

U20R U20R U20R U20R

ISSUE
3

THE
LATEST
GAMES
REVIEWS
AND
TIPS
FOR
C64
AND
PLUS
4
OWNERS

SABOTEUR



SUPER SCRIPT
Dear Sir, I refer to my letter of 15th inst. that the review was not detail our purposes and if you would a the review rev
Yours

SUPER CALC:		
	Jan	Feb
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Petr:	60.00	60.1
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THE AR KUNG FU

BANG

A NEW MAGAZINE!! OR SAME AS THE REST ??

SOLITARY ON THE RUN ANOTHER REVIEW ON ONE OF THE LATEST GAMES
US MORE HITS AND TIPS FOR MERCENARY. OFFERS FROM JOHN PENN DISCOUNT
SOFTWARE ON GOLDEN OLDIES FOR C16 AND PLUS 4 OWNERS.

BANG ! WEEKLY REVIEW

At the height of the computer boom (back in 1983/84) there was over 60 different computer related publications, now in 1986 there are less than 30, only the best publications have managed to stay alive in this cut-throat business. Magazines such as Popular Computing Weekly, Personal Computer World, Computer & Video Games and Your Computer have been in existence since the start of the Home Computer Revolution but many magazines have fallen by the way-side. Just over twelve months ago there was three weekly computer magazines to choose from, now there is only one.

This makes the launch of a brand new weekly computer publication even more surprising. However a magazine publisher called Specialist Retail Press have decided that there is a gap in the market for a second weekly computer magazine, their attempt to fill this gap is called "BANG Weekly".

BANG is a newspaper type magazine, roughly about the same size as the Sun and Express newspapers but what it does have is colour (like Scotland's Daily Record and Today). Where it does differ from other computer magazines is in content, as well as computer news and reviews BANG also includes features on Television, Video, Music and Sport.

The whole magazine is very well presented and features colour advertisements from the likes of US Gold, Activision, Addictive Games and others. Here is a list of some of the subjects in issue one:-

Computer News, Competitions, Gallup Software Charts (including a C16 Top Ten), American Football preview, Software Reviews of Super Cycle (US Gold), Dan Dare (Virgin) and others, Reviews of the latest films (Pretty in Pink and The Karate Kid II), Software Previews (Gauntlet, Trailblazer and Cyborg), Youth Culture ???, A funny page by Mel Croucher, software industry personality and many other interesting articles.

BANG has a very snappy and witty style which makes it a pleasure to read, I really think that BANG is what we have all been waiting for. The editorial content is about 70% Computers and the other 30% is spread between Television, Films, Music, Sport etc. This makes BANG unique and very refreshing to read.

BANG is a pretty BIG magazine, issue one has nearly 50 pages and this will surely increase as the circulation gets bigger. Issue one is a very good start and I can't wait to read issue two.

Each issue cost's only 40p and you can pick up a copy at your local newsagent, take a look, I'm sure you won't be disappointed!

CALC PLUS

Publisher:- PARASOFT Machine:- C16 Plus 4 Price:- £19.95 Cartridge

Having only ever used one spreadsheet before on a Micro-computer I think it would be rather unfair for me to make any comparisons between that and CALC/PLUS considering that the price difference is about 180 pounds.

C16 owners will find that they have no option at all, if they want a spreadsheet then this as far as I know is about the only one on the market, (if there are any then why not let us know about it Ed). Plus 4 owners might decide to use their built in software, if they already have a disc drive, instead of spending £20 on this.

What we do have here though is a far more polished version of a very useful piece of software for a small business or club than the Plus 4's built in spreadsheet.

The program is held on cartridge which means no long loading times and due to its design I did not have any problem with it wobbling. Another good thing about it being on cartridge is that it does not take too much memory for itself as you are left with just over 11K on the C16 and over 27K on the Plus 4. It also lets you save your spreadsheet either to disc or tape.

There is also a Bar Chart feature but unfortunately the Print Graph function does not work properly to produce the same results.

This, along with the price was my only quibble. If you have a printer, a C16 and twenty pounds then it might be worth while buying it. If however you have a Plus 4 then you might find that you would be better sticking to your built-in Spreadsheet.

ADVENTURE



QUEST

Welcome to the realm of the White Wizard. The White Wizard is here to inform you of the latest goings on in the adventure world. C16 and Plus 4 computers are greatly underestimated. These computers are very helpful in the way of programing. In fact, at this very moment, the great wizard himself is writing an adventure. Its Title! "Dragonworld". (More news of Dragonworld as soon as we have it. ED)

The adventure in the spotlight this month is Classic Adventure by Melbourne House. Melbourne House have a great reputation for good adventures like the adventure classic "The Hobbit" and the follow up "Lord of The Rings". Sadly due to lack of memory the Hobbit and Lord of the Rings will never hit the C16 and a Plus 4 version looks unlikely. However Melbourne have released their Classic "Classic Adventure".

Title:- Classic Adventure Computer:- C16 & Plus 4
Publisher:- Melbourne House Price:- £5.95

This game has been on the go for a long time, so I thought for the benefit of those who haven't yet purchased it, I would give you a brief description. Classic Adventure is the Micro Computer version of the original Adventure game (Originally only people with mainframe computers could play it (not many of them going around!). Now on your humble C16 or Plus 4 you too can play the game that started the whole Adventure Game concept!

Classic Adventure is a text only adventure with limited vocabulary but the location descriptions are very good. The game has a large number of locations and should prove a challenge to most adventurer's. A Golden Oldie!!

The Wizard's Guide

Vocabulary 5 Puzzability 9 Atmosphere 7 Value 6 Overall 7

NEWS!

He-Man, as you probably all know is the strongest man in the universe. Well U.S Gold are planning to bring out a He-Man adventure. He-Man's Arch Enemy Skeletor is planning to take over the universe and obviously, He-Man has to try and stop him. The game should be available around Mid November.

««« Continued ««««

I'd just like to say that we are looking for your adventure hints and tips etc. If you have any news, reviews, problems etc then please let me know. My address is as follows:-

Alisdair Creanor,
31 Williamwood Park West, Netherlee, Glasgow, G44 3TE

All letters will be answered! See you next month.

< A.C >

PEN PAL WANTED

Female Plus 4 User age 37 would like to hear from a Female Pen Pal over 25 years of age. Write to Miss Carol Flew, 88 Chaplin Road, Easton, Bristol, BS5 0LB.

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Do You Need A Computer Printout Of A Data File or Program!
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POKES POKES POKES POKES POKES POKES POKES POKES CHEATS CORNER I

If you have discovered any Pokes etc for a C16 or Plus 4 game then send them in and share your knowledge with other readers!

Commando Poke by Graham Watson

Load, Reset then enter the following:-

1 POKE 11495,185

Now type SYS 4109, this will now make you invincible.

Kickstart Poke by Andrew Neil

Load, Reset then enter the following:-

1 POKE 9796,X (X= number of lives 0-250, don't use any more than 250 lives or after you finish a board your lives will reset to 1)

Type SYS 8192 to start the game.

Beach-Head Poke by P.C Picking

After a Run Stop/Reset from the monitor and LIST 2000 change SH= from 5 to increase the number of ships and alter U= to increase the amount of Ammo available. RUN program after changing line 2000.

Bandits At Zero Poke by Graham Watson

Load, Reset then enter the following:-

1 POKE 11100,96

This will keep your shield at full power

Now type SYS 1384 to start game.

Mr Puniverse Poke by P.C Picking

After a Run Stop/Reset exit from the monitor by typing "X", type POKE 8562,57 (return) This will allow you to move backwards very quickly even through walls.

Type SYS 6900 (return) to run

Return Of Rockman Poke's by Brian Jackson

Load, Reset then enter the following:-

1 POKE 4116,X (X= number of lives 0-255)

2 POKE 4135,X (X= Level number)

Type SYS 4112 to restart game.

To our knowledge, all these pokes will work on both the C16 and Plus 4.

THE LIFE AND TIMES OF THE C16 & PLUS 4

Soon after the C16 was launched, Commodore began to show their television advertisements. Two small boys walk into a computer shop with £140 (yes the C16 starter pack cost £140 at that time) and ask for a computer. Charming! And it worked. The C16 sold very well but after their owners got fed up with Intro to Basic and the games "Showcase" there was not one game on the market for the C16 except the hopeless Tynesoft C16 starter (having said this, if it were not for the Tynesoft starter pack the C16 would surely have disappeared without a trace).

But this wasn't enough, Melbourne House saw a gap in the market and so released some good games, The Wizard and the Princess, Classic Adventure, Dark Tower etc. These were supposed to be of professional quality but at £5.95 each, were they worth it!

After sales slackened off, Mastertronic released the first of their 1.99 range of C16/Plus 4 programs. This was it! C16 owners everywhere discovered that for £1.99 you could buy a great little game every week. They sold like hot cakes!

Hardware suppliers thought they would get in on the act and produce RAM packs for the C16. It was at this time that people started buying the Plus 4, as it was now being sold with joystick and programs for only £75. Plus 4 owners began to feel left out because nobody was releasing Plus 4 specific programs. Many of them claimed that they had been tricked by the salesman who sold them their machine. After this came a flood of Plus 4 only programs such as Mercenary, A.C.E and Icicle Works.

Nowadays, 10% of all software sold in the UK is for the C16 and Plus 4. Most of the major software suppliers now release programs on C16 format (Ocean, Elite, Gremlin etc.) and the future looks good for the C16 and Plus 4. Some people must take Credit for the C16/Plus 4 survival, they include Mastertronic, Gremlin Graphics, Tynesoft, Anco, Dixons/Comet etc (for the super low prices of the hardware) and many other people too numerous to mention. Our thanks to them and a toast to the C16 and Plus 4, good luck for the future!

By Andrew Roberts

REVIEW By Andrew Roberts

Title:- Dirty Den Producer:- Probe Machine:- C16/Plus 4
Price:- £6.95 Control:- Keys/Joystick

No, not an Eastenders game! Anyway the "Den" in this game is more polite than Leslie Grantham! You must guide our hero Dennis through 20 Plus screens of platforms and objects until he reaches his loved one. On the way, you must collect sweets and other objects to help you with your search. Graphics are colourful, sound is good and the gameplay is smooth. If you don't own a copy 7 quid is a reasonable sum to fork out for such a neat little game!.

Graphics 90% Sound 83% Playability 90%
Addictivness 95% V.F.M 89% OVERALL 91%



YIE AR KUNG FU

Publisher:- Imagine Machines:- C16/Plus 4 Price:- £7.95 Controls:- Joy/Key

Imagine can have finally decided that the C16/Plus 4 have come of age and are now in the process of doing conversions of most of their big hits (Ocean and Imagine are the same company, Ocean having bought the Imagine name when they went out of business). About time too! We can now look forward to C16/Plus 4 versions of Turbo Wars, Turbo Golf, Turbo Moto etc.

Yie Ar Kung Fu was a massive hit on the Amstrad, Spectrum and C64 and the C16 version is sure to follow this route. Although the graphics are slightly smaller than the other versions, the game is the same and beat em up buffs everywhere will enjoy this.

In Yie Ar Kung Fu you take the role of Oolong and your aim is to become a Kung Fu Master, to do this you have to defeat eight different opponents (and they are all different). Each opponent has to be defeated before you can fight against the next one, when you load the game the first four opponents are in memory but when you beat the fourth attacker you will have to load in the last four opponents.

Yie Ar Kung Fu is a one player only game and you have six different movements with which to attack your opponent, each person (including yourself) has a K.O. meter (K.O. = Knock Out) and to defeat your opponent you have to get his K.O. meter down to zero. If yours reaches zero first however, you hit the deck!

The first few opponents are easily defeated but after that things get tough. Each opponent has his own special qualities, one has a star that he throws at you, another has a pole etc. You will need a different strategy to defeat each opponent, like the attacker that throws the star, you will have to jump up high and crouch down low to escape his deadly weapon.

Overall a good first release from the software giant, hope to see more C16/Plus releases in the near future!

< D.B >

COND OPINION

A bit of a let down after the Amstrad version but very good none the less, should keep beat em up fans happy until Melbourne House release Way Of The Exploding Fist! Well worth a look.

< J.G >

SCORES

GRAPHICS	:- < 70% >	Not bad!
SOUND	:- < 61% >	Not a lot!
PLAYABILITY	:- < 85% >	Very easy to get into!
STABILITY	:- < 80% >	Depends how good you are?
F.M	:- < 75% >	Good value
OVERALL	:- < 77% >	A worth while purchase



Publisher:- GREMLIN Machines:- C16 Plus 4 Prices:- £6.95 Controls:- Keys/Joy

Gremlin were one of the first major software houses to release programs for the C16/Plus 4 and with their latest release, entitled Monty On The Run, it must surely be their biggest success (in programing terms at least).

This platform and ladders game has been around for a while on the C64 and was quite a little earner for Gremlin. Its about a Mole called Monty who has been imprisoned. The task in this game is simple in that you have to guide Monty from a safe house out onto a cross channel ferry. In doing this though he has to collect gold coins so that he can live the life of a king.

The game has been shortened considerably with only about 30 rooms compared to more than double that on the C64, the superb Rob Hubbard soundtrack has also been scratched (due to memory constraints). However what we do have is probably about the best, most colourful and smoothest graphics that I have seen on the C16 so far.

The game being a simple platform and ladders one offers nothing new but is by far the most polished one of its kind and is sure to keep you interested for quite a few nights.

< KB >

SECOND OPINION

Probably the best C16 only game available, Gremlin really have surpassed themselves this time. If you don't have a good platform game then this is the one to buy.

< DB >

SCORES

GRAPHICS	- 95% - Colourful and smooth!
SOUND	- 29% - Not a lot!
PLAYABILITY	- 82% - Even mums can play this one!
ADDICTIVENESS	- 64% - May be lacking
V.F.M.	- 78% - Just about worth it!
OVERALL	- 79% - Nothing major but very polished!



This month we conclude Johnathan Gilchrist's Hints and Tips on Novagen's superb Plus 4 game "Mercenary".

Now for some sneaky moves in the game, In the instructions it says that if you press Ctrl + Q you will be given a new space ship and placed near a city building (used if you crash or get lost in the wastelands etc). This is great but the only bad point about such a move is that all your objects are scattered around the city. Not so, if you want a new ship etc just drop all the objects then press Ctrl + Q, now climb into your new ship and pick up the objects again.

Last month I told you that the second fastest ship was the Palyar's Brother in Laws New Ship, but how do you capture this ship? Answer, just collect the kitchen sink from the Colony Craft and fly to the following altitude and speed, 500ft and 100mph. When you see the ship, slow down and head straight towards it (like you were going to crash into it) then when you are about to collide press T. You will now have the ship, you will now have to land in a hanger (not on the planet surface) drop the ship, get out of your own and jump into the new one.

The game has a very good sense of humour, try stealing the ship at the start of the game instead of buying it? The Palyar's Brother in Law is another great character, you can steal his ship, blow up his house, steal his new ship an much more, he really starts to get paranoid after a while.

I do hope you enjoy the game as much as I have and I look forward to receiving hints and tips on "The Second Planet" from any Mercenary buffs out there. I leave you with a small list of places of interest to visit while you are on Targ.

Targ Places Of Interest

Name	Location
The Mechanoid Port	01-04
The Authors Advert	02-03
Vector Henge	02-04
Novabill	03-08
Walton Monument	06-00
Tyler Point	07-00
Palyar Commanders Brother In Laws House	07-09
Bosher Stadium	08-07
St. Stallards	06-03
Moorby Arch	10-01
Sabins Cude	12-03
Airport Sign	12-12
Jordan Airport	12-13
The Coach & Horses	15-02

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If you have any software or hardware to sell then why not fill in the classified advert order form at the front of the page. Your advertisement will appear in the next available issue of "20 User". This service is free to all club members, please keep your ads as short and to the point as possible.

Software For Sale

Games for Sale, Beach-Head, Thai Boxing, Mayhem, Harbour Attack, Gary Hill and James Pack 1. Only £2 each.
Write to P.Picking, 11 Auckland Road, Doncaster, (Tel 0302 61606).

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C16 &
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Editorial

Welcome to issue 3 of "20 User", another good month for C16 and Plus 4 owners,
the big name software houses are beginning to take an interest in the C16 and
Plus 4 and this can only be good news! There are some super new games reviewed
in this issue and it looks like C16/Plus 4 programmers are finally getting to
play with their machines. At last month's PCW Show, dozens of software houses
were releasing details of their Christmas releases and the C16 and Plus 4 will
get its fair share of them. Long may this continue!

BACK ISSUES

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cheque for £1.25 (per issue) made payable to Micro Media to the address at the
bottom of this page.

Issue 4 Available 14th November

SCRIPT PLUS

Publisher- PARASOFT Machines- C16/Plus 4 Price- £19.95 Cartridge

If you are a C16 owner wanting a word processor and have TWO £10 notes to spare then this is the one for you. Script/Plus is one of the most powerful word processors that I have seen for any Commodore machine (except the Amiga). C16 owners will perhaps receive the most from this package but Plus 4 owners need not be felt left out.

The package consists of a cartridge, which explains the high price, and a very good manual. It comes from the authors of Easy Script who claim that it is easier to use, more powerful and has more facilities and I would have to agree that they are right. And it is FAR SUPERIOR to the Plus 4's 3-in-1.

Because the program is held on cartridge there is no long loading times and with no memory used for the program it leaves a large storage area for your files. The way the cartridge is designed makes sure that there will be no wobble problem associated with it.

The system includes all the main features that you would expect on all modern word processors and that includes the dedicated ones. These include editing, search, calculation and printer commands.

The system works with either disc or tapes and is compatible with all the most popular printers. It even lets you set the text print out width to 240 columns.

The only bad thing that I could see about this system is the price. Not too many people out there will be able to afford £20 even if it is worth every single penny.



SABOTEUR

Publisher- DURELL Machines- Plus 4 Price- £8.95 Controls- Joy/Keys

In this game you take the part of a highly trained Ninja mercenary who is given the task of infiltrating a building to steal a computer disc. This is made difficult though because guards and dogs patrol the building. You can however kill both of these by either throwing certain objects at them or by using your fighting Ninja skills to kill the guards. To complete the game however you have to find a helicopter which to make good your escape. To achieve the maximum score though you must find a time bomb and swap it with the disc and escape.

The game can be played in two different ways. One, you try to complete the game by escaping with the disc or two, trying to achieve the highest score by fighting and killing the guards as well as retrieving the disc.

The game has several levels. This does not just mean that the game plays harder but that it also relocates the bomb and the disc in a different place from other levels.

I found this game easy to 'get into' and soon found the bomb and disc although I did find the helicopter very hard to find. (What he means it that he couldn't FIND the helicopter.)

The animation of the graphics are excellent apart from a slight flicker which does not detract from the game in the slightest.

SECOND OPINION

I enjoyed the Amstrad version of this game and the Plus 4 version is very much the same, the layout is exactly the same and graphics very similar. Durell are about to release the follow up and I think it would be a good bet that the Plus 4 will see the a conversion of this.

SCORES

GRAPHICS	- 92%	- Excellent animation!
SOUND	- 53%	- Some spot FX and a tune at the end!
PLAYABILITY	- 82%	- Its fun just exploring the building!
ADDICTIVENESS	- 75%	- The different levels should keep you going!
V.F.M	- 65%	- A bit too expensive!
OVERALL	- 76%	- A little pricey!

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