



DISCOURAGING LACK OF RESTART POINTS

A GOOD CHALLENGE, IF YOU STICK AT IT

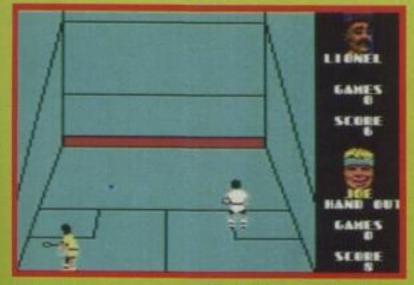
FORGETO

Sports games? There's so many these days it's easy to get confused by them all. JAMES 'GET YOUR KIT ON' PRICE dons his football boots, swimming trunks and crash helmet and prepares to play volleyball...

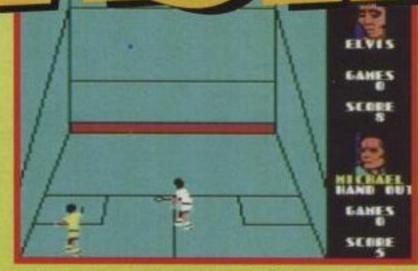
WORLDS IIII

few years back I have misfortune of being roped in to watching an amateur squash game. Fortunately, I didn't have to wait long; the match came to an abrupt end when one contestant saw it fit to smack his opponent around the back of the head with his racquet. It was a particularly gory scene, and since then I've had very little to do with the sport (other than a brief encounter with Jhangir Khan's World Championship).

It was a fairly unhopeful James that pressed play on the cassette recorder. There's a limit on what can be successfully converted to a computer; more often than not sports sims are 'edited highlights' of whatever the programmer can achieve. Take, for example, the lack of a superlative soccer sim on the C64. Now I know a great deal of you may disagree with me on this, but I still think *Emlyn Hughes* and *Microprose Soccer* can be bettered. Both rely on a minimum of passing or set peices, and only offer a poor selection of moves. *Squash* seemed to be a game that would follow suit — a budget game I'd heard nothing of, programmed by the same team behind the awful *Fist Fighter*— I mean, what would YOU expect?



 As H — hour approached, agents Joe and Lionel relaxed with a spot of squash.



 As a sport, squash can be looked at in two ways. I wouldn't advise the second...

Balls up?

For those not in the know where the sport is concerned, it's essentially a competitive two-player affair involving racquets and a little rubber ball. It's also played in a court specific to the game's needs — ideally one with four high walls, some marking tape (or equivalent) to help differentiate between respective areas... you begin to get the idea? Personally, I haven't a clue on how to play the proper game but Zeppelin's Squash is simplicity itself.

After sifting through various options, I finally got to play against Chris. After a diabolical start by both of us (er...I won — Chris) we eventually began to pick up the intricacies of the game. Clicking fire and backward 'scoops' the ball into the air, fire and upwards results in an overhead smash and left and right after touches can be used to alter the ball direction. There are other moves, but suffice to say that they all work well — pity Chris didn't master them as quickly as I did (snigger).

As a two-player game, Squash is exceptionally good. Rarely before has a C64 spawned such an undeniably addictive game from an essentially unconvertable concept. Sadly, there's a real glitch

Being a keen squash player of yester-year I was rather pleased to see this making its appearance on the 64. Tis' with songs of content that I bring ye news of its jolly spanky nature. Player animation spot-on complemented by a worthy armoury of shots available. The one-player mode is sadly let down by the achilles heel of certain-shot-always-beating-thecomputer syndrome. With a second participant though it's splendid fun. Good rallies are in store once you master the initially tricky controls so prepare your C64 for a barrage of abuse when you play a bum stroke at the end

— namely the one-player option. It's way too easy to beat the computer, and even on the highest skill level in the tournament final (the usual Zeppelin thing), I still breezed through without a moments hesitation.

of a hard-fought duel. As they say — it's a game of four walls, a bat and a ball. Good

one Zeppelin.

My recommendation is to look at the final percentage. If you've lots of friends and joysticks, read it as it is. However, if you don't really get the chance to play your friends (or if you haven't got any), then knock about 30% off the overall mark.

Oh, and then get a life will you?

JIMES 84°



USUAL ZEPPELIN AFFAIR, BUT FUNCTIONAL

EXCELLENT ANIMATION, SPARSE COURTS

BURBLEY TUNES, SPOT FX

MUCH FUN FOR TWO, LITTLE FOR ONE

HOW GOOD ARE YOUR FRIENDS?

C-FORCE No.6 JUNE 1993

53 CONFIDENCE

ell crunch my concubine! I ast month it

• Alternative, £3.99 Cassette

If two's company and three's a crowd, what on earth does four make? CHRIS 'PARTY POOPER' HAYWARD interrupts the team spirit...

ompared to the infinitely superior RBI 2, this rendition of America's home sport doesn't look too respectable. It's poorest aspect is the absence of a ball shadow which means hitting the thing is fumping difficult.

Assembling a full squad is tricky enough — it takes a good half an hour to fathom what all the statistics and times mean, and that's before any selections are done! Playing on your own is boring (isn't that always the way?) and often

ell crunch my concubine! Last month it was Super Sports and this issue it's World Sports. A funny title though, because the sports in question are predominantly American! Mere coincidence? Let's judge...



unrewarding. Get someone in on the pitch however, and lots of sneaky tactics with nasty base stealing await discovery. The animation sends thoughts of golden wonder up your spine — little touches like

the runners performing slides into base are excellent and the pitcher animation is also of tip top quality. But the slippy road to a shoddy game comes in the guise of a badly designed control system and Championship Baseball has it's fair share of quirks. Throwing the ball to the relevant fielders is very awkward and it takes a lot of patience to keep playing. A lot of innings will pass before you even hit the ball (let alone strike a solid home run) and this factor will undoubtedly test your fidgeting fingers.

The good points are brilliant but the bad points leave a lot to be desired. If you stick with it there's a

variable degree of satisfaction to be gained but remaining faithful takes a big effort.

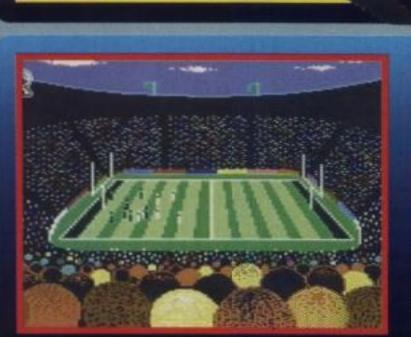
CHAMPIC BASKETB

made the humiliating mistake of joining the school basketball team when I was younge made a complete fool of myself and ruined chances with a girl I was trying to impress, so t ranks as one of my least favourite sports. Still, refreshing to come across an admirable baske game. All too often not enough shots, plays an tactics are included, forfeiting what could have been a winner. Thankfully, the hefty chunk of options in Championship Basketball will impres any Michael Jordan wannabes. A team consist four players, two on each side. If you're playing alone then a computer assistant joins in to eve the odds. Half the court is on view at any one ti from an 'in front of the basket perspective' (obviously, you'll know what that is!). As well as the normal games there are various 'pick-up' games to select.

'Around The World' is straightforward enough with each player starting on the baseline at the edge of the key area. Every time a basket is scored, the player responsible moves around the semi-circle line until reaching the opposite side that they started on.

The peculiar named 'Horse' consists of two





GRID IRON 2

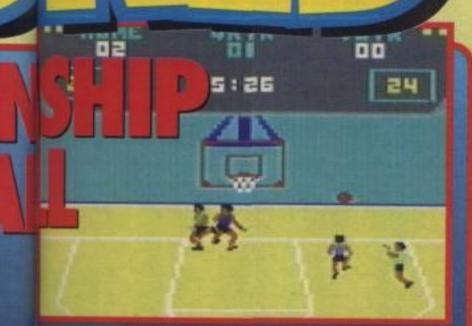
ve played more football management games than I've had hot dinners (though I only eat salad so it doesn't really count) and here the football trend takes the form of the popular US version. Now, before I go on about the plot or general tactics I just have to state that this is the worst management game I have ever seen, end of story, period, full stop. In fact it's so bad and such an inaccurate simulation it's hard to find

the slightest hint of a good point. To start with, there are only 17 players each team compared to 45 in the rething! The options available are so unbelievably sparce — there's only a

sprinkling of interactive choices, no player training no decent transfer market and no inspiring profiles. The biggest, hottest, sharpish prong that shoved right up it's playability region is the match sequence. A stadium flicks on (at least I think it's stadium) and several letter 'i's (supposedly the players) float about to the water-like hiss of the crowd.

The league tables (all one of them) are

COMPLETE:



participants taking alternate shots at the net. If one player scores, the other has to shoot and score from exactly the same position. If they fail, they get a letter 'H'. This continues until someone gains the letters to spell out 'horse', certifying them as losers — sounds strange? Believe me, it is!

In a main match, defensive and offensive formations can be highlighted during the appropriate play and this effects the positioning of your team members. Trying out the different tactics and varied games makes for many days of trial and error — a vital element to prolong it's lastability. Singles play isn't half as dull as you'd expect due to the surprising intelligence of the computer controlled partner. You can pass to this guy and leave it to him to sort out a tricky situation or make him pass it back (a quick tap on fire) to take all the glory. It's this essential cooperation that can result in some neat passing shots, eluding your opponents, and nabbing wellneeded points. Animation is ample with the teams carrying out all sorts of shots and slam. dunks even though the graphics are a little pork scratching-esque in places. In terms of accuracy Championship Basketball gets full marks — it has all the rules and penalties found in the real game, timeouts, fouls, free throws — the lot. Even if the sport doesn't really appeal to you. this will at least make you think twice ... okay so it won't even make you think once but there's several laughs to be had on the way — and it's a lot less expensive than a pair of those inflatable trainers...





JUDO UCHI MATA

ut of all the martial arts I've tried I found Judo to be worst. Not being able to punch, kick or throw tables at your opponent was a distinct disadvantage and on top of that, I got chilblains.

An Uchi Mata is a specific Judo throw in which you hurl someone over your shoulder; a difficult move to pull off, but one that impresses the judges no end. The animation when felling someone is really impressive. The big sprites are flung into the air before crashing to ground with a gasping thud; gratifying just ain't the appropriate word. Each manoeuvre requires a certain joystick combination and although this can tire your arm, it's so satisfying when a



complex throw is executed. Also, not all the fancy flings are described on the inlay so there's even room for some trial and error in finding them out.

The one player game has you progressing through the various ranks of belt, trying to achieve the illustrious title of Tenth Dan black belt. It may be just a piece of material, but it's a martial artists ticket to harmony, enlightenment, and the knack of calming down Big Jim when you spill his pint and accidently canoodle with his wife down the local. Reaching Tenth Dan is something to be proud of, but what lets down singles competitions is that each opponent looks identical and the backgrounds are remarkably similar, thus creating a slow puncture in your enjoyment. Chuck a friend around though, and it falls under a different shade of light. As two player beat-'em-ups go Judo Uchi Mata has a lot to dish out and plenty of arguments can be saved and settled subsequent to it's loading.

It's got an obvious Eighties look although some say it's the judo equivalent of Way Of The Exploding Fist. Surprisingly enough, much of todays software can't touch it, and it's the finest in this compilation by far, and a rollicking all round reveller.

randomly displayed in no numerical or alphabetical order, which just about sums up the work put into the presentation. Even if you accumulate a good 70% higher skill, speed and morale than an opposing team you can still be beaten — I was, and five consecutive times at that! If this was the controller's fault in choosing a bad defensive line-up I wouldn't complain, but there are no formations to select, either offensive or defensive! If this is a sequel, I quake in horror to think what the first instalment was like. It's a game I could criticise forever and a day, so I will — rant, snarl, gnash, wrath, foam, vehemence.



CONCLUSION

he utterly atrocious Grid Iron 2 is still worth loading if only to see how bad some games be. It's given a helping a hand by three ver playable sporters that will frequently have the du shaken from them. Not a tankard of fun but certa beaker of droplets to quench the thirst.

FORGETT

C-FORCE No.6 I JUNE 1993

DEJECT CRRR Alternative, £6.99 In a world where feminism

is becoming increasingly prominent how has a program as 'mail orientated' as Postman Pat survived? Some of MILES 'NEW MAN' **GUTTERY'S** best friends are women, and his laundry's never been so clean!

orkshires most famous deliverer of letters has starred in three parcel-pounding computer games to date. He's never, however, been swimming. Makes you think doesn't it?

(Miles, wipe the rabid foam off your mouth and get on with the review --- Ed)

at's first outing in computer land is set (as you might expect) in Greendale. The village is surrounded by a maze of narrow country roads which Pat must negotiate in his famous red van. Making a map is a wise first move — otherwise he winds up getting lost and going around in circles. Letters and parcels are collected from the post office where the postmaster instructs him which packages are to go where. Of course life as a postie in Greendale isn't just a matter of delivering letters to the correct addresses. The residents all have problems which Pat needs to solve if he's to retain his popularity. Peter Fogg's sheep have escaped and are eating Ted Glenn's flowers. Instead of doing it himself the lazy swine sends the ever-gullible Pat to go

and round them up. If that wasn't stressful enough, spare a thought for poor Mrs Hubbard. Being so old and frail she's not able to get to the doctors to pick up her prescription - no prizes for guessing who gets the job ...

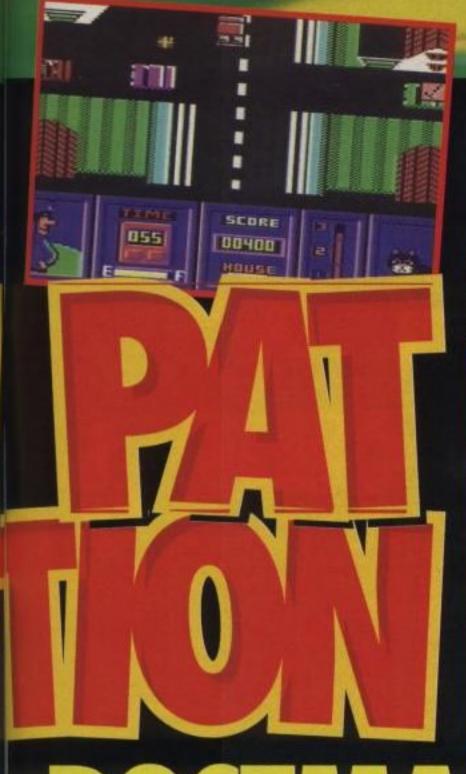
Youngsters ought to get some satisfaction

from completing the various tasks, athough there are too few of these for lasting appeal. And where in blazes is that darn black and white



Go on Pat! Knock that cyclist off his bike and get double points. And don't forget that there's bonus points if he's wearing glasses!





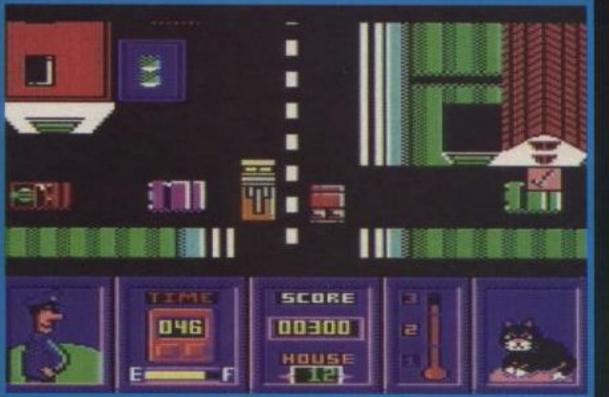
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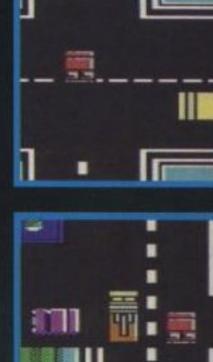
POSTMAN PAT 3

ostman Pat 3 is a straight Paperboy clone with the van (viewed from above) travelling along a vertically scrolling road. Now with Greendale criss-crossed with busy highways, anticipating danger is way too difficult due to the narrow playing area. Not so much

geared to younger gamer's as the other two, this is a basic, second-rate, arcade bash with little to excite or set the pulse racing.

The only conclusion I can draw is that the cat is dead.





POSTMAN PAT 2

ightmare! Pat's van has broken down, so he's got to do his rounds on foot. Since the first game, Greendale has become a throbbing metropolis with over 30 houses and various other buildings to visit. Luckily Sam the grocer is also doing his rounds and is happy to give Pat a lift if they meet. The biggest hazard are the chickens which roam freely through the

streets. They like nothing better than nicking Pat's letters and hiding them.

Walking around is thirsty work and tea is all that keeps him going. A tea meter at the side of the screen shows how much energy is left — and if you allow this to get too low Pat will go home and hang up his sack for the day, ending the game. However, objects found lying about can be given to various troubled residents who will (in return) give the intrepid postman a cup of tea. replenishing his energy. Some of the items he finds on his travels will

be broken — his only hope is to find Ted the Handyman who will repair them for him...

PP2 is a more challenging game than its



Mrs Hubbard: Your van's in a right state
 Pat: I know, Jess dosen't travel at all well

predecessor. Being able to use the map (at the bottom of the screen) to plan the best route and avoid chickens is a welcome touch — and one the kids will enjoy. On the negative side,

the way your energy runs out unexpectedly is annoying and may put off potential Pat-ettes. Still no sign of the blasted cat!

75%



Poor old Pat's always supping tea! Perhaps that's why he has to wear a leg bag! • Actually, I'll admit that I hate the TV show with a passion. I mean, the cat's really manky and Pat himself is a mere reactionary stereotype putting the myth across to children that all postmen are lovable and friendly. It's not true, I can assure

you.

The games, however, are a totally different bag of mall. Aimed more at younger players than arcade veterens (like me!) I've no doubt they'll provide hours of fun for little Jimmy or Lisa. Sadly, most older enthusiasts will find the puzzles a little easy to complete; as a result, I can confindently say this three-game pack will find a nice shelf to gather dust on thereafter.

For kids, the first two games are perfect but I really don't like Pat 3. I mean, what where they thinking of? As well as it being a particularly tenuous link with the subject

tenuous link with the subject matter, it's also a little pooey. Basically.

wo reasonable tie-ins and one blatant cash-in, making this is a fair package which enthusiasts of the series should enjoy. I'll conclude with a joke.

Q - What did the man say when he trod in the mail-mans droppings?

A - 'Oops, I've stepped in a postman pat!'.
Boom boom.

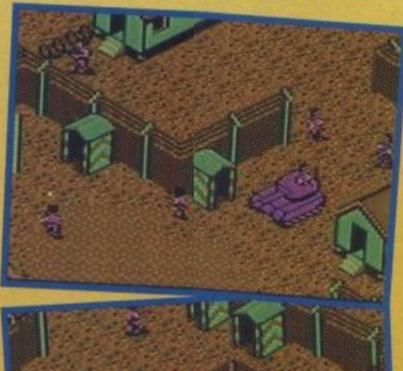


C-FORCE No.6 I JUNE 1993

uperheros eh? But have any of you

O Zeppelin, £3.99 Cassette

Special weapons in computer games? More often than not, they lack the explosive nature of the items they're attempting to imitate. JAMES 'CHEAP **IMITATION' PRICE screams** 'NUKE' and throws the C64 through a window...







 Following the scess of the infamous 'outing', nie started a leaflet campain to overce his enemies.

found their heroic stories even remotely realistic? If I were in some of their situations, I'd punch the guy on the left, mule-kick the guy on the right and be over the green hills and far away before you could say 'the cold war's over'. Cowardice may not make for enthralling cinema (or good camp-fire tales) but I'd rather that than be shot in the bottom several times. Could the latest Zeppelin offering provide a safe alternative?

After being greeted by a particularly well-drawn loading screen, and having played (and enjoyed) the original Arnie, I had high hopes for this potentially groovy piece of software. While it borrows heavily from other games of the genre (such as Rambo and Who Dares Wins) I figured that playability is far more important in the long term — originality these days usually means a dodgy and unaccesable game.

As you'd imagine, the gameplay is nothing particularly new or innovative. Wandering around the isometric areas, you have to pick off assorted soldiers while avoiding return fire. Extra weapons can be collected by shooting particular enemies; these are activated by tapping the space bar but have a limited amount of ammunition. Once it's supply has finally dwindled, you revert back to your initial pistol.

There's very little plot to introduce the action; suffice to say you're the usual psychotic hero (of sorts) with a big gun and a mean attitude to anything resembling an opponent. With two tough missions to undertake and a host of assailants to dispose of, what more could any trigger-happy gamesplayer hope for?

Fell to the Flaw...

Sadly, the answer is a little more than Arnie 2 can offer. Once you've started the game, it becomes blatantly apparent that there's very little on offer here. For a start, the collision detection and perspective are utterly awful. While the graphics look good in a screenshot, the 3D display is ruined by the fact that you can't walk behind objects despite the fact that they're supposed to be several feet above your head. As you can imagine, this is a little disconcerting and ruins the general 'feel' of the game. Secondly, your opponents wander around randomly in an utterly clueless fashion, shooting occasionally before strolling off the screen (and back to the pub, I'd imagine). Couple this with insipid extra weapons and you've got a game that would make any passing dog put his paws over his eyes and

whim-

 The forced perspective viewpoint should work but for some reason it handles very badly. Come across an upright control tower and Arnie refuses to walk past as if it's laid on the ground; a poor ingredient that could easily have been avoided with a bit more thought. Actually shooting the enemies is very tricky, as figuring out precisely where they're standing and positioning your gun accordingly is a vapid chore - it's a lot less hassle to steer clear of the baddies altogether, missing the essence of what a good combat game should entail. The graphics are first-rate stuff especially the glistening mud pools - so it's quite disheartening to think what a top-notch product it could have been. Churning out a sequel is a risky

tightrope to cross and Arnie 2 shows all to well that original games should be left untampered.



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A DUD, BLANK

BULLET





legged wrestling thing'll never catch of

The Hit Squad, £3.99 Cassette

Be it full-price, budget or on compilation, wrestling games have laid siege to **COMMODORE FORCE like** never before. CHRIS **'RECURRING INJURY' HAYWARD** enters the ring yet again...

h no please, not another wrestling game. I've used up all my gags about tights, make-up and hairy chests already. Surely it's not necessary to go over the same mundane rules and poke fun at the ridiculous names these guys use is it? - It is? Right, if that's the way it's gonna be, let a cloak of apathy shroud my soul.

The WWF is home to two kinds of wrestlers: those that get paid thousands and have all the fame and those that get paid a pittance to be pulverised by the famous ones. It's hardly fair, but in the popular wrestling encampment, the bigger your biceps the better chance there is of gaining

For the past two months we haven't seen the office C64s 'cos they've been buried under a mountain of wrestling games. WWF Wrestlemania has been released and re-released so many times on various compilations it's getting difficult to find new things to say about it. The large, though slightly blocky sprites do their job well enough with passable animation. Speedwise the game ain't exactly frenetic but at least there's time to plan your next move instead of just pounding the fire button. The two-player mode is the games strongest point but long sessions are impossible due to the hefty waggling content. Its sequel, European Rampage, has a more

satisfying head-to-head but if

you're a loner, WW/F will prove

more enthralling.

Reaching the top rung of the canvas padded ladder is an arduous task. Apart from denying all involvement with steroids, many gruelling hours must be spent in the gym.

There's no messing around with WWF Wrestlemania though, the action begins at the pinnacle of your career. The days training is over, contracts are signed, the only option left is to get in the ring and prove you're a man (though plain fighting would be a lot less embarrassing). You start off by selecting one of three 'superstars'. There's Hulk Hogan, the Ultimate Warrior and British Bulldog — and for the record two of these have now left the federation (snigger). Singles play has you battling against five other wrestlers while the two player mode enables head-to-head competition.

Lumpy Deltoids

There are several moves available depending on the position of the wrestler. Charge about the ring and you can execute a flying kick, whilst a good solid punch can be delivered when standing still. The two brutes can lock up and this is where a sturdy amount of joystick waggling comes in, whoever reaches the top of the 'waggle meter' first will carry out the characters special move.

The problem with WWF is that all the wrestlers are virtually identical, the only difference being their appearance and special move, there's little scope for discovery. If only a wrestling game could be produced minus any joystick waggling. To be fair, it works to a certain degree but when your wrists cry out for mercy the reseting temptation grows ever stronger. On the other hand, the graphics are nice and big and even their chunkiness does not restrict the respectable speed, though the background scenery is a shame — there isn't any!

Before a match commences you get to partake



 Wrestling screenshots and filthy captions go hand in hand. Don't complain, it's only tongue-in-cheek.

in a pre-fight insult stage. In this, you select several abusive phrases to sling at your aggressor. It's totally pointless but captures the abrasive talk of the televised tantrum throwers. If only you could type in your own verbal slaggings — just imagine!

For a two player bout European Rampage has lots more to offer than this, but the sequel has sadly bungled the singles competitions. In this instance, the one-player fights are less repetitive allowing for a much more gratifying tournament, but with only five opponents it's a pity there isn't an inclusion of a league or special

match to prolong the life span. Die-hard wrestling fans will appreciate WWF Wrestlemania to a certain extent, but if you're not so keen, give it a miss.





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EASY TO GET INTO PUMMELING ACTION

JUST NOT **ENOUGH TO**



C-FORCE No.6 JUNE 199

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requisort of to be task other power in the can be

• Hit Squad@

Can a game starring a rude dweeb, who's thicker than Dan Quayle and yellower than the Italian army, really be fun? IAN 'XENOPHOBIC' OSBOURNE prepares to be alienated...

n the outskirts of Springfield lives a little yellow kid with a perpetual grin and a Johnny Rotten hairdo. Though he uses stupid street slang and is disrespectful to his parents, Bart Simpson is no ordinary all-American dude — well actually he is, but for the purpose of the game we've to assume he can save Earth. A gang of inter-galactic mutants are planning to take over the world and, disguised as humans, they aim to build a super-weapom and hold humanity to ransom. You, as Bart, must stop them gathering the essential components over five levels of non-stop arcade-adventture action, with a distinct platform bent.

Level one has the aliens stealing anything purple, so it's up to Bart (and a hiandy spray-can) to change all that's mauve. Further levels are just as curious — hats, (still on their cowner's heads)



• (ahem) Oh purple bird, annointy nointy, a big yellow statue, a pointty pointy...

■ C-FORCE No.6 ■ JUNE 11993

require collecting, balloons need bursting (what sort of super-weapon is this?) and exit signs need to be swiped. The trickiest (and most dangerous) task is on level five in which, working with the other Simpsons, Bart must return stray nuclear power rods to a reactor.

Thankfully, there's more to *The Simpsons* than just collecting clutter. While wearing the X-ray specs, any aliens disguised as humans are shown in their true colours. These un-friendly deviants can be disposed of by simply jumping on their

heads. Such felled foes leave behind coins, which can be spent in Springfield's many shops. Cherry bombs, rockets and magnets are just some of the other vital equipment available. But vital for what? Well, that's the arcadeadventury bit so I'm not telling, but rest assured if you don't put your thinking cap on you'll never get hold of that last purple object, hat, balloon, etc.

Who's Barted?

The Simpsons is a fine game. The graphics are outstanding, with a small but perfectly formed Bart set against interactive colour backdrops. The leaping and alien dodging is by no means easy, but the collision detection is spot on — so if you come to grief you've only yourself to blame.

Although most of the puzzles are object-based (eg bomb the cage to release the purple bird) the necessary items are easily bought, so the 'fail once and restart' trap is avoided. However, it's possible to run out of dosh and find yourself unable to buy a particular item — big spenders beware. This 'shop full of goodies' approach fits the more arcadey gamestyle far better than the 'find the right object' path trod by, say, *Dizzy*. Needless to say the levels are multiloaded, a

MATE

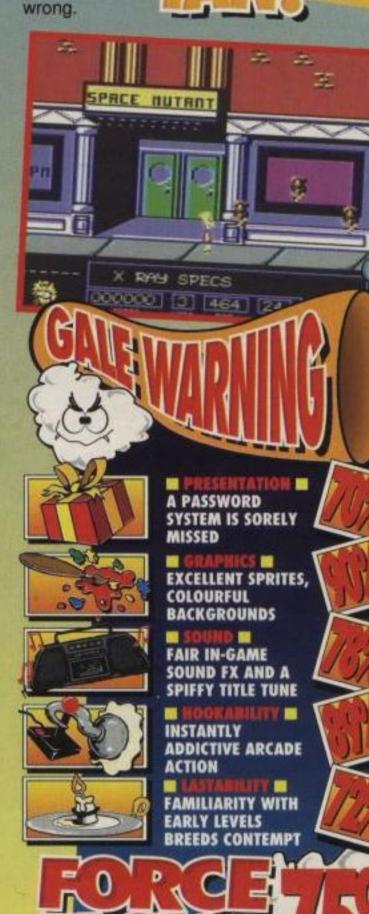
The dude with the jaundice is back! Bart Simpson — cynic, hero and all round yellow person makes his first ever appearance on a C64 budget label. Should he have bothered though? The answer is both yes AND no. While his platform frolics make for initially high entertainment, it's just a little too difficult to get further than the first few levels. Hence the fact that if I get hold of the spiky-haired so-and-so, I'll cheerfully throttle him.

Seriously, *The Simpsons* is a game for hardened joystick jugglers only. While the graphics, sound and presentation may be of a high standard, the level of infuriation is just too much for a game of this

ilk. Try before you buy...

facet that wouldn't be anywhere near as annoying if the programmers had included a password system. After completing a level, having to plough through it again every time play is extremely annoying. This is a very seriou omission, and costs the game a HURRICANE

Moaning aside, The Simpsons
Bart Vs The Space Mutants
is a fun game and a worthy
purchase at four quid.
If medium-paced platformers
with a little thinking
involved are
for you, then
you can't
go far



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O JAN TO STAN TO STAN

It's not at all surprising to see Streetfighter 2 still ruling the roost. But how many copies sold on hype alone? A good few we'll bet. Not only that but it's little brother is still at number 2. Why?



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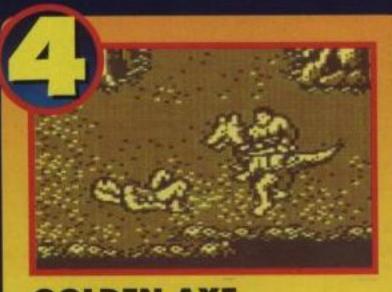
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62 ALLIANULE 3

Welcome again to the carnivorous caverns of wisdom. I've had a terrible time recently as word has got around that my cave is now 'open house' to all and sundry. Trolls, elves and dwarfs have all popped their heads in. I don't know what they wanted — but I dispatched them (minus their heads) before they got a chance to explain. Gnomes aren't so bad; at least they throw knives at you to herald their arrival. That way you don't find yourself caught in an embarrassing situation

— there isn't much privacy in a cave after all. Another visitor journeyed into the caves this month and it was a good job I didn't mistake him for a troll it turned out to be our very own Tony **Collins from The Guild!** He explained that the **Commodore range** of adventures is

forever expanding, especially with the addition of a Public Domain Library. By Crom, he's churning out new adventures at a rate of knots — I'm finding it difficult to keep up with him these days!



THE DARKES The Guild £3.00 Cassette or Silent Song and send him back to the festering

ar to the north over the Darkten Moor and beyond the Eagleshorn lies 'The Pinnacle'. In this dark place dwells the Black Wanderer who has used his evil magic to cast a threatening shadow over the land. As the sky turns grey, a mysterious stranger enters your village and tells of the Black Wanderer and how he may be defeated. The key to his downfall is mystical magic known as the Silent Song. Strangely enough, your father gave you this magic as a gift, and for many hours the stranger instructs you of its usage.

Disk.

Take the Darkest Road, find the Black Wanderer, cast the

Silent Song and send him back to the festering that spewed him forth — so flows this engrossing text only Clive Wilson adventure. The locations are extremely descriptive, setting the atmosphe for an absorbing tale remeniscent of Terry Brock Shannara stories. Exploring the land steeped in ancient lore is very absorbing, with plenty of problems to solve. There are many characters, sorts of animals (one of which will prove a-MAZ ingly useful) and it's advisable to study all items more than once. Some situations are real headscratchers — the Changling encounter is a real stinker - and took me ages to figure out. The adventure can be gorey at times but, as you've probably quessed. I like that. It's been a firm favourite on other formats and now Commodore adventurers can wade into it's delights. You'll be fool if you don't...



SPECIAL OFFER

Yet another fantastic offer from *The Guild*. Tony Collins is offering FOUR excellent adventures in a special pack containing *Bored Of The Rings*, *Arnold The Adventurer*, *Bugsy* and *Very Big Cave Adventure*, two of which are hilarious spoofs — but all lots of fun. Usually, these would set you back £13, but with this fantastic coupon you can obtain all four at a paltry £10 fee (Please state tape or disk when ordering).

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ne thing that lends a shiver of dread along the spires of most adventurers is the word MAZE! Personally, I like 'em. Many an hour can be spent working through never ending passages and I get quite a kick out of it. However, it's useful to have a basic understanding of them, and constructing a map can help. So, if finding the light at the end of the tunnel is proving too dfficult, follow this guide.

You'll know you're in a maze when the same locations are described over and over again. It can be anything from 'You are in thick forest' to You are in a maze of twisty passages all alike. The first thing to do is study these descriptions carefully. In the past I've come across text which reads, 'You are in a maze of dark, dusty tunnels. Moving on I noticed it read 'You are in a maze of dusty, dark tunnels'. Notice the subtle differences? The changes can be in the punctuation and, no matter how small, can half mapping problems. Inevitably, you'll come accross a complex situation with identical descriptions; this is where a little strategy comes into play.

When in such a labryrinth, retreat back in the opposite direction to see if the way out is the same — it probably, and hopefully, is. Before progressing any further make sure you SAVE your position. Find as many objects as possible, enter the maze and draw a box on your map to indicate the first location. Mark down all the exits available and drop an item. Type LOOK to be told something like 'You are in a complex maze. You can also see: AN AXE'. There you are, an indentical location has been marked differently from the rest. If an exit North reveals that an axe is still present it's obvious the passage doubles back upon itself — mark it accordingly. Keep trying different outlets until you come across another empty room. Drop an object, carry on marking the map and you'll know your way about in no time.

Of course, if the programmer has decided to out-think you (s)he could create what's refered to as a 'drop-loose' maze, Morden's Quest being a classic example. In that game, if you drop an object in the catacombs you're confronted by a message saying 'The Axe vanishes into the thick

The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX.

■ Cheques payable to Glenda Collin

dust covering the floor and is lost'. Don't despa your adventure gives a similar response - it ju takes a lot longer and a great deal more patier to map!

Other confusing corridors include :The Roya Puzzle' in Zork III, where you have to push wa to create your own exit. However, if you move too far it becomes impossible to get it back to i original position - obviously, the program trys fool you into thinking the rooms are completly enclosed. To solve this I simply discovered how far the walls could be pushed and drew a large grid. Then, by placing bottle tops on the paper finally solved the problem and discovered a we needed ladder.

HOPPING MAD

The most devious mazes seem to come from the Infocom games. Leather Goddesses Of Phobos was a devil to do — it took me three d to figure out! You had to clap your hands, hop and down and say 'Kweepa' all after a set amo of moves. The solution went something like N W. E. SW, CLAP, S. HOP, SAY 'KWEEPA', etc... with my lamp getting dimmer and dimn by the second. I used to think getting my loincloth clean was difficult, but Goddesses really takes the buscuit!

Zork 1 would've been easy to map if it weren't for the presence of the dastardly Th Crom, how I hated him. I was happily dropp objects and mapping away when a voice fro another location said "Oh look, here's a love knife. I wonder who dropped that here. I thin I'll take it.' This, of course, was a variation of the Drop-Loose formula and very frustrating

Black Knight is slightly different as it has TWO mazes! Every wrong direction transpo you to a completely different area with only way out — back to the start!

Mazes aren't put in just to pad out or slow of a game. They are fascinating puzzles and solving them can be a rewarding experience Next time you happen upon one don't groat give up - look on it as an interesting challenge.

So with another glutton of mail answered I'm of to bury my broadsword in those who mock my loincloth. Farewell, and may you forever wande in gizzards and innards

had a letter on disisk this month from Isaac Hudson-Gool of EEltham, London, packed with tips and several questions. Firstly, Isaac wants to know if I actitually plan to write any adventures. Well, I'vee been considering the idea for some time — the 3 only problem is finding time to get started! Maybee your enquiry is just the motivation I need. In a response to your other question Isaac, a goood adventure writing utility for the Commodore is is The Graphic Adventure Creator. This has been included on the PD list from The Guild and s should cost a meagre £1.

Do I like Hitchhikerers Guide To The Galaxy? Well yes, apart from the fact that the game lied to me throughout! If y you're having problems getting hold of a copypy put an advert in the In Touch section of Adviventure Probe magazine and you'll hopefully greet one. Isaac also asks what my favourite ganame is. I've quite a few actually but some of tif the best include: Lords Of Time, Zork Zero, Lurkirking Horror, Hollywood Hijinks, Cutthroats anand Mordens Quest. As for the address you reququested you can contact Special Reserve at P(PO Box 847, Harlow, CM21 9PH.

Finally, Isaac wantsnts help with Frankenstein as he always gets sawavaged by a monster upstairs. Well, you recreally need to get the beast to start chasing you, th, then use the command JUMP OVER GALLELERY. You land safely but the monster falls. Nowlow go WEST, DOWN and

EAST to see it awaking! AIM GUN AT MONSTER and FIRE GUN to finish the job.

Corya the Warrior-Sage is also giving Issac a few problems, as the secret passage in the rock is proving impossible to reach. You need a special word to gain entrance so follow the natives inside and you'll hear the leader say AJARE. If you can't figure it out from that, then I've no sympathy for you but don't be too hasty in entering CAST SHIELD AT ME before venturing further!

With Isaac's fact filled envelope came these following tips:

Frankenstein: Hit the anvil twice with the hammer. Ask the Blacksmith for work.

Dead End: Ask Inky for Eddy's address. Danger — Adventurer at Work: Lead Bull to China Shoppe.

Corya the Warrior-Sage: Cast Cherish at Mob. Examine hall door whilst outside.

Michael Hoeller sent in some tips for Curse Of The Azure Bonds, he says it's always best to modify characters to their best ability; all 18's. This way you have a better chance of surviving. Dividing weapons up amongst the party is also a good idea. Remove the armed character from the party, add him again and give another party member the equipment. Erase him on another side of your save disk (not the side you removed him on), and repeat the process again.

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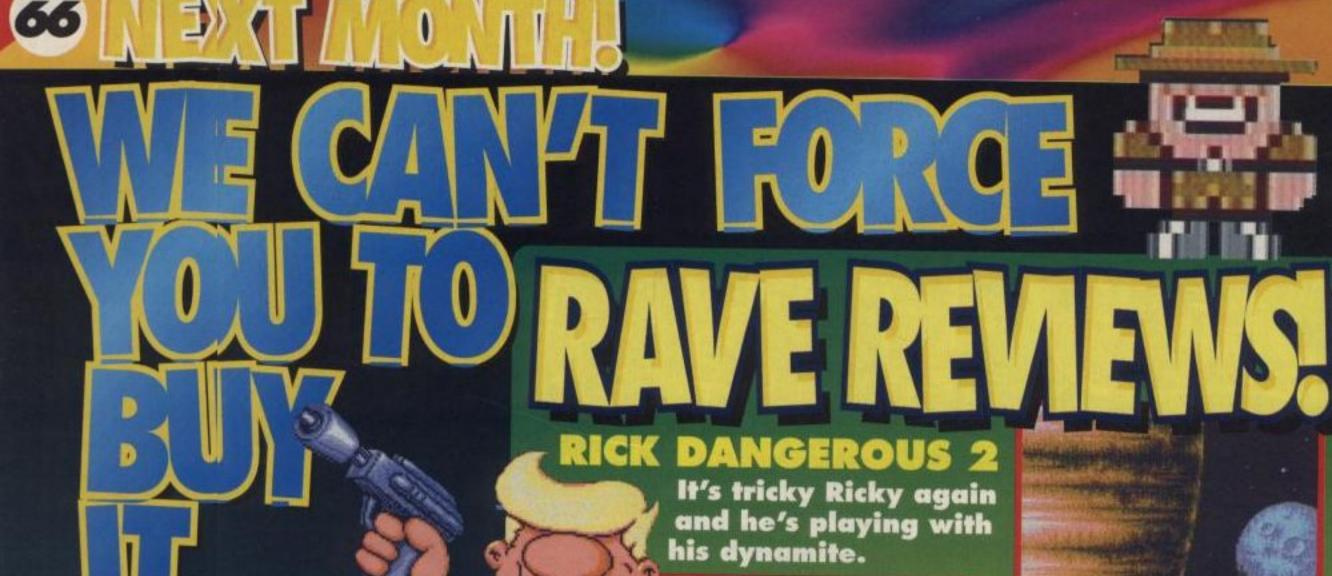
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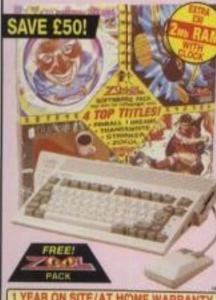
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