U2OR U2OR U2OR U2OR

G'Man & Terra Cognita from CODE MASTERS:LEGIONAIRE.Matrix 2000.Hints & Pokes....

BRIDGEHEAD

DESKTOP PUBLISHING

ISSUE 5

TRAILBLAZER

NETRUN 2000

Publisher:- Firebird   Machine:- C16 & Plus/4   Price:- £1.99

Netrun 2000 is moulded around an age old shoot-em-up format which has seen better days. The concept of the game is totaly unoriginal and of a prehistoric format, compared to most games on the market today.

In case you are still unsure of how to play Netrun 2000 i will describe the basics of the game. The screen is divided verticaly by a defence barrier (an ordinary wall to you and I). On each side of the wall their is a gun that moves identically the same way as the other gun. So if you move the left gun, the right gun moves as well. You can only move the guns a small distance from the wall. Aliens swarm around the wall and as they penetrate the wall they weaken it. You don't have to be the brain of britain to work out what your task is to clear wave one of the menacing aliens.

That's about it really, I can't tell you how many waves there are because I couldn't be bothered to play it that long. Mastertronic have a much higher standard of software at the same price.

Sonics aren't bad and the use of colour is interesting but the actual concept of the game is a 'Yawn'.

If you did happen to buy netrun 2000 the only concolation is that it has a Silver Club application form on the inlay, you can join the Silver Club for only £1.99 and you will get a badge, stickers, a newsletter, membership card and a free Firebird Silver game of your choice. I expect some people will buy the game just for the application form.

< J.P >

SECOND OPINION

This is not a very inspiring game! The whole concept is old and boring. Better to spend your £1.99 on another budget game from Mastertronic or Code Masters.

< D.B >

THE SCORES ON THE DOORS !

GRAPHICS	-> 60% <-	Dull and Boring
SOUND	-> 75% <-	Best feature of the game!
PLAYABILITY	-> 60% <-	Boring to play!
LASTABILITY	-> 45% <-	No fun after a couple of games!
V.F.M	-> 50% <-	Even at £1.99 it is not worth it!
OVERALL	-> 61% <-	BORING !!!!!

"20 USER"

C16 & Plus 4 User Club
ISSUE 5

Front Cover by Graham Paterson

"20 User" is designed and printed using the following:- An Amstrad
CPC 6128, Amstrad DMP 2000 printer, Atari 520ST, Dart Scanner,
Vid; Video Digitiser, AMX Mouse and Pagemaker, Print Master and
various other software packages!

CONTRIBUTIONS
We are always on the look out for articles and programs written by
club members, if you have written anything that you think other
C16/Plus 4 users might like to read then send it in to us at "20
User".   A software prize will be awarded to the best og the
articles we publish.

Printing Delays !
Over the last few months we have had to put up with long delays at
the printers, this has ment that "20 User" has reached us over 4
weeks after we had actually written it!   We are sorry about these
delays and hope that our printers can clean their act up a little
and get "20 User" back to us on time.   We thank you for your
patience and hope delays will be a thing of the past!

*Micro Media wish to extend their best wishes for the new year, and
hope that 1987 will be as good a year for the C16 and Plus/4 as
1986 was! HAPPY NEW YEAR !*

Mercenary 'Second City' Players Guide

By Andrew Roberts

Following on from our Mercenary players guide in issue 2 & 3, we now bring you hints and tips for Novagen's new 'Second City' dataset. All hints and tips were written by Mercenary expert Andrew Roberts.

As shown in the previous players guide, Mercenary is a tough and demanding game, and after a few weeks, it can be solved and finished easily. The SECOND CITY however, is even more demanding than the original and will require more skill (and articles) to finish. The game itself needs no introduction so I'll get cracking.

NEW FEATURES

a) A cheat room, which is accessable through any of the triangular doors, but there is a small problem:- No Key !

b) The photon emitter used to light up every dark room, but there are now rooms which stay dark at all times, and appear orange.

c) Not all of the traps are marked by a skull and crossbones, so a bit of trial and error is required!

d) Rooms where only the floor is visable:- it is one of the three prisons!

e) Changeable layouts:- great skill is needed to comprehend them. Rooms just disappear and other rooms replace them. There are, however, two sets of layouts to explore and certain rooms I call 'Switchers' because they change the layout over.

f) A mystery object! Yes, above the colony craft. It is impossible to get to, take my word for it!

g) The helpful kitchen sink becomes a pain in the neck, as it no longer enables you to pick up any object you wish. In the original Mercenary, you could pick up the spiders web with it, and use it as a kind of skeleton key, but in the Second City this is a no - no. The simple reason is that you could get inro the cheat room with it, and finish in a tick!

h) Two mazes! The first is a maze of 8 rooms and is a challenge to get through! At the end of the maze is a pass, needed to enter the hanger outside the city. The second is a set of wall-less rooms that appear orange.

i) I can't find the gold! If anyone knows then please tell me!

j) The cheese (the life saving wonder ship) appears twice! Once in the colony craft, in a room you cannot escape from, but fear not because it is also disguised in the palyar briefing room as... The TABLE ! Using the antigrav, you can pick it up and fly away!

That's all for this issue, part 2 and map 2 will appear in issue 6

SECOND CITY MAP BY ANDREW ROBERTS SHEET 1

DARK ROOM

SMALL HALL-TYPE ROOM
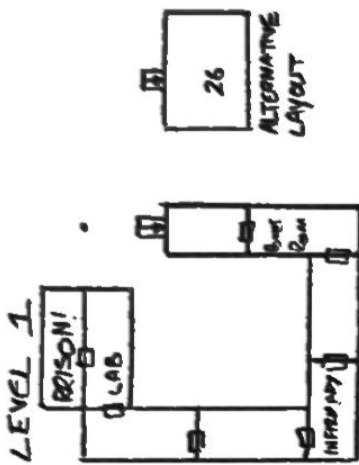
Δ - Entry point to that room (no key!)
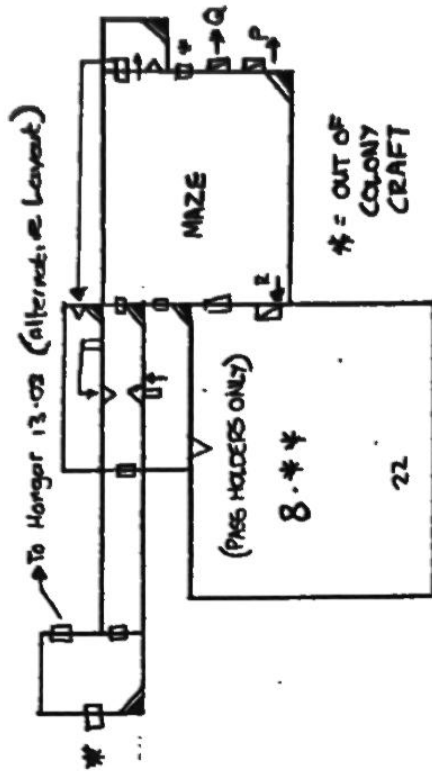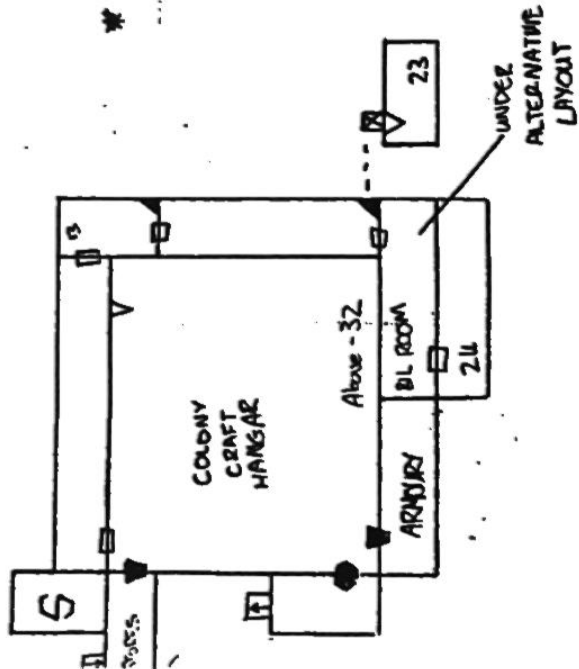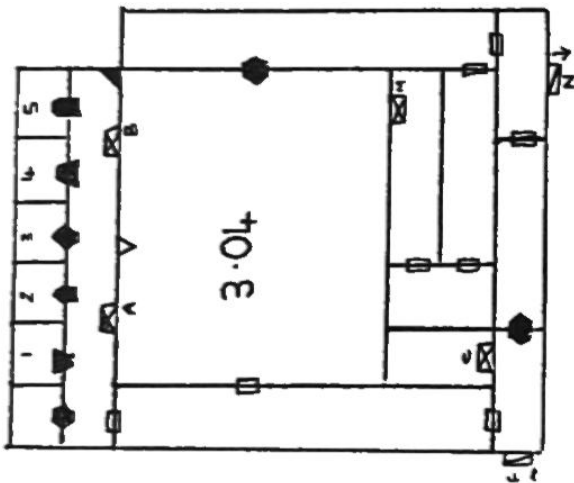
HANGARS

LOC	COLOUR
7-09	BROWN
5-13	GREY
13-08	GREEN
14-15	CYAN
8-04	CYAN
48-08	BROWN
COLONY CRAFT	BLUE

OBJECTS OUTSIDE CITY

LOC	NAME
8-64	SHIP?
8-[36]	PYRAMID

LEVEL 1

POISON! LAB — SORT ROOM — INFIRMARY

26
ALTERNATE LAYOUT

To Hangar 13-03 (Alternate Layout)

MAZE

8-#
(PASS HOLDERS ONLY)
22

= OUT OF COLONY CRAFT

3-04

COLONY CRAFT HANGAR

Above-32

ARMOURY   B4 ROOM   24

23
UNDER ALTERNATE LAYOUT

DESK TOP PUBLISHING

WHAT'S ON THE CARDS

Desk Top Publishing has now come to many of todays micros, allowing you to design your own small news-letter, pamphlet or any other text & graphics composition.

The idea is to allow you to produce text and graphics on one page and print the lot out. Probably the two most well known packages are Fleet Street Editor from Mirrorsoft and Pagemaker from Advanced Memory Systems.

Both these packages allow to you to place graphics on the screen and then either type text around or load previously saved Word Processor files. The text may be formatted in the usual way to produce neat layouts.

But I hear you say, This text isn't very well put together. All the right hand side is a bit on the ragged side. That is all explained further on. Obviously these kind of packages are able to manipulate text & graphics in numerous ways. Whole screens can be loaded in and changed. The text can also be typed in with a variety of fonts and sizes. A good example is the Pagemaker program which can allow over 200 characters to be printed in one line depending on the font used. The Amstrad version displays over 900 pixels in the

horizontal and over 500 pixels in the vertical. For those that do not know the Amstrad CPC computers have a maxi-mum High Resolution of 640 x 400 pixels. In order to produce this greatly increased size of screen scrolling in all 4 directions has been implemented and it is all held in Ram without the tedious disc accessing of the B.B.C. versions. Needless to say there is a price for all this so the program will only work on the CPC's with 128K of memory. Now I should stop gabbing on about my computer and get on with this tale.
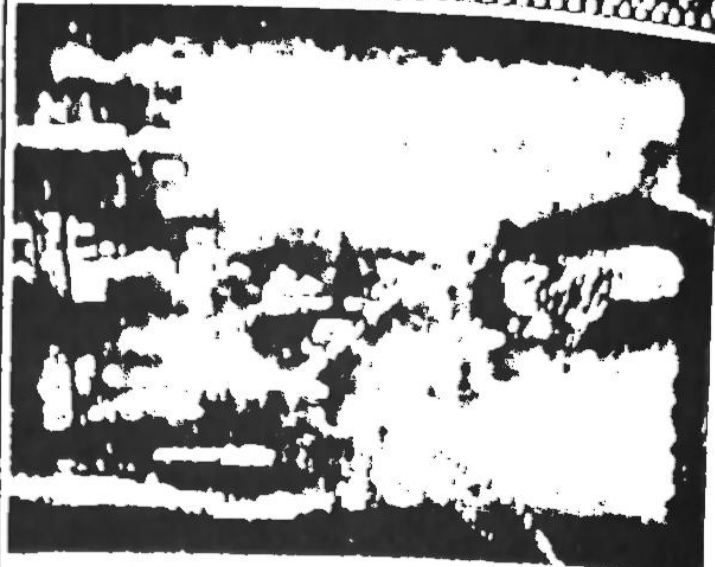
STARSHIP ENTERPRISE

## DIGITISED PICTURES

PHUT WENT B AND!!
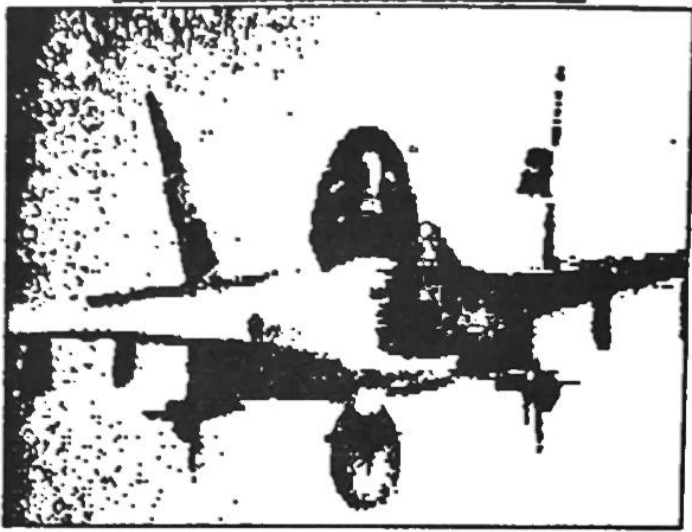
For those that are useless at any form of drawing then the best thing since sliced bread is a Video Digitizer. This allows you to grab a frame from a video camera or recorder and mess about with it before finally printing it out. Combining a digitizer with a Desk Top Package gives your news letters a professional look and it saves a lot of time. In days gone by this kind of equipment was only avail-lable to the likes of those in FLEET STREET themselves. More and more of these types of packages are becoming available to the home user. More sofisticated ones will come available to the small business person. Now if you think this page looks quite good then I have

to tell you that it is a not what it seems. For a start this was not produced on a Desk Top prog. but a graphics package. Even this whole page is not, but in fact 3 separate screens joined on. You can see that it takes some doing following on blind so to speak. The size of this page is however the size that it was printed using a 2x1 dump in quad density. That's 1920 pixels per line. The ragged look of the text is unavoid-able as its manually typed in.

HOW DO YOU
FANCY YOUR
PICTURE IN
THIS SPACE

HAVE A WORD
WITH THE
EDITOR
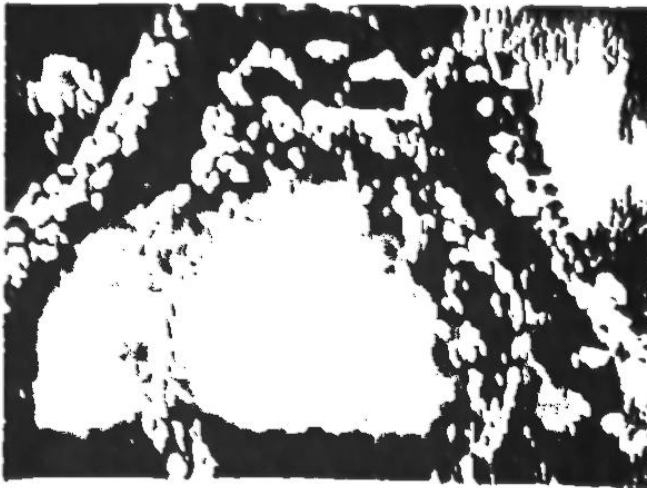
THE FRONT COVER ON THIS ISSUE USES ONE
AND THE SAME PROGRAM I USED FOR THIS
ARTICLE. THE MAIN PICTURE IS PRINTED
OUT USING A 3x2 SIZE FACTOR ALLOWING THE
FULL SIZE OF THE PAPER TO BE USED. THIS
IS THEN REDUCED TO THE SIZE OF THIS NEWS
LETTER.
THE PRESENTATION OR LAYOUT OF AN ARTICLE
IS FAIRLY IMPORTANT. THE WAY THIS WAS
LAYED OUT HAS BEEN DONE IN A HURRY AS
(ARE YOU LISTENING EDITOR) I WAS GIVEN
ONE WEEK TO DO IT AND THE FRONT COVER.

A LA CARTE

AS LONG AS YOU TAKE
TIME OVER THE LAYOUT
OF A PIECE YOU ARE
WORKING ON THEN RESULTS
CAN BE VERY GOOD

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TIME OVER THE LAYOUT
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TIME OVER THE LAYOUT
OF A PIECE YOU ARE
WORKING ON THEN RESULTS
CAN BE VERY GOOD

AS YOU CAN SEE THIS KIND OF PACKAGE
CAN BE USED TO PRINT ANY NUMBER AND
KIND OF NEWSLETTER, MENU, THE ONLY
LIMIT IS YOUR IMAGINATION.
IT IS HOPED THAT STARTING FROM THE
NEXT ISSUE THAT PAGEMAKER FROM
ADVANCED MEMORY SYSTEMS WILL BE USED
TO PUT PART OF THIS NEWSLETTER TO-
GETHER. THIS PACKAGE HAS BEEN ADVER-
TISED SINCE MARCH, 1986 AS BEING
AVAILABLE BUT TEN NEWS I HAVE JUST
HEARD IS THAT COPIES WILL BE SHIPPED
OUT DURING NOVEMBER, 1986. SO BY THE
THE TIME YOU READ THIS I SHOULD HAVE
THE PACKAGE. IT'S BEEN A LONG WAIT
AND HOPE IT HAS BEEN WORTHWHILE.
⟨G.P.⟩

HERE IS AN EXAMPLE OF WHAT CAN GO WRONG. THIS IS SUPPOSED TO BE A CIRCLE AND
AS YOU CAN SEE BY USING A 2x1 SIZE DUMP IT COMES OUT A BIT FLAT. THE DESK TOP
PACKAGES SHOULD AVOID THIS ALTHOUGH CERTAIN PACKAGES DO NOT.

DESK TOP PUBLISHING
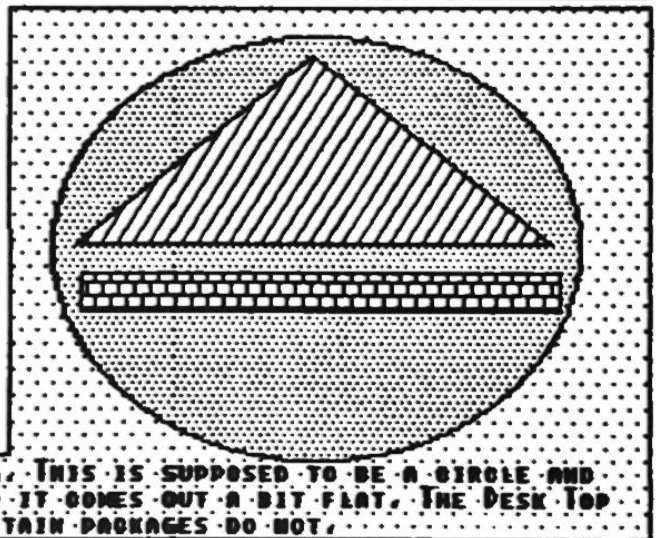
Cheats Always Win !

This month we have another list of Pokes etc for many popular C16 and Plus/4 games. Almost all of this months pokes came from Jan Pieter Woerliom from the Netherlands. A big thanks to Jan for his efforts and some software will be winging its way to you soon!

How To Use These Pokes!
Load the game then press Run Stop/Reset. Now make one or more of the following changes using the Monitor or > command, then restart the game with the Monitor G command, the start address is also given.

Game			Cheat
Big Mac	START=	1B58	Inf. Lives: 32BA=BD
Squirm	START=	2402	Inf. Lives: 2FAE=BD
Decathlon	START=	123C	Autorun: 13A4=00
Tooti Frooti	START=	$1040	Inf. Lives: 1F50=AD
Commando	START=	100D	Inf. Lives: 338D=2C
Major Blink	START=	1088	Inf. Lives: 298C=00
Formula One	START=	3A8C	Less Collisions: 3002=10
Kikstart	START=	2000	Hi Speed: 20D6=24
			No Time Out: 28A3=24
			UFO's off: 20DA=2C
Water G.P	START=	1D1A	Inf. Lives: 2D45=AD
Treasure Island	START=	100D	Inf. Lives: 178D=AD
Jet Set Willy	START=	2A00	Inf. Lives: 2A7A=AD
Gunslinger	START=	3152	Inf. Lives: 28B9=AD
Legionaire	START=	2824	Inf. Lives: 28B0=2C
			Less Enemy Fire: 2190=2C
Fire Ant	START=	3F90	Inf. Lives: 1C1F=A5
Exorcist	START=	3B00	Inf. Energy: 2484=68
			No collisions: 1ACB=18
Space Seep	START=	2000	Inf. Lives: 2375=AD
Robo Knight	START=	1A00	No Pits: 3E4A=60
			No Bumps: 3E53=60
			No Walls: 3E44=60
			No Steps: 3E47=60
			No Time Out: 2F8B=00
Oblido	START=	1068	No Time Out: 3C50=38
			No Enemies: 10D6=2C
Vox	START=	3F47	Inf. Bullets: 294F=AD
			No Collisions: 30E7=60
Xzap	START=	2000	Inf. Lives: 3667=FF
Mayhem	START=	118C	Inf. Losses: 19E7=00
Defence 16	START=	1100	Inf. Lives
			Player 1: 3861=A5
			Player 2: 386A=A5

Continued >>>>>

Guzzler	START=	3690	Inf. Lives: 2341=2C
Punchy	START=	1010	Inf. Lives: 108A=2C
			No Collisions: 108B=10
Corman	START=	1010	Inf. Lives: 1354=A5
Panik	START=	Basic	Inf. Lives: 33B3=2C
Killapede	START=	Basic	Inf. Lives: 2900=2C
Manic Miner	START=	2980	Inf. Lives: 2A89=EA
			Watch Levels: 2A36=24

Jan (the hacker who discovered all the above pokes) is of the
opinion that using pokes etc takes the enjoyment out of a game.
He suggests that you use the pokes only to get past a tricky
level etc.

We hope to have more pokes from Jan in future issues!

We have pokes for two other games from Anthony Khawaja, see
below:-

Fingers Malone (Inf. Lives)
Load the game and reset the computer then:-
POKE 10187,0 (then Return)
SYS 5786 (press Return then Reset the computer)
SYS 5783 (press Return)

If this does not work then repeat the SYS messages.

Sky Hawk (Extra Lives)
Load the game then reset the computer
Type in:- POKE 7811,255 (then Return)
          SYS 4179 (then Return)

BANG! GOES POP!

After less than ten issues, the new computer magazine "BANG" has
went POP! (see issue 3 for a review of issue 1)
BANG! was the first new computer orientated magazine to hit the
streets for a long time, its aim was to mix Music, Video, Sport
and Humour into the normal computer magazine format.
This idea however proved to be a commercial failure! Although
BANG! sold nearly enough magazines per week to break even, the
publishers couldn't continue publishing because they didn't want
to put too much strain on their other publications.

BANG! had a large "Cult" following and in my opinion was the best
magazine on the market, it shall be sadly missed!

Games for Sale!

Text Adventures:- Twin Kingdom Valley, Escape from Pulsar 7, Arrow of Death, Time Machine, Waxworks, 10 Little Indians, all £3 each. Pirate Adventure (Cartridge) £4, Space Sweep/Invaders, Mayhem, Exorcist, Crazy Golf, Harbour Attack all £2.50 each. Gullwing Falcon, Corman, Bandits at Zero, Cruncher, Leaper, all £3 each. Knockout, Solo, Zap-Em, £1.50 each. BMX Racers, Squirm, Oblido, £1 each. C16 Classics (Xargon Wars diesn't work) £3.50. C16 games:- Pizza Pete, Formula 1 Simulator, Tower of Evil, £1 each.

Send to Mark Gladson, 63 Willingdon Avenue, Hollington, St Leonards On Sea, East Sussex, TN38 9HE.

ADVERTISMENTS !

If you have something to sell then why not advertise in "20 User", Club members can advertise FREE and it is a sure way of reaching dedicated C16 and Plus/4 owners. Send us your advert today.

Tower Of Evil on PLUS/4 !

To allow this C16 game to run on the Plus/4, load the game according to the instructions. The introductory screen will come up in confused graphics, PRESS THE RESET BUTTON.
ENTER MONITOR, Then type:-

```
>196C A9 10 20 03 70 20
>7003 8D 13 FF A9 C9 8D 12 FF
>700B 60
X
```

After the READY prompt
            type:- SYS5120

The game will re-start with the correct graphics.

Thanks to Mr Fielding for this useful tip for Plus/4 owners, no.doubt this took a lot of time to work out, well done !

The BOSS on C16/Plus 4

We have had a small letter from a very happy C16 owner who has just bought Peaksoft's football management game "The Boss". Brian Gibson says that it is a super little game and wipes the floor with Addictive's "Football Manager". So if you are looking for a good Football management game then "The Boss" is the Boss !

Commodore User King Size Tennis

Commodore User recently printed a listing of King Size Tennis by Robtek, P. Fitzgerald of 73 Norman Road, Gorse Hill, Swindon, Wilts, SN2 1AX has typed the program into his Plus/4 and can't get it to run. Has anyone out there managed to get it to work. If so then please contact Mr Fitzgerald as soon as possible and help the man out.

BRIDGEHEAD

C16 & Plus 4 (Enhanced Version)

Publisher:- Anco   Machines:- C16/Plus 4   C16 £5.95 Plus/4 £7.95

Anco are responsable for the best C16 game on the market, Winter
Events, and now they have released their latest game.   Will it
live up to the reputation set by previous releases such as
Legionaire, Winter Events etc ?

Bridgehead is an arcade/beat em up/Commando type game set in the
same mould as Imagines 'Green Beret'.   Anco have released two
different versions of the game, one for the plus 4 and one for the
C16.   .

The Plus 4 version has eight levels and the 'Cut Down' C16 version
has five levels, It is good to see that Anco have taken the time
to write a different Plus/4 version.

The game is a right to left scrolling game with many different
backdrops, the object of the game is to reach the enemy
Headquarters and destroy the place.   To do this you have to get
past hundreds of men.   To help you in your quest you have a knife
and scattered about the place you will find plenty of grenades.

You will have to dodge soldiers with bazooka's, commandos etc if
you want to progress through the levels.   I won't tell you too
much about the different screens because that is part of the fun.

Bridgehead is another good quality release from Anco, good
graphics and gamesplay is let down only by poor sound and an
unoriginal concept (too much like Imagines Green Beret).

< D.B >

SECOND OPINION

After reading the instructions and looking at the screen shots for
this game I was expecting great things.   However this didn't
really materialise.   The graphics are above average for a c16 game
but still a lot less than the Plus 4 can come up with. All in all
not a bad game, but by no means a classic.

< J.6 >

THE SCORES ON THE DOORS !

GRAPHICS	-> 85% <-	Nice Graphics
SOUND	-> 45% <-	Not so great, only a few squeaks!
PLAYABILITY	-> 68% <-	Quite easy to get into!
LASTABILITY	-> 70% <-	Should be fun for a while
V.F.M	-> 76% <-	Plus 4 version a little overpriced!
OVERALL	-> 78% <-	A good quality release from Anco!

C16 & Plus/4 Reference Book

Ever wanted to incorporate some proffessional effects into your own programs? Well, now you can because Anco, the producer of some of the best games for the C16, have just released a book which will solve your programming problems.

This book is not aimed at the complete beginner, like many books on the market today, but at the programmer who wishes to enhance his or her programs with Multi-colour graphics or using the Ted Chip for interrupt driven music. The book breaks from the usual format of a large introductory chapter on the computer system and very basic programming. Also omitted is the all to often occuring 20 pages of appendices copied from the user manual.

The first chapter is devoted to graphics covering aspects of programming like the Video and Colour Ram, High-Res Graphics, the Raster interrupt and finishing with the Technical details of the Ted chip. All throughout this sizeable chapter are numerous Basic and Machine language programs including simple Hi-Res drawing programs and examples of 'Soft scrolling'.

The second chapter is dedicated to sound giving a short introduction on playing a tune in basic. Then the book quickly shows you how to create a sound by pokeing the memory. The chapter is then finished with a short Machine code program which enables the user to play interrupt driven music.

The next chapter is on Machine Code and in fact is the largest in the book. The chapter includes the commands of the 7501 Micro Processor, the use of Kernal routines, a detailed memory map of the C16 plus a comparison chart for the C16 and C64. Throughout this chapter there are numerous examples of how to use the commands of the Micro Processor and the Kernal routines to write your own Machine Code programs.

The final chapter contains various Utilities to help you in your Basic and Machine Code programming. A few of these useful Utilities are, a recovery program, one which will merge two programs together and another which will list all the variables used in a Basic program.

The contents of the book are well thought through although one of the Machine Code programs did not work and several of the pages in my copy were completely blank. The book, priced at £8, is rather expensive but if you really want to enhance your Basic programs, then this is the book for you!

Trevor Lobban.

Legionaire

Publisher- Anco   Machine- C16/+4   Price- £7.95   Control- Key/Joy

As you have probably guessed by now, Legionaire is Anco's version of the Arcade game "Commando". Legionaire favour's the original Arcade game more than Elite's laughable "Official" version.

To fit such a complex game into the C16's memory there has had to be some cut backs in the sound and graphics department. But nothing too drastic as you will find out as you read on!

I am sure everyone must know how to play Legionaire (Commando), but I will give you a run down on the basic's of the game anyway. Your mission is to deliver secret messages to the Garrison Headquarters. To try and stop you from delivering these messages is an army of tribesmen. The tribesmen greatly outnumber you and have the added advantage of being able to run faster. Like the arcade version of "Commando" there are different "Areas" that must be "Cleared" before progressing to the next "Area". There are seven in all, each with its own landscape. Area two has a series of bridges which must be negotiated before progressing to the next area. No men on motorbikes and Jeeps throwing grenades, but what do you expect in 16K?

Sound is just better than Elite's "Commando" but does by no means match the arcade version. There is a small tune when a life is lost and noise for the 'rounds' fired from your machine gun. Unlike Elite's "Commando" the screen scrolls from bottom to top (not just a static screen that changes when you reach the top), this adds to the enjoyment of the game!

There are however a few critisisms that I must make, firstly on some screens the trees etc are a little close together, this causes frustration when you are trapped between something and can't dodge a bullet. My second point is that sometimes when crossing a bridge, spare characters just appear, this causes a certain amount of confusion.

Having said all that, Legionaire is still the best of its kind on the C16/Plus 4. Another Sensation courtesy of Udo Gertz (Winter Events Author!)

<J.P>

SECOND OPINION
THE "Commando" type game for the C16 and Plus 4, wipes the floor with Elite's "Commando". Better graphics, sound and playability. Udo Gertz really is an Ace programmer!

<D.B>

The Scores On The Doors !
Graphics   - 68% - Just above average
Sound   - 43% - Not so good
Playability   - 87% - Very difficult !
Lastability   - 78% - Will cause sleepless nights!
V.F.M   - 71% - A Little pricey but worth the price tag
Overall   - 79% - Puts Elite's "Commando" to shame!

'G'-MAN

Publisher:- Code Masters   Machine:-C16 & Plus/4   Price £1.99

C16/Plus 4 software is on the increase and software houses are beginning to realise that there is still some life left in the rather battered baby Commodore.

Code Masters have just released G-Man and Terra Cognita for the C16/Plus 4 and I will start with G-Man, a fairly ordinary game jazzed up with bright colours and impressive music and sound FX.

You play the part of a graduate of the Space Geology College and you have been sent to the moon to recover rock samples from the sea of Dreams. As you are a bit new to this flying lark you have a quick practice first, and miss the moonbus back to the Shuttle which leaves in seven minutes (who writes these inlay cards !).

As you probably have guessed, your task is to make your way to the Shuttle before it takes off and leaves without you! To try and slow you down a little and cause you to miss the only Shuttle back home there are Rock-Faces, Land Mines and Meteors, all of which have to be avoided if you are to reach the Shuttle in time. As well as everything else, there is a limited amount of fuel for your Jetpack so you must use the Jetpack's thrust economically. However fuel dumps do occasionally crop up on the surface from time to time.

To help absent minded G-Men there is of course the trusty Jetpack which can get you out of trouble. As well as acceleration and decceleration there is thrust, the equivalent of Jump. Thrust can be used to avoid Rock Faces and meteors etc.

I would have preffered to be shooting down aliens instead of just dodging Space Matter. A combination of both would have made a much more addictive and exciting game. As it stands I'd be inclined to give this one a miss but it is worth a look for the price!

< J.P >

SECOND OPINION

I was quite impressed by this debut by Code Masters, they have shown that presenation can improve what would have been a very ordinary game. With a little bit of good Music and colourful graphics you can improve the overall look of the game and make it more fun to play. Keep up the good Work!

< D.B >

The Scores On The Doors !

Graphics	-> 71% <-	Of a Good Standard
Sound	-> 87% <-	Nice Music and Sonics
Playability	-> 66% <-	About Average
Lastability	-> 68% <-	Quite Addictive !
V.F.M	-> 59% <-	Average
Overall	-> 64% <-	Average marks for an average game

TRAILBLAZER

By Gremlin

Publisher:- Gremlin   Machine:- C16 & Plus/4   Price:- £6.95

Trailblazer is the best arcade game to appear on the C16 so far,
it has to be seen to be beleived! The actual screen display looks
like a Commodore 64 game, and the game is so addictive.

Trailblazer is one of Gremlins big budget Christmas releases and
is available on all the popular formats, Spectrum, C64, Amstrad,
MSX and Atari 8 Bit as well as the C16 (or Plus/4). Unlike many
C16 versions of popular games, Trailblazer is not a weak copy, the
C16 version stands up well in comparison to the Amstrad, c64
versions etc. *

In Trailblazer, you control a ball, the object of the game is to
reach the end of the road in as quick a time as possible. The
game has a road streaching away into the distance, the road looks
just like a chess board with different coloured tiles dotted about
it. When you push the joystick forward your ball zooms along the
road (well the road underneath you scrolls thus giving the
illusion that you are moving) at top speed. What you have to do
is avoid the breaks in the road, if you move into a hole in the
road you will stop for a few seconds thus losing precious time!

Different coloured squares do different things ie. Red squares
slow your ball down, Blue squares bounce your ball into the air
(handy when you want to jump over a gap in the road) and Cyan
squares muck up your joystick control by reversing your directions
(ie. Pull left and you will move right etc).

When you reach the end of the road you will be awarded a time
bonus and you will be given points for not falling down holes and
not using one of your 5 free jumps. You will also be given a
Password that lets you start your game at the level you have just
reached (very handy).

Trailblazer really is a super game and no C16 owner should be
without it, well done Gremlin Graphics.

< D.B >

SECOND OPINION

Trailblazer is the kind of game that makes good use of the C16's
capabilities, it is fast, uses lots of colour and the sound
effects are loud! Trailblazer was actually written on a C16 and
converted onto the other formats, what better accolade it that.
Go out and buy it!

< J.G >

THE SCORES ON THE DOORS !

GRAPHICS	-> 86% <-	Super Fast and very colourful
SOUND	-> 82% <-	Well above average
PLAYABILITY	-> 82% <-	Great fun to play
LASTABILITY	-> 87% <-	Will keep you going for weeks!
V.F.M	-> 86% <-	Well worth the cash!
OVERALL	-> 87% <-	Arcade Game Of The Year !

TERRA COGNITA

Publisher:- Code Masters   Machine:- C16 & Plus/4   Price:- £1.99

Like Code Masters other C16/Plus 4 game 'G-Man', Terra Cognita features those niffty sound FX and thrilling music to accompany exciting smooth scrolling graphics.

The game is played from an ariel view and you play the role of a Mining Engineer escaping in his small Scout Ship to eventually make his way back to the mother ship.

Of course there are the inevitable nasties including Aliens, Hazards and a limited amount of fuel. When guiding your ship through the maze you must collect fuel or your ship will plummet back down to Earth. On your journey you will pass many varied and different boxes, each with its own independent feature. Boxes with 'Parallel' lines in the middle slow you down, and the boxes with 'Crosses' speed you up. You can also receive bonus points as well as extra lives, invisability and boxes that beam you back to the start of the game.

At first glance the game seems too small and too difficult to play, but eventually the game grows on you and becomes very addictive.

There are a few points that iritate me about Terra Cognita and one of them is the lack of detail. The fuel guage is just a block which moves up and down. Another is the plain black background which surrounds the game. They could at least have made it decorative, any thing is better than a plain background (so boring!)

Code Masters seem to be releasing a good standard of software and I hope other software houses follow suit. Well done Code Masters, Keep up the good work!

< J.P >

SECOND OPINION
The second release from Code Masters is even better than the first (G-Man), again good graphics and sound and a very playable little game. Good fun, just what a budget game should be!

< D.B >

The Scores on the Doors !

Graphics	-> 86% <-	Nice Graphics and smooth scrolling!
Sound	-> 91% <-	Brilliant music and great sonics
Playability	-> 78% <-	Difficult but not impossible
Lastability	-> 73% <-	Very addictive!
V.F.M	-> 72% <-	Good value
Overall	-> 78% <-	A game that stands out from the crowd