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INCLUSIONS

STOP PRESS update sheet, GEOS laser print sample**, 5.25" Coverdisk*, 3.5" Coverdisk*, Coverdisk Sleeve(s)*, Coverdisk Information Sheet*
 *optional **listed GEOS users only

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Hello again to you all and welcome to CS31.

I would first like to thank everybody who sent cards and/or e-mails and letters of good wishes for the arrival of our new daughter (Sabrina Mae), they were all very much appreciated and I had to admit that I was rather overwhelmed with the amount of people who took time out to write. Thank you all. Now it is back to sleepless nights for me and less time on my beloved computers.



Okay then, what's happening in this issue? Yet again we have some great features some hot news from around the globe, I have had a real nightmare job sifting through the stuff for this issue - there was just so much stuff! I apologize to people who sent stuff in but some items had to be left out until a future issue, sorry.

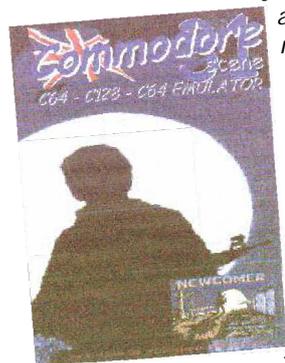
In an attempt to fit more items into this already stuffed issue I have dropped the standard point size down from 10 point to 9 point, if anybody finds this difficult to read then please let me know and I will increase it back up to 10 point again.

TheWAVE camp never sits still and is now

up and running on my C128 as a permanent fixture. TheWAVE has also now reactivated my old Lentil



account allowing me free e-mail. If you want to try it out then you can contact me at - allan@lentil.org - I must stress that at this moment in time I am not using or checking the contents of this e-mail address on a regular basis and I am not yet accepting submissions for CS via this address either so don't expect a quick reply!



CS31 : In this issue we have a slight change of format for some of the regular features. The removal of the 'CS Services, etc' page that used to sit on page 4. This will now be an irregular page that will make occasional appearances as and when things change. The deadline for the next issue will now be displayed on this page in this and all future issues. The merchandise section will be incorporated into the **Importing Service** section at a later date.

PROTOVISION have made a firm commitment to Commodore Scene with their agreement to let us distribute all their software and hardware from these hallowed pages. See the Data Blast section and the **PROTOVISION OR BUST** feature on page 30 for more details. There is a demo version of their new 4 player game **PacIT**, on this



months coverdisk.

Also new for this issue is an agreement with a group which are releasing **'Enhanced Newcomer'** for the UK market very soon indeed.

CS32 : I wrongly stated that CS31 would be the **'Flights Of Fantasy'** issue, it is in fact going to be CS32. Get your submissions in now!

CS32 DEADLINE : Submissions for CS32 **MUST** reach me by **1st November 2000**. Please be punctual as any delays in sending your submissions will have a knock on effect to the distribution date of the magazine - and



I know that you will all need your 'fix' of CS before the Christmas period starts now won't you?

MOVIES : Another great themed issue was brought to my attention recently whilst talking to Wayne Womersley. Why not have a **Movie Crossover Special** in which we take a look at programs that came to the Commodore from the silver screen. Get scribbling everybody, lets have some submissions!

OOOPS! : Last issues coverdisk should have contained the preview of **Revenge** unfortunately



I forgot to send it to Andrew with the rest of the files. This issues coverdisk carries the demo. Sorry about that.

Printer Survey : For those of you who are following the irregular articles on printer compatibility with Commodore and GEOS, fear not because there will be an in-depth round up coming in a few issues time. For those of you who are still contemplating buying a new printer I must steer you away from the **CANON BJC-7000** (not pictured) which I recently purchased. Unfortunately this beautiful printer that is capable of so much is not Commodore compatible - at least I haven't been able to get it to go yet! I will keep trying and maybe I can figure a way around the problem.



Well that's it for another issue, yet again the time has just flown by and I have to draw this page to a close.

I'll see you in the next issue - see you all soon with CS32.



Action Line

Your one stop request shop!

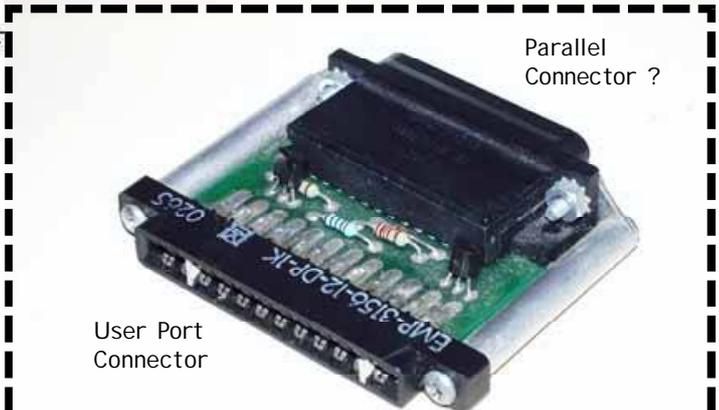
Due to the lack of input for this section, it was not really worth Mark Vowles putting himself to a lot of trouble and effort in collating and Action Line requests. To this end, if you can help with any of the following then please send your replies either to myself (for inclusion in a future issue) or directly to the person requesting help, where possible.

I now have the action replay Mk6 cartridge, can you tell me the best use for it as regards the monitor/dos commands /poke and peek commands etc - I have used some of the pokes in your magazine which are very useful.

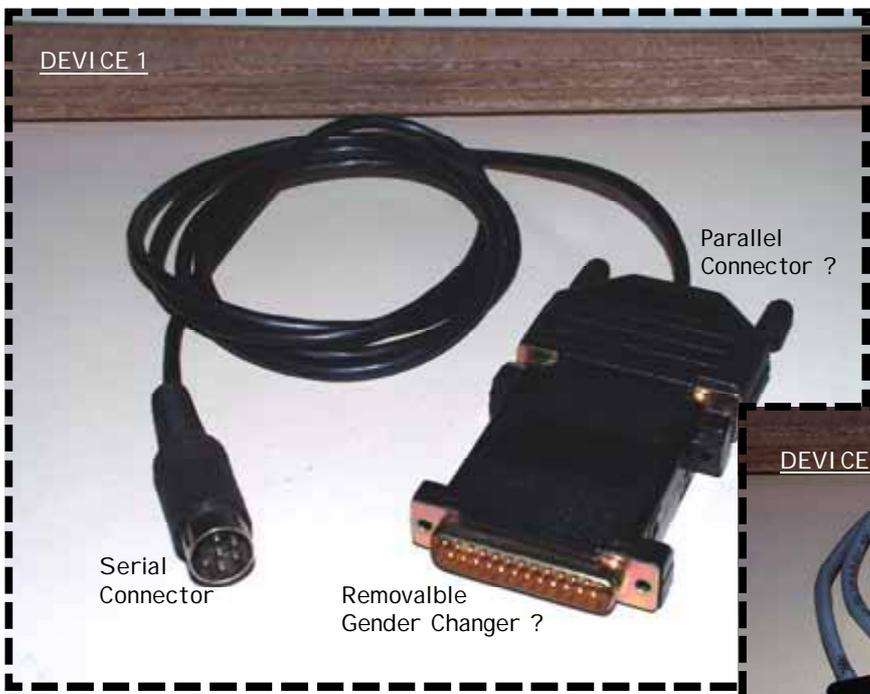
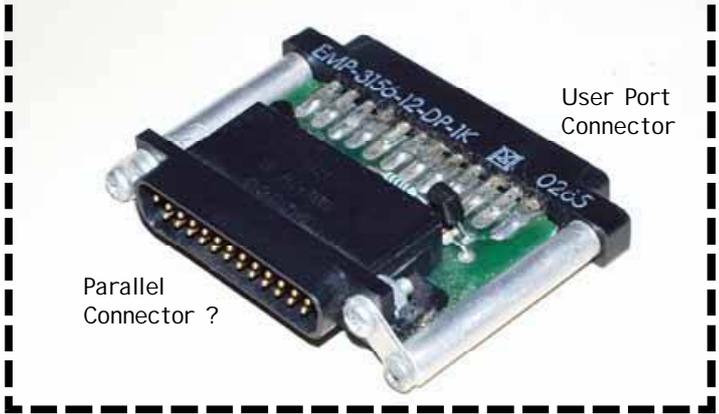
Kevin Howell
Contact the editorial address

Does anyone know where I might find a C64 Midi Interface going cheap (working :o) ?

Paul K (xLcUs Software)
PaulK@rangercom.com



DEVICE 3 : Both of these shots are of the same device but viewed from alternate sides.



Do you need help locating that piece of software or even that hard to find instruction manual ?

Let the readers of Commodore Scene come to your aid.

Drop me a line and I will print your request.



I have recently bought a large collection of Commodore goods and among them are the following leads and adapters. Can anyone shed any light on there usage ?

Steven Lyon
steven@lyonden.net



DATA : There are plans afoot to encourage **Creative Micro Designs** to upgrade their hard drive DOS to allow greater capacity drives to be added. With the advent of bigger drives being available, the older 4.4Gb drives are becoming hard to find. It is hoped that CMD will increase the range and capability of its HD DOS to allow bigger drives to be used and also better partitioning options to be implemented.

DATA : **Bburago Rally Jewel** version released. For all those who still enjoy playing games on the Commodore 64,



there's good news: Finally there is a bug free version of **Bburago Rally**, the (in)famous racing game from **576KByte**. Many people had problems with this game because it was not possible to buy a new car due to a bug in a cracked version. This new version, released by **DMagic**, is completely bugfixed. Next to the bug mentioned above, a stack overflow in the carshop was fixed. Furthermore, the player doesn't get the sprites of the computer car when the computer upgrades his car - a bug found in other versions due to the use of a level decruncher which loaded the sprite data to a fix address. **DMagic's** version also has two nice add-on's: The first is a music menu - now you can choose from 4 types of music in the race instead of having to always have the same tune. The second is the **SuperCPU ramdisk system** - a SCPU with ramcard is automatically detected and used, all data once loaded will stay in ram and be retrieved from there when needed, thus saving a lot of loading time. Download it at - <http://come.to/supercpu>

DATA : Now it is official ! Please can you spread news about **PacIT**. Please notify every magazine, website or whatever that **PacIT** is going to come to your c64. **PacIT** is a **4-player / 4-joysticks** game from **Protovision**. It is based on the concept of **Pac Man** but will feature some strategic elements. More features:- it will be one disk side - amusing

story line - intro-, end- and interlude



sequences - 4 player at-a-time, but also a one-player-mode - lots of extras, or play the classic levels - some levels will require more than just action skills.

PacIT can be pre-ordered for **15DM** (or **\$10, £6** as to end of 2001. A demo version is on this issues coverdisk. Expect more goodies from Protovision soon.

DATA : The new **CSTechfile** is coming soon. The first section (along with a binder) is now under construction. See page 7 for more details.

DATA : At long last, heavy duty power supplies are now a reality. As well as CMD's offerings, there will soon be a UK equivalent unit and even



a possibility of a brand new UK **SuperDrive PSU** (4 drive power supply). See pages 19 & 20 for details.

DATA : News from **Robert Bernardo** - **The Vintage Computer Festival 4.0** is coming to the San Jose Convention Center Sept. 30-Oct. 1, and once again the **Fresno Commodore User Group** is having a table there, demonstrating and this time selling the best of Commodore software/hardware. Like last year, we'll be showing copies of **Commodore Scene** to the hundreds of people who will pass by our table. If you wish, you can make up an advertising flyer, and I could photocopy it and pass it to the show attendees.

DATA : Also from **Robert** is this correction to his recent article. The article is about my journey to radio station **KDVS** and my dealings with

Justin Beck, disc jockey of the **6581 SID Show**. At the end of the article, I list contact information, including Justin's e-mail address at the time. That e-mail address has now changed. Originally, the e-mail address was: jbeck@ucdavis.edu
It is now: justinbeck2000@yahoo.com

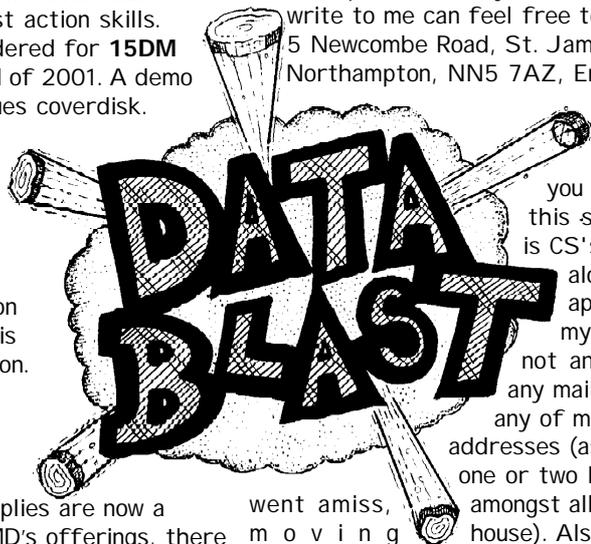
DATA : Some good news from **Paul Kubiszyn**. I have finally finished moving all over the place now, and am the proud owner of a house in sunny Northamptonshire, anyone wishing to write to me can feel free to do so: 5 Newcombe Road, St. James Northampton, NN5 7AZ, England.

I would be very grateful if you could print this somewhere is CS's next ish along with an apology from myself for not answering any mail sent to any of my previous addresses (as I know one or two letters went amiss, amongst all my moving house). Also if you would like more gossip, then I am to wed in a years time (currently engaged) to a Miss Victoria Collier :o) A plug for my web site also wouldn't go amiss - <http://www.xlcus.freemove.co.uk> - Must dash anyway, but there may be some more info for you shortly regarding xlcus & c64 involvement :o) but i am saying nothing at this moment in time..... ooow it's so exciting isn't it :o)

DATA : Hot from **Istvan Belansky** at **Enhanced Newcomer Team**, comes a superb RPG game called '**Enhanced Newcomer**'. The final release (v2) of this



game should be October 2000 and Commodore Scene has been given permission to promote and sell this game in the UK. See page 21 for more details and there are some screen shots on the



back cover. I have seen the intro sequence for this game (on an emulator) and it is truly superb! Unfortunately I could not get it to work on the C64 so a demo version will have to wait until CS32.

DATA : **TheWAVE** is now at the BETA testing version 2.7 stage. This, **Maurice Randall** informs us will probably be the last BETA test version before the public v1.0 version is released. Expect to see a running version on the next issues coverdisk. Both the 64 and 128 versions will be given away for **FREE** as promised by the author(s). It really is superb!

DATA : Under beta testing at the moment is **geoCANVAS** beta v2.0 for **GEOS**. This superb painting utility became unusable with Wheels due to conflicts, however, those clever chappies at the **geoCANVAS** camp have worked a way around it. Watch this space for more news.

DATA : For all you **AMIGA** fans out there, it appears that the all new **AMIGA 1** will be out in time for Christmas. Full production should start in February or March 2001 when the current shortage of chips has been overcome. The pre-release price of US\$800 has been rumored but we will have to wait and see how true that is when it finally arrives :-). Also with the **AMIGA**, the new generation of **AMIGA**'s will also boast - wait for it - a **laptop** version, a **desktop** and also a 'convergence' version (?) whatever that is. The new **AMIGA OS** was recently demonstrated running on a mobile phone!!! It is also said that the new **OS** can run under **Microsoft's Windows OS**.

DATA : Based on a suggestion by member Del Contreras that the club be more community-involved, members of the **Fresno Commodore User Group** voluntarily participated in running the phone banks at **KVPT-TV**, Channel 18 (Channel 65 in Bakersfield), the Fresno Public Broadcasting Station, Saturday, September 9. The PBS program which aired that night at 7:30 p.m. was "**Blast!**", a variety program of modern percussion music and dance. At 8:22 the program was interrupted for the first of 3 pledge breaks in which the public was asked to call in and donate money to keep the station running. As the evening wore on and the pledge breaks continued, our members handled the ever-increasing tide of calls until we were absolutely swamped during the last break. By mid-point, the total was over \$1,175, and I'm sure that by the end of **Blast!**, the total was over \$1,400-1,500. My sincere thanks go to member **Sandy Dippollet** and his wife **Ingrid** for joining me that night and for their

unswerving dedication to public broadcasting. Thanks also go to our "mystery" **FCUG** member who accompanied us to take still photos of the event. Thanks go to **Paula Castadio**, station manager and co-host of the evening's pledge breaks. She was very generous in giving our group an on-air mention at every break and even allowed us a mini-interview during the last break. Thanks to the other **KVPT** people who guided us through the night -- **Stephanie, Shannon**, and all the tech staff. You welcomed us and fed us. It was a very successful evening for all concerned! With stars in my eyes, **Robert Bernardo**, president - **Fresno Commodore User Group** - and who said we only liked computers? It is good to see a very active Commodore group helping the community - ED

DATA : Ken Ross gives us the following web address that may be of use to some of you out there in Commodore land - <http://www.mth.uea.ac.uk/VL/Overview.html> - this is apparently a virtual library with links to virtual computer museums.

DATA : Recently a very long survey report was posted to my e-mail address. Although the results were very heavily orientated from the USA it still made quite interesting reading anyway. Here are some of the findings of the survey as commissioned by **Computer Workshops**. **2000 Commodore 8-bit Users Survey Results**. For a full copy of the survey please go to the web site at - <http://www.armory.com/~spectre/cwi/hl/web.html>

Almost three hundred people participated this year and submitted information, and we're expecting at least that many more from the by-mail campaign.

The Big Picture

Here's what the survey says, in a nutshell. The average Commodore 8-bit user of today is male, aged 28-31, lives in either North America or Europe, and got his first Commodore 13 to 14 years ago. He owns four to seven Commodore 8-bit computers of varying kinds, and anywhere up to six other computers besides. He owns between five and eight disk drives, and probably has a couple of Datasets too, and about four to six joysticks. He primarily uses BASIC as his OS, and uses a PC or other kind of "more modern" computer to access the Internet. He probably also uses an emulator of some sort. His Commodore is not his primary computer, but when he's using it it's most likely for games or, less often, programming and actual work. :-)

Commodore users are also a very loquacious bunch.

Details

Let's get down to brass tacks. The numbers were overwhelmingly from

men: 96.7% of respondents were male, and of the 98.1% who answered, probably around 30 years of age. The most common age was 25. Yes, there are some younger women who are still using Commodores. No, you can't stalk them. Worldwide, the biggest concentration of Commodore users appears to be North America (49.4%) but Europe is very close (42.5%). In distant third place is Australasia (this includes New Zealand and Australia) at 5.8%, South America at 1.8%, and a very lonely one respondent from Africa. No one responded from Asia, although I do know of someone in Japan personally.

Of the 99.6% responding, most of you got your first Commodore between 13 and 14 years ago. This would, of course, be right smack dab around the height of the 64's popularity. The most common figure was 15 years ago (17.8%). There is definitely new blood, however: someone got their first one just last year. Someone else said twenty-seven years ago, which definitely seems suspect since the PET came out in 1977 (i.e. 23 years ago), but maybe they were talking about the calculators or got the date wrong on a KIM-1.

Computers

100% of those surveyed own a Commodore 8-bit (duh). You probably own between four and seven of them. Someone out there has eighty-nine (and they all work?!), but interestingly the most common number is just one (16.7%). Of those owning a Commodore 8-bit, the percentage of you possessing each type of computer is as follows:

- The brown breadbox 64, the classic of all classics, comes in at 71.6%.
- 64C, 65.4%.
- The flat 128, including the "128CR"; 53.4%.
- The 128Ds, including the DCR; 37.4%.
- VIC-20s, 32%.
- Plus/4s, 17%.
- SX-64, a surprising 16%. This machine is turning out to be less and less uncommon all the time.
- 16s, 10.9%.
- 8000 series PETs, 6.5%. The leader of the still-hanging-in-there PET brigade.
- 64G, 5.8%.
- 4000 series PETs, 4.3%.
- 116s, 2.9%.
- 2000 series PETs, 2.5%.
- 3000 series PETs, 2.1%.
- C65, 2.1%.
- Educator 64s, including PET 64s and 4064s; 1.8%.
- The 64 Game System, only 1%. KIM-1 (even including AIM-65s, which aren't Commodores at all), a sorrowful 1%, also.
- Several people mentioned B series computers (B128s, 500s, 600s, 700s, B256s, P500s). I can't believe I forgot to include these in the survey. Sorry about that. I probably should have also asked

about Ultimaxes, just for fun. No one seemed to own any of the other 264 series computers, which doesn't sound right (I know someone who does have a 364).

44% of you own another Commodore computer besides (and most of them have around one to three of them). Of that 44% of you who own one:

- Any Amiga, 42.1%. (And in that 42.1%, 21.5% own 1000s, 81% own 500s or 2000s, 6.8% own CDTVs, 3.4% own 3000s, 43.9% own 600s or 1200s, 9.4% own CD32s, and another 9.4% 4000s.)

- Commodore PC (any), 15.7%. I wonder how many of the currently manufactured Commodore PCs were included.

- As for the CBM900, I put that in as a joke. Startlingly, someone claimed to own one, but he is not on my list of people whose houses I intend to break into and steal the unit on my list of people who I know for sure in fact have the box in their possession. He has not responded to my verification E-mail, so if you want bragging rights, you know who you are!

Peripherals

Peripherals are listed in descending order of commonality (i.e., most commonly owned ones, first).

95.6% of you own a disk drive. (Egad, I feel sorry for the other 4.4%.) Most of you have around five to eight of them, but someone out there claims to have sixty-three. Of that 95.6%, the percentage of them possessing each type of disk drive is as follows:

- Brown 1541, 69.2%.

- 1571, 61.9%. This count includes both external drives and 1571s in 128Ds and DCRs. This was counted for you in the form, which is why I didn't want people adding in those drives in the form manually.

- 1541-II, 53.9%. Wow. I didn't know they were that common.

- 1581, 34.6%. Another surprising number, considering that they're really rather difficult to find now (probably people are hoarding them :-).

- 1541C, 32.6%.

- CMD FD-2000, 14.8%. The most popular third-party disk drive.

- FSD/Oceanic Excelerator+, 8.3%.

- SFD-1001, 6.4%.

- 1540, 5.7%.

- 8050, 5.3%.

- 4040, 4.9%.

- CMD FD-4000, 4.1%.

- Enhancer 2000, 3.8%.

- MSD single drive, 3.4%.

- MSD dual drive, 3.4%. (This sounds suspicious, doesn't it?)

- 2031, 3%.

- 8250, 2.6%.

- Indus GT, 2.6%. So much for my favourite non-Commodore disk drive.

sigh

- 1551, 2.2%. Not surprising; these are very difficult to find in the wild.

- (Some other third party drives combined, 6.4%.)

94.5% of you own joysticks, usually five or six (and some person with lots of closet space has sixty-one). Interestingly, 23.8% of you just own one, so I guess they don't have many friends to play two-player games with, do they? I didn't ask about particular brands.

79.2% of you own a Datasette or some clone, usually just two (but the high score is twenty-one). Of that 79.2%, the percentage of them possessing each kind of Datasette/clone is:

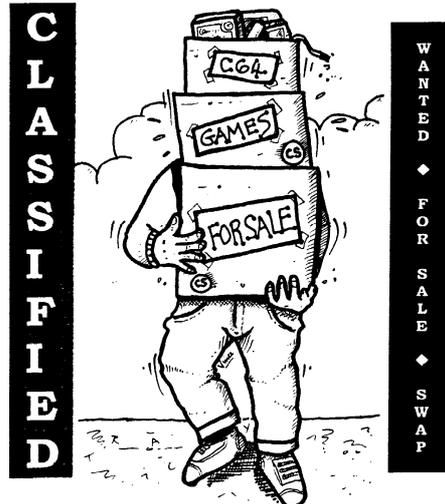
- 1530 datasette, 63.7%.

- C2N, 48.1%.

- 1531 (Plus/4), 15.1%. This alleges that there's quite a few 264-series computers connected to Datasets.

- (Third-party clones, 26.1%).

And there is absolutely LOADS more of this, does anybody want to read the rest of it ? Let me know - ED



WANTED : I desperately need a Primax Jewel 4800 A4 flatbed scanner. Can any one help ? No other version will do.

Contact :Allan Bairstow
At the editorial address.

WANTED : Action Replay utility disk. Can anybody help me locate this ? or a copy ?

Steven Lyon
steven@lyonsden.net
or contact the editorial address

FOR SALE : Pocket planner, Cp/m kit disk 1 & 3, Superscript, Font master 128, Font master (spellmaster), Fastrac 128, Sketchpad 128, Superbase 128, I Paint, Abacus (128 compiler), The 128 v2 Beginners guide to basic 8, Petspeed 128 & 128 Helper. If anybody wants these please let me know.

Kevin Howell
Contact the editorial address
e-mail : Khowell3@compuserve.com

CSTech file

**** NEW **** for the new millennium is the **CSTechfile** which follows on from the previous **CSTech2000** special issue.

So, what's this all about then ?

Quite simply, the **CSTechfile** will be an ongoing collection of technical help files which will take the shape of a master binder in which you will place each topic section. The full colour binder will come with part 1 & an index sheet to start you off on your merry way.

Each time another section becomes available, it will be advertised in CS and you will then be able to buy that particular section with an updated - free - index sheet.

Each topic covered will be similar in layout and that should make each section easy to follow. Also, each topic will be helped along with photos, screenshots & diagrams (where applicable) to help you understand what is going on. Some sheets will be in colour and some will be in black & white.

As well as covering hardware topics, there will be run through's of some of the harder software to master and even step by step tutorials of everyday software to guide you through the complex processes.

Topics will include - 'HDX - Building & Formatting', which will show you how to set up your components, attach, run and install your drive, as well as guiding you through running all the required programs and what to do with them. Other delights to follow will be a guide to 'TheWAVE' which is soon to be released to the public, 'Wraptor v3 - A Complete Users Guide' will detail how to utilize this software to its full potential. Some sections will come with a disk containing certain programs.

Pricing : As this project is not yet finalized prices have not yet been confirmed. What will happen is this - as each section is produced, the cost of printing each section will be established and then the completed section will be sold via CS with the relevant price attached.

I am now asking writers to submit any topics/articles/notes that they have on any topic they wish. All submissions will be given a chance.

Games will not be included.

Allan Bairstow

Hi Allan,

Thank you for the Wheels package that you sent me. Had I read your preview properly I would have realized that a REU was a prerequisite, needless to say I don't have one, my mistake.

If a second hand 1570 or 1570XL comes on offer would you let me know?

My video chip modification and drive changing switch installation were both successful. I sent a thank you letter to Dave Elliot and I will try to attach a copy of it to this e-mail.

Thanking you,

Bob Bagnall

Thanks for the vote of confidence Bob. I am sorry that you don't have an REU for using Wheels and I hope that I never misled you along the line, I never meant to and if I did then I apologize whole heartedly.

If anybody has an REU up for grabs could they please let me know and I will arrange for a transaction to take place.

I am glad you successfully completed these quite complex tasks. Well done. - ED

Hello Allan,

First of all I would like to congratulate you for having a baby girl. Also, thanks for the golden handshake award. I just thought, how about as well as a golden handshake award, include an award like bilge of the month, for any pathetic letters or silly mail you receive. I remember Zzap 64/Commodore Force doing something, which was called the 'Wet Kipper' award.

CS30 was interesting and well presented. I thought the disk was good also. Okay, so there were no full games, but the overall coverdisk has to be one of the most interesting disks I have seen. I liked the demos that were on the disk.

I have some response about the Art Ravers interview. I would like to say thanks to Wayne and Helen for their kind comments about my work and also mentioning that CS should support me. I have written many SEUCK games in the past, but SEUCK was very restrictive, so I decided to program games.

Please find enclosed two text files for CS31 (My chosen Flight Games and why Stealth 4 been delayed).

As for the SEUCK games. I've made another one :o) as I missed SEUCK badly.

Please could you pass this new Email address into 'Contax', as I have moved yet again? Thanks.

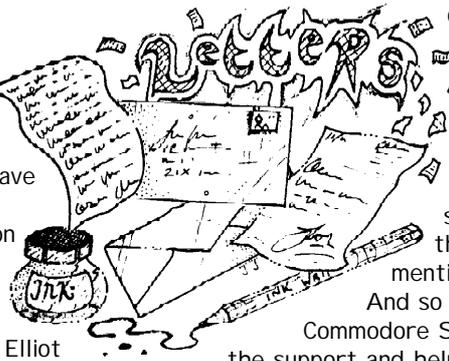
PS: Sorry about the cover disk criticism (CS 19)

I did not really explain about the graphics special edition. The special was very interesting. I was proud with the comments the Art Ravers mentioned about myself and my support. The cover disk was good. Like I said, there were no games on the disk, but the other programs made it up for these. I also found the massive article about GoDot very interesting, but I'm not that good with doing graphics, so GoDot would not really be my cup of tea. The demo version was a nice program though.

The renaissance archive sounds interesting, have you thought of using a Note Writer and create a Renaissance Archive catalogue, using the notewriter. In CS21, 'Ice Writer' was on the cover disk, and maybe that could be used for the catalogue. Is Dynamix included in there? What do you think?

Any more luck about the 5.25" floppy disk suppliers? If not then I might consider ordering .D64 format versions of the cover disk in the future. Will there be such an option when the 5.25" disks had their day?

As you may have noticed, I have been reading CS 21



onwards and I have quite a load of comments to make about you and Commodore Scene. Don't worry, I will not be hasty or anything like this.

Since you started to take over Richard Bowen's job as CS editor, I thought that things would never be the same. Well, I noticed that CS 21 was not that good or easy to read, but later on you mentioned that CS was going to turn Digital.

And so it did.

Commodore Scene 22 looked really professional and all the support and help from other CS contributors have been well-appreciate. While Richard was still compiling the CS cover disk, we saw some pretty good material.

Commodore Scene 24 looked as if it was going to be more on the technical side of the SuperCPU, instead of the normal C64, and various problems have occurred. The coverdisk looked as if it was going to die, as there was not enough support and also things were turning from bad to worse.

CS 25 and onwards have perked up a lot and the cover disk had survived. Andrew Fisher started to take over the CS cover disk and erm, well a load of changes were made.

I have noticed that there were quite a lot of problems with producing CS, but I must sympathize that it is not all your fault. You needed the time and space to create CS as well as spend time with your real life, family and your occupation.

I would like to mention that you have been a very good help with your support for CS, The Cover Disk and everything. You deserve a pat on the back for helping support everyone here in the C64 scene.

I hope CS continues throughout 2000 and 2001!

All the best, Richard Bayliss

Phew, that was a long one! Well 'bilge of the month', sounds good - all I need now is a rubbish letter! All the SEUCK stuff will be in a special issue (possibly CS34) so no worries there. The Flights Of Fantasy issue will be CS32 and not this issue - sorry about that, it was my fault as I got the issues mixed up! Another e-mail address change, good grief, why can't you all stay in the same place :-) As for your comments in past issues, well I am a big boy now and I can take criticism very well, I really don't mind comments from people such as yourself as you are also helping the Commodore and you are obviously happy to do so. I can take comments from a fellow enthusiast, no problem. The archive, hmm, I am really short of time for this project so I will be shelving it for a while but don't worry as it will be back soon. Disks? Don't talk to me about disks, my every waking moment seems to be fraught with problems about disks. I think we will have to wait and see what the new year brings us.

Thanks for your comments about CS, I will take on-board what you have said - honest -ED

Dear Allan,

I want to speed lavish praise on your TECH 2000 magazine. It is the most innovative and thorough compilation of Commodore tips and tricks that I have ever seen. It blew me away! FANTASTIC!

Please tell me how much it costs in \$'s. Do you want me to have everyone order it from you, or could we work out a deal where you send me 20 or so and I will distribute them in America? Please let me know how much you want for them and how you prefer to distribute them.

Wow!!! I feel like a mosquito in a nudist colony...I don't know where to start!

First, I appreciate David Elliott sending me a test CD (at least I think he did), but I can't find it right now, and so I

cannot test it. Sorry, but I will keep looking.

I have read your magazine, and while I do not think it is published to suit American tastes (why should it be), I deeply admire the preparation and excellent skills that go into it. Remember, I know better than most what you must invest in time and energy, and I am astounded by your excellent work.

If you wonder what I mean by American tastes, I just feel that Europeans (both you and Germany) concentrate much more on games that we do in America. I am not sure why, but it seems consistent in GO64! and in CS.

Meanwhile, there are discussions just being born about the possibility of turning the "Meeting C64-128 Users in the Mail" into an international central body to support Commodore's cause. I am telling those I speak to that first it needs to restructure itself and rename itself in order to fit this new important role. I have pledged my support to subordinate LUCKY to that group (if the club is willing to follow my suggestions in this regard), if it can indeed transform itself from a passive Commodore club "by mail" into an active, crusading club on the international stage. As a member of both clubs, you have a unique perspective and I would love to have your thoughts on the subject.

Please send me that special cable (x1541) and instructions, and I will send you the \$20. Look forward to giving out some hand-holding advice soon down the road. ;-)

Thank you for yeoman service you give to this thing we call Commodore,

Your highly impressed U.S. Correspondent,

K. Dale Sidebottom

Well that is praise indeed coming from you Dale, I am humbled. To be fair though, all I did was compile everybody else's work into a technical manual (CSTech2000). I have to admit that I am very please with the outcome though and it makes it all worthwhile now that I know that it has helped several people accomplish various tasks ! CS CD-ROM, hmm, we still have not got it working 100% yet, I hope you can help ?

The X1541 is on it's way and I hope you get it working okay on your system - ED

Hi Allan,

Regarding the Renaissance Archive, I have 200 C64 disks I could donate (US versions) half of them are pirated copies though...

If you have a list, I could possibly send some stuff you don't have.

Good Luck -Jason Bidwell

Thanks Jason, I will take you up on your offer when I get time to compile the archive. At the moment it is on hold until I have some spare time (laughs out loud) - ED

Hi Allan,

I got my copy of CS30 yesterday, it's an excellent issue, the colour pages look really good. I haven't tried the disk yet, but I'm sure it will be good.

Is there a shortage of 5 1/4 inch disks then? I had a quick flick through last night and spotted something about it in the coverdisk debate.

I've been trying to get some disks for my 1541-II and I can't find any anywhere.

I will probably be sending you an order for mag subscription, blank disks, disk cleaner and X1541 & star commander soon.

Congrats on the new addition to the family btw.

Really impressed with the mag, keep up the good work,

Best Regards, James Timbrell

Glad you like it James ! The colour pages came out quite well and I was very pleased. There are some more colour pages on the CS web site. Yes, there is a major shortage of 5.25" disks and this will cause problems early on next year, but don't worry too much as I have a few tricks up my sleeve yet ;-) I still have a few boxes of blank disks (x10 disks) left if you need any. I look forward to the order and thanks for the good wishes. - ED

Hi there Allan,

Wow - what an excellent site - I've been scouring the Internet for 2 weeks trying to find a source of Commodore stuff in the UK - and now I've found it!

Shame you can't accept on-line orders but maybe that's something for the future...

I'm interested in getting hold of some 5.25" disks (in a hurry) do you keep these in stock and if so what sort of delivery time can I expect?

Also I have just bought myself a C128 - it came complete with original GEOS 128/Geopublish/write etc disks - but no manuals at all. Do you know anywhere I can get hold of any? It also came with a few strange leads and circuit board/interface devices. If it isn't too inconvenient - if I mailed you a couple of photos could you possibly identify them for me? (See page 4 - ED)

I noticed you sell 1520 plotter pens - can you get the paper rolls also ?

I won't keep you any longer except to say that my order for CS30 is in the post :)

Best wishes, Steven Lyon

Hi Steve,

Glad you found us eventually and I hope you won't be disappointed ? On-line orders and credit cards go hand in hand I'm afraid. Unfortunately it is the credit card companies that actually make it impractical for me to accept that form of payment. The term 'greedy gits' springs to mind ! 1520 Plotter pens ? - they are on there way. Paper ? - try 'Ribbons & Things' on page29 - ED

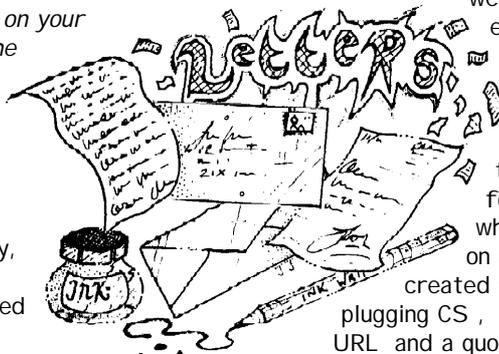
Hi Allan,

I finally got around to sub'ing my site to the commodore webbing so all being well .. I'm 342 in it ! well the exhibition time has finally arrived , sliced down to 1 week from a month and only 1 window instead of 3 :-< , the woman in charge of booking the windows put us off from booking as ' it's too early' then when we do get her at the right booking period they've already gone for the year , filled up with half-wit art students who don't arrive in time or even know how to put on exhibition anyway i sorted out my bits and created a couple of new items for it , one of which was plugging CS , front cover scans from your site along with the URL and a quote "the best commodore magazine in the u.k. today ' cobbled together quickly in quark xpress - I'll send you it when i pull it out from case , i would have just taken a screenshot of it but i forgot to when i was tidying up desktop

Ken Ross

Ah Ken,

How are you ? Thanks for the bit of promotional work that you did for CS , it is very much appreciated. Thank you also for the poster that you sent me, if that doesn't get people writing in for a copy of CS then I don't know what will - ED



Dear Allan,

I am slowly getting into the Amiga set of computers. What about a section on the Amiga which might increase the circulation figures and I could do with some starter lessons on the Amiga computer.

All the best, Thomas V Moore

Well Tom, you are not the first person to ask about an Amiga section. Far from it, indeed I get this request at least once a month ! Unfortunately I will have to give you the same answer that I give everybody else - I will gladly put an Amiga section in CS if there is a demand for it (maybe there is), but I will need somebody to write it and it MUST be a regular contributor with a detailed insight into the Amiga because I know absolutely nothing about Amiga computers at all ! As for increasing the circulation, well I have to say that the area I am concerned about is getting more C64 readers and pitching Commodore Scene against the Amiga camp will prove futile I am afraid. Anybody think different ? - ED

Dear Allan,

Many thanks for the copy of 'CSTech2000' I found the contents most interesting, but very technical for my taste. The contents were an interesting read, but I shall not be attempting any of the projects as I am a hammer and chisel person, anything requiring a gentle or delicate approach is not for me, some call it 'Hamfisted' or just plain clumsy. Anything technical I leave to the experts. I've always said if it's not broke, don't try to fix it', or better still, leave well enough alone.

I was very surprised to read that only 23 people ordered a copy of this special edition, and it must have been disappointing for you at the response because of all the effort that must have gone into the project and getting it printed etc. Rest assured, my copy has come to a good home.

Regarding CSTechFile project, I would like to register for my copy when it is produced. Support in any Commodore Computer project, in my view, must be supported if we are to continue into the future. But for individuals like yourself, the Commodore Computer scene would have disappeared without any trace left by now. Any attempt to keep it alive must be supported, and you have mine wholeheartedly.

Please keep up the good work, and once again many thanks,

Best regards, David Walker

Hi David,

Well, all the CSTech2000 issues seem to have been very well received indeed. I thank you for the vote of confidence and I hope that you find some use for it in the future - you never know. As for the poor sales, well the reason I asked people to pay up front was just because I didn't want to be left with hundreds of copies unsold. So, in hindsight I was right to do what I did and if you look at it this way - it was a 100% success !

CSTechfile is underway as you read this and it will be great - ED

- READER QUICKIES ! -

RQ - I would like to recommend you to merge with GO64.

Reply : Let me make it clear, once and for all, Commodore Scene is not , nor ever will, merge with anybody. End of story !

RQ - Is there an email package for the Commodore 64 ?

Reply : Yes, TheWAVE will allow you to not only use e-mail but also browse the WWW graphically. Novaterm will do the same but in a more restricted way and it doesn't support graphics.

RQ - I have just bought a 1571 drive, am I correct in thinking that this will read both sides of a disk without having to notch and flip them? If so will it read both sides of my floppies or will they still need flipping over ?

Reply : Yes, the 1571 can use both sides of the disk effectively doubling the available space. You will still need to turn your old disks over to read the other side though.

RQ - I have been trying to use some of the GEOS applications but it comes up with an error message telling me that there's no space on the disk and that I need to delete or move something !

Reply : You are trying to use the application on a master disk. Create a 'work' disk and run it from there.

RQ - Can the GEOS disks be backed up - I don't want to keep using my originals if possible.

Reply : Yes they can. GeoMakeBoot will do the job for you.

RQ - My mouse seems to need an awful lot of pushing around to move a small distance - is there a way of adjusting the sensitivity in the software?

Reply : Make sure you have the correct 'driver' for your mouse. You can alter the speed settings in the Preference Manager.

RQ - My 128 has JiffyDOS v6.01 and the drives have v5.0. which is odd - will this be a problem?

Reply : I don't think so.

RQ - What is the 8500 Quick Data Drive ?

Reply : This is a small device that was to replace the datasette. It used a small 'wafer' to store information.

RQ - What is your favourite C64 demo?

Reply : Doomsday.

RQ - My GEOS128 in 80 column mode only runs in monochrome, what is wrong ?

Reply : Nothing is wrong. GEOS128/80 columns only works in monochrome. If you want colour you will need the Wheels128 or MegaPatch128 upgrade and some 64k video chips.

RQ - Your files on the CS web site are D64, no problems but why a D64 when, say screen2paint is only a few blocks? Why not zip them?? We can now Unzip in GEOS!!

Reply : Good idea, I will include Commodore ready files on the CS site as soon as I have some time to compile them.

Adventures

With David Ivall

PD Adventures 1 Compilation (part 1)

Adventure in Atlantis by Greg Hasset: Not too bad - good for a quick bit of fun now and then, but rather limited control: 58%

African Adventure by Fullerton, Russell & Malmberg: This is better, more things to do as you encounter native villages, fierce animals and jungle mazes: 72%

The scroll of Akbar Khan: Best so far, an addictive adventure within the city of Akbar Khan. The best still yet to come, though!: 77%

Amazing Adventure by G. Everitt: Bit like a story, where you must make decisions now and then - anyone remember those "Choose your own adventure" books? Great fun, but too easy to finish: 80%

Blackpool Tower by D. Reynolds: Nice idea for this adventure, which turns out to be a fairly good, interesting little game: 75%

Buttons by Steve Lucas: Based on Cinderella, seems like it could be quite good up to a point, but just gets boring: 56%

Castle Maze Adventure by Steven Darnold: To be honest, I can't get very far on this one. But what I've seen does look OK: 71%

Cave Explorer by Dean Hodgson: This is weird, all you seem to be able to do is pick up the treasures that you have to find to complete the game. I liked the room descriptions, but that was about all: 38%

Caves of Silver: We must be in the trough of the collection: 15%

Chillervilla by Lee Morrall: This is more like it! Another very original idea and an eloquent and atmospheric adventure: 86%

The Citadel of Yah-Mon by David R. Moffatt: Here's

another good 'un. Small, but very good while it lasts: 82%
Country Capers by John Dyson: Doesn't seem to be much to do, but still passes the time. Not a disaster: 69%

Corya the Warrior Sage demo: A corking game, brimming with atmosphere. This is only a demo, but it is well worth getting hold of the full game if you can. Written in the past tense, very unusual, but gives it the air of an epic tale: 90%

Crooked Canyon: Has some lovely little touches. Good while it lasts, but sadly a bit small and simple: 76%

Damsels in Distress II by Frank McMahon: Don't know if there was a DID I. Lots to read, not much to do: 64%

Perils of Darkest Africa by John Olsen: This game is really quite good, straightforward and very enjoyable: 85%

Derelect by Fletch: This game comes across as very average, and as with "Crooked Canyon" it is too easy: 62%

Diplomat's Dilemma by Glenn Slingsby: Now this will keep you going for a long time - it really has a lot to it: 83%

The Doctor's Demise by John Dyson: It's just...OK: 62%

Next part of the PD Adventures 1 review coming soon. No Drago this time unfortunately, but prepare for a bumper instalment next time...

TIPS

Corya the Warrior Sage demo - If you keep getting beaten by the mob, cast a cherish spell at them.

Chillervilla - In the library, Get book number seven.

The Scroll of Akbar Khan - Move the rocks and cut the cactus.

Blackpool Tower - Use a cup from the cupboard to carry the water.

Valkyrie 17 - You can escape the hotel with the help of an open window, some knotted sheets and a bed.

Danger! Adventurer at Work! - Use the bolt cutters to get the phone, then let the witch have a chat.

Bargain of the week (and how to get it !)

I know that I keep harping on about looking out for bargains at your local car boot sales and the like but it really IS worth it. I recently attended a very small (only 30 cars there) car boot sale at my local supermarket car park one Sunday morning. I wondered around inspecting the stalls from a distance and if I saw anything interesting I would take a closer look. At one stall I noticed a very tidy looking C64c with a cartridge stuck out of the back of it. Obviously the cartridge caught my attention straight away and I enquired about the C64c bundle that was on display.

"How much is the computer on the end?" - "£25 but there is a disk drive in the car for an extra £10 if you want it" - "Would you take £10 for the drive and the cartridge?" - "No, sorry" - "Are you sure?" - "I don't want to separate them"

So I walked away. Even though I wanted the cartridge badly and the drive would have been good to keep in storage, I knew I was not going to get a deal here.

This raises a few points - (1) You must have a fairly good idea of the price that you are willing to pay, and (2) DO NOT spend more than you originally set out to do, it is very easy to get carried away (we all do it) but you will regret it when you get home !

As a general rule when I go looking around a car boot for Commodore stuff I set myself the following targets - pay no

more than £5 for a C64 with or without accessories and software, this may seem a bit on the low side but up here in Leeds there are plenty around so it is not such a problem. I also never pay more than £10 for a drive, again I am not bothered about the software as the hardware is the main concern here.

Anyway, this lady had the C64c from new and she paid hundreds of pounds for it so she wasn't prepared to come down to my price so we parted company, it was a little hard for me as I wanted the cartridge and she knew it but I had set myself a price and I stuck to it.

So I wondered around for a while longer until I came to the very last stall. There wasn't much on it but everything that was there was in very good condition indeed, the gentleman had obviously looked after his equipment. Nestling in a corner I noticed a small box right at the back and in it was an original Power Cartridge by KCS, with instruction manual, still in the original packaging and it was still SEALED! Giddy with excitement (although I didn't show it), I asked how much it was. "Give us a pound mate" was the reply.

I paid and made a hasty retreat before he changed his mind!

And the moral of the story? Well, don't over spend, and don't be tempted by lots of goodies that you don't need as a bargain is just around the corner if you look hard enough !

Allan Bairstow

I would firstly like to give thanks to Vinny Mainolfi for putting me in touch with Anthony and also to Anthony for being such a good (and patient) interviewee ! Thanks guys !

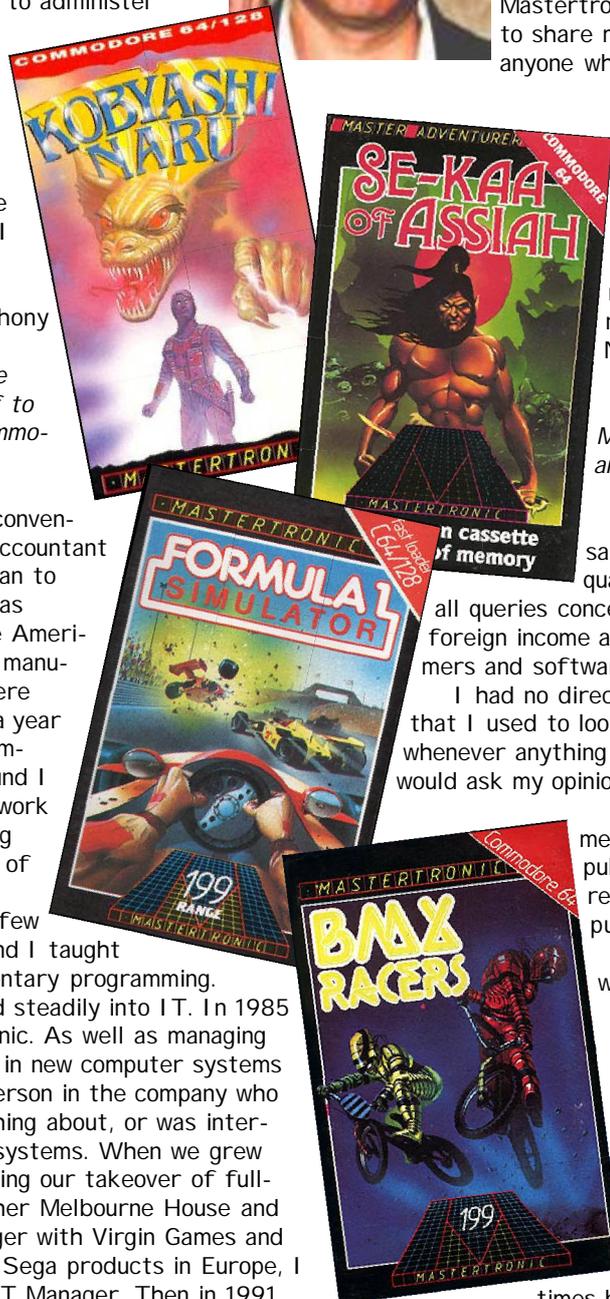
I am very happy to answer any questions about Mastertronic (for free, natch). But please note that I was not a games producer or programmer. I played as many games as I could my hands on but I was employed as the Financial Controller and I wasn't supposed to play during working hours!

Although I left Mastertronic, as did almost all the employees, to join Sega in 1992 I have many fond memories of the company. Because part of my job was to administer the royalties system, I kept detailed records of every game we sold, and about every programmer and software house we dealt with, and I still have some of that information.

Anthony

Could you please introduce your self to the readers of Commodore Scene.

I used to be a conventional Chartered Accountant but everything began to change in 1981. I was working for a large American car component manufacturer and we were spending £10,000 a year for a timeshare computer bureau. I found I could do the same work on an Apple II using Visicalc (for a cost of about £1500). The Apple came with a few games and Basic, and I taught myself some elementary programming. After that I moved steadily into IT. In 1985 I joined Mastertronic. As well as managing the accounts I put in new computer systems and was the only person in the company who actually knew anything about, or was interested in, business systems. When we grew much larger, following our takeover of full-price games publisher Melbourne House and thanks to the merger with Virgin Games and the distribution of Sega products in Europe, I became European IT Manager. Then in 1991 Sega bought out the distribution side and almost everyone, including me, working for Virgin Mastertronic moved to Sega. The non-console business was renamed Virgin Interactive Entertainment and about 8 people stayed with it. Alas, when things got tough at Sega my job vanished and I am now back in mainstream accounting.



Unlike the vast majority of my fellow accountants I always loved playing computer games. When I got the job at Mastertronic I bought a C64 (I always thought Sinclairs were weedy and unimpressive). It was obviously easy for me to build up a large collection of games, not only our own product but the many samples that came in to the office. In 1988 I upgraded to an Atari ST and "loaned" my trusty old C64 to the younger generation in my family (I think they still have it somewhere). Then in 1990 I got an Amstrad PC, the first of many (PCs, not Amstrads), and gradually moved all my interests towards PCs.

And then just a few months ago I discovered emulators. Joy!! Now my PC is also a C64 and an ST, and I have working versions of many of the games I used to play in the 1980s. And I have also come across the growing number of websites dedicated not just to 8 and 16 bit games but even to Mastertronic. I am in touch with a few and am keen to share my inside knowledge of the business with anyone who is interested.

What is your current job ?

I am Financial Controller at an agency managing world class Classical Musicians and am very happy to be out of the stress inducing IT world (I am also the IT manager (as is normal in small firms) but a network of 25 people with 1 NT and 1 Novell server is pretty easy to look after.

What was your relationship with Mastertronic as regards access to games and programmes ?

I ran the business systems, including sales and royalty accounting. I prepared quarterly royalty statements and dealt with all queries concerning sales, royalty rates, treatment of foreign income and the like. So I knew all the programmers and software houses that we published.

I had no direct connection to games in progress except that I used to look over the shoulders of our games testers whenever anything new came in, and from time to time they would ask my opinion or ask me to playtest something.

Mastertronic never employed programmers. Everything was bought in. We did publish many original games but we also republished lots of stuff from other publishers.

We all worked in one compact office and were a small team.

Did you ever hear of a game called 'Kobyashi Naru' that was supposedly being developed by Mastertronic ?

Supposedly??.

Not only heard of it, I played it when it came out and I have a copy running on my PC in C64 emulation mode!! I spoke to the author, Clive Wilson, a number of

times by phone but I never met him.

Why do you ask about this particular game? Did you know we also published a couple of others by him, Se-Kaa of Assiah and Shard of Innovar?

The reason I asked about this particular game is that Kate Kallmes is conducting an investigation into games that were produced and sold into JAPAN from the UK, I said I would ask

I'm not sure if you or she thinks that Kobayashi Naru was something to do with Japan. Apart from the title it was a conventional adventure game, written using the same sort of game parser and graphics as in Zzzz and Shard of Innovar. I think Clive Wilson was just a highly imaginative guy who liked to put fancy words into his games.

Actually the first game we put out that had anything to do with Japan was probably Ninja (summer of 86), itself cashing on the martial arts boom started by Way of the Exploding Fist (One of my all time favourite games titles, and not a bad game as it happened).

What was the aim of Mastertronic on the UK market ?

The aim of the guys who founded the company was to make a few million pounds by selling the business as soon as a suitable buyer appeared (Richard Branson as it turned out). They had no particular interest in computer games and used to boast that they never played them. They were businessmen who understand how to distribute entertainment products and used budget computer games as a base to build a general distribution business. At our peak we supplied, as the exclusive wholesalers, full-price software to ToysRUS, Woolworths and several others. And this led us in the distribution of Sega products which eventually transformed the company beyond recognition.

Are you aware of the current Commodore scene (not the fanzine/magazine) in the UK at all ? If so how much ?

No, sorry

What about the resurgence of the general Retro scene, do you have any dealings or interests in that area ?

No dealings at all but much interest. As I mention earlier, I now have many of my old games happily running on my PC and this is fantastic. I note that one of our old friends, Mr Chip Software (now known as Magnetic Fields) have announced that all their 8 bit stuff can be distributed over the net for free. Mastertronic took many titles from Mr Chip, especially in the early days.

Do you still own/use a C64 or any other old computer ?

I think I have already answered this one

I remember very well, seeing Mastertronic in the shops, all that lovely distinctive packaging. Was it well received ?



You have answered your own question. If you can remember it then it must have been good. Do you remember what Firebird, US Gold or Ocean packaging looked like?

I think the retailers liked to do business with us because we understood what they wanted. Clear packaging was one thing; the main thing was a guaranteed supply of new titles and credits when they returned unsold stock.

Really, the only other packaging that sticks out in my mind is the US Gold 'medal'. Do any other software house designs stick out in your memory ?

No they don't, but you have to remember that I never went out to buy games and therefore was comparatively unaware of what they looked like in the shops. We used to get the "opposition" products in for regular evaluation but nobody paid much attention to the packaging. Because Mastertronic established its house style early on we didn't really worry about what their products looked like. We were aware when Codemasters started up how closely they resembled us, but this was not a surprise given the history of that company.



Are you aware of any projects that never got finished due to the end of support for the C64 ?

No, we had begun to run down the 8 bit side of the business during 1990/91 so it is more a case of simply producing fewer original titles. However we had some difficulties with some of the software houses from whom we increasingly sourced our product. Binary Design, who had turned out a lot of titles for all main formats and who we had paid a lot of

money up front, went bust and I think another, possibly linked supplier, also packed it in. A number of half-finished games perished as a result.

Are you still in touch with any of your acquaintances from those 'glory days' ?



There was a reunion for Virgin Mastertronic staff a couple of years ago but apart from that, no. Almost everyone who moved on from VM to Sega has now left Sega, and those who stayed with Virgin Games would have vanished soon after when the business was sold on to Blockbuster and

migrated to the USA.

Are you aware of the technical advances that the C64 is now capable of ? Such as : - The 20Mhz accelerator ? - The massive 16Mb RAM expansions ? - Hard drives and high capacity disk drives ? - The graphical web browser ? - GEOS and its new upgrades ? (GEOS is 'Windows' on the C64). -

interfaces for modern printers - right up to full colour laser printers ?

No, sorry, I am utterly unaware. I thought the C64 itself had ceased production in the early 1990s. I am tempted to ask you what is the point of trying to preserve an obsolete design? - back in the 80s there were endless arguments about what was the best computer and people always wrote letters starting "I am the proud owner of...", as if they had actually had a hand in designing the computer rather than just buying one the same as everyone else. I don't feel much loyalty to the hardware itself, I am far more interested in the software that ran on it. And if there had been just one type of home computer rather than several then there would have been more and cheaper games. We wasted so much money converting games into different formats.

Maybe I could show you how far people have come with their Commodore's, would you be able to attend the forthcoming Britmeet3 event where I could demonstrate for you ?

Nice offer but until I have recovered from my forthcoming operation I am making no plans.

Are you aware of how many Mastertronic titles were sold in Japan during the 80's ?

None directly - we had no customers in Japan and I don't recall anyone ever saying we had sold any there, nor did we ever do any special packaging for the Japanese market. (whereas we did for France and Germany, not to mention Toys'R'Us)

We did sell many games to independent distributors so our stuff might well have ended up in Japan but no-one could ever put the figures together.

Do you know how many Mastertronic games have the capability of playing one game while another game is loading ? I know you could do this with 'One Man and His Droid' and 'Knight Tyme' - the loader games were Space Evaders and I invade-a-Load.

Sorry, no. I always used to start a game loading and go and do something else for a few minutes rather than watch those flashing coloured strips. I vaguely recall that we paid for the use of the Novaload system which speeded up loading time quite significantly.

Was there ever any rivalry or 'poaching' that you are aware of between Mastertronic and other software houses ?

Like I said, we had a history with Codemasters. I'm not sure how much of this you know already but let me recap. Mastertronic started in April 1984 with the release of about a dozen titles sourced mainly from Mr. Chip Software and from the brothers David and Richard Darling. The Darlings continued to write for us over the next year and a half and produced many of our best sellers. They had a special contract which gave them higher royalty rates than any other author. However they were keen to do their own thing and as soon as they could they started up their own company selling budget software just like Mastertronic. Noticing that two of our best titles were BMX Racers and Formula 1 Simulator one of their first releases was BMX Simulator...

Not long after our head of programming, John Maxwell, left to join Codemasters. He had a nervous breakdown around

this time and made some very strange allegations, including one that the chairman of Mastertronic was having him bugged, and that I was going to join Codemasters. This last one led to me being called in to my boss to answer a few questions (there was not a word of truth in it). Codemasters became highly successful and were one of the reasons that Mastertronic gave up the budget market in the early 1990s.

We always had a healthy contempt for Firebird who also began to imitate our style in the later 1980s.

Actually we had a fair amount of disdain for most other software houses, especially the full-price ones. This suddenly changed when we took over Melbourne House in spring 1987. I always thought this a stupid business decision which my boss had justified financially on the back of a fag packet (literally, he wrote down the purchase cost, the expected profit per release and the number of releases per year to prove to me that it was a good deal, and he did it on a fag packet). This was the only rational treatment of a purchase that nearly bankrupted us since we didn't actually have the cash to pay for Melbourne House.

Funnily enough a few months before we had recruited Geoff Heath, who had been the boss at Melbourne House UK and who had also run Activision UK.

Of course people came and went. Some moved on to other software houses and publishers - our PR girl Alison stormed out in a rage one day and got a job at Mirrorsoft shortly before it was shut down - but of course the prime target of any poaching would be programmers and we never employed any directly.

Any messages for the Commodore Scene readership ?

Looking back much of the programming for 8 bit games was high class, with many clever techniques to make the most out of the limited memory and sound/graphics capabilities. We should cherish this heritage and remember that the enormous enthusiasm of a generation of kids helped put Britain into its present day strong position in IT development.

On the other hand the actual content of most games was utterly diabolical, being derivative, unimaginative and repetitive. But then that is true of everything else in entertainment (film, CDs, TV, pop videos) as well.

I am not so sure about the C64 - it was just the right computer at that time and was soon superseded by others. Really MSX should have killed it off except that the Japanese manufacturers made the classic mistake of promoting the hardware rather than the software. And as to the wretched floppy disk drive - ugh!

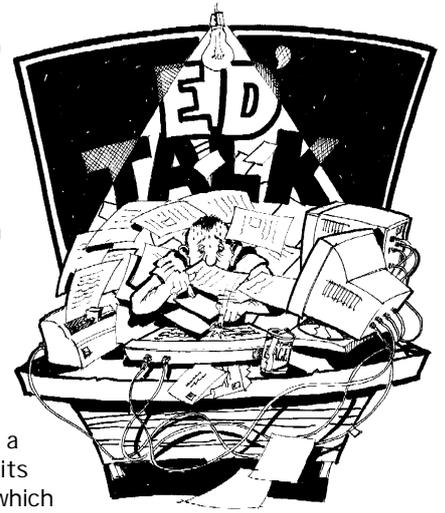
I have enjoyed this brief Q&A session and I hope you have too. If you want to know more about the C64 today then please do not hesitate to ask. Likewise, if anybody asks you about the c64 then please pass on my details.

I do enjoy writing about my past so its been a pleasure. I look forward to continuing discussion / reminiscences with anyone who is interested.



Anthony Guter

geoTELEGRAPH



THE geoNUT DISK DEPOSITORY

(Formerly the geoCLUB UK GEOS Disk Library)

Disks cost £1.30 for one 'double-sided' disk (that's TWO cs library disks). Make all cheques payable to Dave Elliot, at : 32 Wood Lane, Cippenham, Slough, SL1 9EA, UK.



Greetings to all Geos Lovers, all the library documentation with the exception of the fonts list is now on my web site at http://www.geocities.com/geonut_uk. Special thanks for this issue go to Colin Thompson for acquiring some Geos128 Port 2 mouse drivers for a fellow Geos user. The drivers have been added to Geos128 disk 5.

CS DISK 209 to CS DISK 211

The next 3 disks are scanned pics in the Strubbe Image format. They will run in geoPaint, but will not be recognised in a 'select file' option. They are of 'Olde Worlde' wine growing in Germany (I think).

DISK 209 contains WINE 39, 40, 41 and 42

DISK 210 contains WINE 45, 48 and 49 + the following Mac Files-People 102, 57 and 75PCX.

DISK 211 contains WINE 46, 49, 60, 52 and 47

CS DISK 212

4 "WHO" files - 30, 31, 32 and 33 - My old man (WHO 31) and (WHO 32) to which I can only say "Yuk".

CS DISK 213

5 more very good "WHO" files. None of these have captions, so they are universal. WHO 20 - needs no caption in any language; WHO 21 - been there, done it; WHO 23 - whoops!; WHO 1 - Terry on holiday? (where's the TV?); WHO 24 - now this bloke's got brains!

CS DISK 214

5 more excellent "WHO" files. WHO 26 brings back memories (good or bad? 'T'); I like WHO 28; and WHO 29 is just typical of a man!. Also WHO 25 and WHO 27.

CS DISK 215

GEOVIEW to look at the following pics - ODI E.MAC - on his own without Garfield; EVEREST.MAC - A geoPaint pic of Everest; OLIVER.MAC - kid and computer; PARROT.MAC - as it says. The pointer is Skull 2

CS DISK 216

Hi all,

How have you all been since last issue - well I hope ?

Well, the news is that TheWAVE is only a few weeks away from its first public release - which great news for everybody. Now maybe more people will come over to GEOS and use this superb graphical web browser.

Also new is the news about an upgrade for geoCanvas, I say upgrade, what I really mean is a complete reworking of this superb paint package.

Anyway, enjoy this issues GEOS section. - ED

GEOVIEW to look at the following pics - DISK 3.MAC - a BIG disk; GLASS.MAC - complete with wine of course!; NO SMOKING.MAC - a sign for your house/car/anywhere you fancy; PALM.MAC - a tree not dondons!; BIRDSVILLE PUB - where ; ELLIE McPHERSON- who?. The pointer is Skull 3

CS DISK 217

Lots of "Aaahs" on this disk of MacPaint conversions by Joe Buckley. Loads of cuddly animals (ok so you can't really cuddle a camel) -GEOVIEW again plus - CAMEL.MAC; PELICAN.MAC; DUCKS.MAC; MOUSE.MAC; FLAMINGO.MAC. The pointer is an Angel.

CS DISK 218

GEOVIEW again plus - WOLF.MAC - POLAR BEAR.MAC and RHINO.MAC - more cuddlies?; 2 files by Michael Campbell-Burns, the first is a geoPaint file called TV DINOSAURS - my youngest used to love these (but why the cricket stumps Michael?). The second is a photo album of the above file called TV DINOS; PHOTOGRAB - a desk accessory which will enable you to manage your photo scraps and albums (this shows you the larger scraps which will not show up using Photo Manager. The pointer is Santa.

CS DISK 219

GEOVIEW again plus - WORM.MAC - a happy worm; BEE + BABY.MAC+ - even bee mum's can tear their hair out!; A HORSE.PIC+ - a 'lady' horse (The words 'Mare', Terry ; TEDDY BEAR.MAC - Ahh! My cuddly Pooh?; ELEPHANT.MAC - a very big cuddly!; BEATLES.MAC+ - A scanned pic of the fab four (before my time - I wish); DINGBATS+ - you name it it's here, from hot dogs to an abacus; JUST GRIN - a collection of great cartoony little men. The pointer is Skull 4.

CS DISK 220

More "Aaahs" on this disk (except maybe for the dragon). GEOVIEW again plus - GEESE.MAC - GIRAFFE.MAC - OTANG.MAC - BIRDHEAD.MAC - PANDA.MAC - DRAGON.MAC. The pointer is Skull 5.

CS DISK 221

GEOVIEW again plus - PIC ARTWORK - 20 assorted pics; POTSHOTS 1 - a strip cartoon thingy; COLUMBUS ST. PAT - a

strange combination I thought; BARDOT - one for the fellows; OUT HOUSE - I'll be using this (not for ...!); COWBOY - now this is nice - but where's the rest of him?; CRAYONS - coloured of course!; EASTERPICS - OK, so it's too late, but good; EASTER ART - still too late. The pointer's a police car.

CS DISK 222

Once more GEOVIEW plus - PRETTY FACES - 2 of 'em; WHALES 2 - a Humpback, Southern and Fin Whale; DISK COVER STD - self explanatory; AIRCRAFT 1 - F14 Tomcat and F15 Eagle; AIRCRAFT 2 - Falcon 50 and Cessna 421; AIRCRAFT 3 RAAF - 3 OZ Air Force planes; AUSTRALIA - Ozzie map and flag; PIC SHOW - a desk accessory to view and convert the following GG files - JETSON, EARTH, EARTH 1, BEAR, OLIVER, BUGS, ODI E, ODI E 2, OPUS, PLUTO, GARFIELD and CAT.

CS DISK 223

GEOVIEW plus KIMONO - more of her than her kimono; MONOLITH - mm, well, yeh; G. SHEPHERD - a German shepherd's head, the dog not ...!; WEDDING ART - it's been 20 years, I've forgotten!; ANNIVERSARY CARD - a ready made card, especially if you're called Jerry and Gale; BIRTHDAY ART - birthday, holiday and summer scans; GEOS LABELS-60 - ready made labels with GEOS logo; GOODIES 3 - an assortment of clip art; GOLFER - guess what?; HOUSE F&R ELV - front and rear views of a rather nice bungalow; WORKDISK LABELS - ready made disk labels; USS ENTERPRISE - another one for you trekkies. The pointer is a camera.

CS DISK 224

This disk contains several self explanatory DD screen sized pictures - POODLE+, RIFLE+, CHURCH, M1&BAYONET+, STAR+, SNOWMAN+, XMAS BAUBLES+, PASTORS STUD+, BETHLEHEM+, CARTOON1+, CARTOON2+ and EMPTY TOMB; GEOVIEW plus - CARTOON ART 3 - various good cartoon pics; CARTOON 13+ - this shows how I felt after doing the font catalogue; CARTOON 11+ - no comment; CARTOON 7+ - is this Frank?; CARTOON 14+ - Me and Terry?; PHOTOGRAB - to manage photo scraps; SAIL - windsurfing in colour; LOOKING GLASS - with a woman in it of course; FRAZETTA - help!. The pointer is a Teddy bear.

CS DISK 225

CAROUSEL HORSE - an extremely good full page pic of one of the safer fairground rides; PS TO GEOS - converts PrintShop graphics into photo scrap; BADGES - a selection of scout badges; MAC CLIP ART 1 - a photo album of lots of bits; PRINTSHOP 1 & 2 - clip art in geoPaint form; US FLAG - full page and in colour; CHARACTER SHEET - game character record sheet; CHESS SHEET - chess score sheet; PICSHOW - use this to view the following GG pics - BUGS 1, WALL, EARTH 2, EARTH 3, CASTLE; READ ME - a geoWrite file which tells you how to convert IBM/GF graphics to geoPaint; KNITTING - a geowrite file about knitting.

CS DISK 226

GEOVIEW (once again); FB - a hot rod car; 747 - a jumbo taking off; MERRY PIC - a mouse saying "Happy Xmas"; PHOTOGRAB - to view the photo albums; NX-1000 6X3.5 - a 6 pass printer driver for the Star NX-1000. Pointer - truck.

CS DISK 227

GEOVIEW - to view the following geoPaint files:- DDDGONE 8+; THEATRESCAPE - the stage is ready for you to add your own entertainment; DDGIRL 8+, CCGIRL 28+, DDGIRL3.8+, DDGIRL4.8, DDOMNIGIRL8+, DDFOREPLAY8+ and DDGIRL2CLSUP8+ are all scanned pictures of girls; DDZ28.8 and DD600COUPE are scanned cars; MOONSCAPE and LANDSCAPE - guess what?; DDSAAB+ - the best way I can

describe this is a man with a car on his head!; The pointer is a Truck.

CS DISK 228

GEOVIEW to view the following 9 geoPaint files:- GEOZ DJ 1 and 2 - both disk jackets, one of the Oz Coat of Arms and one of Sydney Harbour Bridge; OZ FLAGS 1 and 2 - The Oz Coat of Arms, Flags, The Eureka Flag and Aboriginal Flag and the history of them all; AIRCRAFT 4 - A10 Thunderbolt and A16 Falcon; AIRCRAFT 5A - Donnell Douglas DC10 and Rockwell B1-B; AIRCRAFT 6A - Harrier and F18 Hornet; AIRCRAFT 7A - F4 Phantom and Firefox; MELBTRAM - A Melbourne Tram; FONTVIEW - View font files on screen, use +/- icons to change point size; PHOTOGRAB - use this to manage photo scraps and albums; AUSTRALIA - photo album of Oz flags, Coat of Arms and Sydney Harbour Bridge;

CS DISK 229

PICSHOW - to convert and view the following amazing GG files - TCHAI KOVSKY, DOLPHINS, DUCKS, KEEPER, SPRING-TIME, ROBOCOP II, ARIEL, ELLE, NOCTURNE, FACE, GRAVEYARD, OLD MAN, PLANET, LUST, TURTLES, ALIEN, DEBI E, PLANETS, XMAS, LAGOON, LAKE, DOG, MAC MAN, JUNO and KING TUT.

CS DISK 230

GEOVIEW - again. This disk is a must for all you dinosaur freaks - 22 different dinosaurs with names like anagrams and a file called 'Prehistoric' which depicts the era. Just about every dinosaur is in here - except for the one with piles - the Megasaurarse! In keeping the pointer is a jet!

CS DISK 231

GEOVIEW to view the following files from the Graphics Company with a religious theme:- RELIG.01MAC - candle and bible; RELIC.04MAC - hands and cross; RELIG.18MAC - a Buddha; RELIG.21MAC - cross and angel; RELIG.24MAC - church and cross; RELIG.30MAC - David and Goliath; RELIG.33MAC - NEWS

CS DISKS 265 and 266

These 2 disks are filled to the brim with superb PCX Graphics/geoPaint conversions by Doreen Horne of Oz. The first contains 38 files plus a GEOVIEW file and the second contains 32 files plus GEOVIEW. These really are first class. Some of them have quirky lines on them, but cleaning up is easy and they really are worth the effort!

CS DISK 267

From one of our own members, Dave Elliott, comes this, his very first attempt at programming. Dave's come up with some 'DataBase' type files. Keep a record of your DC's, Books and Videos, you can even save names and addresses.

CS DISK 268

A right 'Pot-Pourri' of programmes on this disk, ranging from DA to Applications to Auto-Exec files. Roughly 30 odd programmes in all, for the 64 and 128 users. The files are in German, but are self explanatory (sort of). Here is a list of them all: SELECT INPUT 64, SHOW FONT 64, DESK SWAP, DIGI CLOCK, DRIVE CLEANER, AUTOBOOT 64, RAMPROCESS(GEOS), RAMPROCESS1.9, 4 GATEWAY PROGS, AUTOCALENDER, BACKUP1581_64, DBGETFILE.1.1, TREIBERWAHI 64, UHR, ZAP WANDLER 1.4 & 2.0, GEOPASSWORD, SELECT-INPUT 64, SERIAL NUMBER.

screen2paint

Ever wondered how Maurice Randall got all those lovely Commodore screenshots of TheWAVE running on the web ? Even in 80 column mode - in colour ?

Well ask no more because on this issues coverdisk is the utility the Maurice created and it is yours to use as you wish. Here is what Maurice has to say about it - ED

Here is the DA (desk accessory) that I use to make screenshots with. It will run in Wheels64 or Wheels128, 40 or 80 column mode. It works in any application that can run a DA. There aren't any doc's, but it is very easy to use, just run it !

When run it automatically takes a snapshot of the current screen and saves it to the current directory as a geoPaint file. A unique name is given to the file name depending on which mode you are in :

- "SCREENSHOT 64" for 64 mode.
- "SCREENSHOT 40" for 128 40 column mode.
- "SCREENSHOT 80" for 128 80 column mode.

If a file name exists of the same name, it will be deleted and replaced with the new file. So, if you want to take more than one screenshot you will have to rename your file before making another one.

It captures ALL the colour, even in 80 column mode. A 40 column screen will be placed in the upper left corner of the



geoPaint image and will be 320 x 200 pixels. An 80 column screen will be 640 pixels wide, but will be stretched to 400 pixels high (each vertical pixel will be duplicated) in order to maintain the correct aspect ratio for printing as well as for converting to other file formats for display on other platforms.

This file was archived with Wraptor v3*. It may be passed around freely to anyone that would like to use it. I can also make the source code available to anyone that's interested.

Maurice Randall

* The file on the coverdisk has already been un-Wraptured for you to use straight away - ED

KOALA Input Drivers

After my mention of the KOALA pad in the last issue, I was asked if it could be used with GEOS as some of you don't have any drivers for it. Well, the answer is yes it can be used and on this coverdisk are the following input drivers :

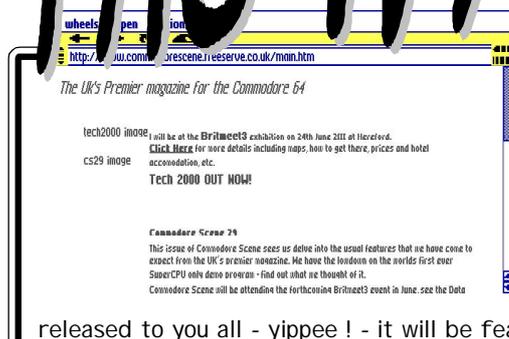
- New Koala Pad - Updated version of the input driver.
- New Koala Pad p2 - as above but for port 2.
- Koala Side - Use your pad sideways on.
- Koala Side - as above but for port 2.

Also included are the following drivers :

Joystick p2, Comm 1351 p2 & Comm 1351(a) p2.



The WAVE beta v2.7



With the latest version of the WAVE (beta v2.7) now reaching the testers, how far do we have to go before it is ready for the general public and what can we expect from the final versions ?

Well the answer to the first question is very good news indeed as this beta testing version 2.7 will probably be the last before the general public v1.0 is released to you all - yippee ! - it will be featured on a future CS coverdisk.

What about future upgrades ? Well, TheWAVE has always been billed as a true graphical browser for the Commodore - and it is - don't forget that all the text you can see on the screen is in fact graphics and not true text ! But what we all want to know is can it display pictures, well again the answer is it probably will do eventually. What may happen is this - images on a web page will be displayed as a small black & white thumbnail image (currently it is represented with the simple text 'image'), you will then be able to click on that thumbnail and a full colour / full size image will be shown.

This makes me ask the question 'If the people who run Commodore web pages could actually display their graphics in true Commodore graphics format, could TheWAVE show them on screen without any converting problems ?'. Sure it would mean that the web page designers would need to do a bit of fiddling around but I think it would be worth it for the eventual benefit of a truly 'on screen' web page for the Commodore.

Allan Bairstow

Ken Ross recently sent me this very interesting slant on the GEOS system. I found the points put forward rather confusing and it made me wonder how long ago this was written as some of the points did not ring quite true, also I wonder if the person writing it has ever really sat down and 'used' GEOS. I have answered the points raised. See what you think.

18 REASONS WHY I DON'T LIKE GEOS !

by W. R. Kennedy

1. Two or three disks are required every time it is used.

Not true. Only one disks was ever required to boot up GEOS and now with the advent of bigger storage devices there is no need for any disks at all !

2. It takes too long to load the system, even using the 1581 drive.

It takes about one minute to load GEOS on a stock C64 with a 1581 and only a couple of seconds with the RAMLink. In comparison my PC takes about two and a half minutes to load up Windows !

3. The time must be reset every time it is used.

Not true. All CMD devices come with clocks built in and the clock is set automatically.

4. When the geoWrite application is called up, there is never any indication of which column or line the cursor is on.

Not true. geoWrite has a clearly visible flashing cursor.

5. There is no convenient way to change page length.

Hmm. I would have to agree to that one but then again, once you have your correct printer driver installed why would you need to change the page length ? The PPLQ system allows the page length to be set to the users requirements.

6. There is no indication of how many lines a given printer will use in a printout.

True, but surely that is true of ANY computer and ANY printer !

7. Margin setting and paragraph setting is nerve-wracking and time-consuming.

Not true. It is simplicity itself and takes only a few seconds.

8. Highlighting is not simple and straightforward.

Yes it is. It is exactly the same on every computer that I have ever used in my entire life !

9. When you are writing a letter or document, it must be titled before you can begin writing.

Surely this is a good idea ? This way you can't accidentally overwrite another document.

10. Copying some files is not possible - the system says with a dialogue box, "You can't perform this operation with the desktop."

The reason you can't copy some files is quite simple. To do so would make your master disks unusable. You should not be using your master disks for anything other than booting up GEOS.

11. Updating the system is almost impossible and at best is cumbersome.

Not true. Wheels and MegaPatch are simplicity to install into GEOS. Simply follow the onscreen instructions.

12. I tried using a second-hand copy of geoPublish and the system requires the original GEOS disk that the application was installed with. How do I know where this is? The system keeps telling me to insert the original GEOS disk.

Of course it does ! GEOS requires you to 'install' your application disks to your master disks. NEVER buy second-hand disks unless they come with the boot disks. This is a very clever copy protection system which works very well in combating piracy.

13. The old GEOS 2.0 will not recognize newer REU equipment. If the old REU is inoperative, the system will recognize it, but it is not possible to store data in an inoperative REU. If you put the newer REU in place of the old one, the system will not recognize it.

I don't really understand this one. GEOS can see almost every type of REU, even RAMLink and SuperCPU memory. Why is this person having so much trouble ? Maybe he bought the REU's second-hand and does not have the

software that should have come with it ?

14. There is no way I know of to send printer codes to the printer with GEOS. I have a Star NX2420. I have no way to tell the printer to change colours. (colour = 27, 114, n, where n=1 to 9).

The only GEOS application to support colour is geoPaint and it does it very well indeed. Trying to access colour from any other application is futile.

15. The 'preview' in GEOS is just about worthless: it's like a play toy.

That is a matter of opinion. I find it useful to see how the full page is going to look - prior to printing it out.

16. You must have the printer file stored on every work disk.

Slightly true. If you keep the file on an active REU under Wheels it will be accessed from ANY drive.

17. Pointing and clicking requires a mouse or a joystick. They take up room on your desk. The mouse even requires a clean desk!

What ? All computers have the same requirement and you should always use a mouse mat with your mouse.

18. I cons may please some people, but having to go through a window to get to what you want is time consuming and cumbersome. Loading a program such as TWS is much faster; you just load it and start writing. You can title it if you want to save it, but if you just want to print it without saving, you can do that too; not with GEOS.

Ah, now I see. This person uses TWS. Well my friend, you can keep your lowly writing package if you wish but you are restricting yourself to a life of poor use and many frustrating nights trying to get your letters to look nice.

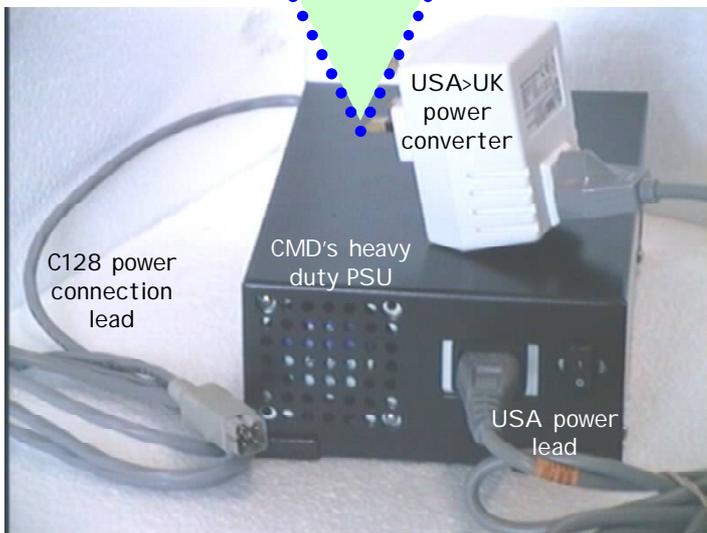
It appears that this was written quite some time ago. I have to say that just looking at these points with GEOS v2.0 in mind, I can see where the frustration could lie. Having said that though, if you buy hardware you should get software with it too and most hardware does come with GEOS drivers to help you install it.

I think the over riding message here is that GEOS has come a very long way indeed since it's early days. The new upgrades (Wheels, etc) are quite superb and will give you the ease of use that any hardened user could now require.

Allan Bairstow

POWER FOR THE PEOPLE!

It's time to get heavy!



Lets face facts, the old Commodore 'brick' PSU was always verging on 'giving up the ghost' when we only had the C64 to power but now we have even more to worry about! In truth, the original PSU was at stretching point from new, this was another of Commodore's legacies that is now showing its age!

The Problems !

We all know that the old units are near useless as can be ! As time goes by, they will eventually fade away and be conncined to the big computer graveyard in the sky.

More recently, however, the problems have become more pronounced with the advent of devices that sap power from your already overburdened PSU, and now, with the advent of the SuperCPU, things just went 'critical'. The power drain on the PSU has now simply become too much and they can no longer sustain the power required from them. The old Commodore PSU is now officially useless for anything other than simple C64 use.

What Can We Do ?

There have been many attempts in the past (and more recently as well) to improve the PSU and these have either failed to deliver the power requirements sufficiently or they required the user to have in-depth knowledge about electronics and build one themselves. Even those suppliers that sold special heavy duty & repairable PSU's could never have foreseen the need for the current demands on a PSU. The problem is mainly with the 5v side of things and to that end **Colin J Tomson** solved his lack of 5V problem by supplementing the supply from another PSU (see picture - full details and schematics in **CSTechfile**). This worked for him but the obvious

drawback here is that you now have 'two' plug sockets to find to run 'one' computer. Surely there must be a better way ?

Well, yes, there is. Or rather, there are several different ways and solutions.

Some Quick Solutions !

C64 & C64c - Replace the PSU with a heavy duty unit.

C128 - Replace the PSU with a heavy duty unit.

C128D (1) - Disconnect the internal PSU from the internal 1571. This will free up power for other devices. Also, get an electronics engineer to 'tweek' the PSU while it is under load to achieve the optimal power output (details in the CSTech2000). *I know that this method works as I have done this to my own C128D and it has been running happily for well over 12 months now - ED.*

C128D (2) - Replace the PSU with a heavy duty unit (not currently available).

CMD Heavy Duty PSU

I have recently purchased two units from CMD, both the c64 version and a c128 version. These units are very well made and supply more than enough power for anything that you may wish to connect to your computer. Nothing is too much trouble for this PSU's. They have a cooling fan built in and they are easily repairable as they contain standard electronic parts.

There is a drawback though : these units are made for the USA and do NOT auto-switch power between 110v and 240v. This means that a USA power lead and the USA>UK power converter is require to run it. Once this has been done then there are no problems at all.

Whilst I was testing these units I did not even suffer so much as one crash.

Previously my c64c could not even run a 1750 REU without causing intermitent faults and many loading problems. Attaching the SuperCPU would crash out every five minutes or so making it unuseable. After the new power supply was connected, I ran the complete set-up of SuperCPU & RAMLink for about ten hours non stop throughout the day and nothing showed the slightest problem. I tested it using Wheels, MegaPatch and The SuperCPU Kicks!

UK Heavy Duty PSU

Based on the specifications of the CMD units, I am now in the process of having a UK version made. I will be supplying the same unit for both the C64 and the C128, the only difference will be a 'plug converter' to change the gender of the power connector for the required computer.

Obviously I would not go ahead with with building these units unless the cost was lower than the CMD equivalent, hopefully, a lot lower ;-))

DISK DRIVE PSU's

CMD Hard Drive PSU

CMD currently can supply you with a replacment power



supply for your CMD Hard Drive. This PSU has the same pin out configuration and power supply as the **1541-II**, **1581** and the **Mk1 RAMLink**. This enables us to replace those old PSU's with a modern unit that is also repairable.

This unit (unlike the computer PSU) is auto-switching so you can just connect it to a wall socket and away you go!

Again, I have thoroughly tested this unit and I have had it running for about six months without any reported problems. I have had only one unit returned to me (from Mark Vowles) because it was faulty, CMD replaced the unit no questions asked and the old unit was stored away. I recently took it to the guy who is making the other PSU's for me and because it uses standard parts, he was able to repair it and it now runs fine again.

It just shows that if there were any problems then they can be sorted out in this country.

UK 4-Drive PSU ?

There may be a possibility that the same person who is currently building the UK Heavy Duty PSU can actually supply one power supply that has from two to four leads on it to power two to four disk drives. Just imagine getting rid of your power supplies/plug sockets and just having one!

This device would be compatible with the following units : **1541-II**, **1581** & **Mk1 RAMLink**. Complete details are sketchy at the moment but things are looking good :-)

AVAILABILITY AND COST !

Ah, now we hit a big snag ! The cost is very high !

I bought two units recently and was extremely shocked when I got my credit card bill (well over £200 !).

The prices below are estimates for these units including all taxes, import duty, UK postage, etc.

Current pricing suggests that the prices for these PSU's will be something like this :

CMD Heavy Duty PSU (64 or 128) :- £130 each

CMD Hard Drive PSU :- £68

UK Heavy Duty PSU (64 or 128) :- £80*

UK 4-Drive PSU :- £75*

All prices include P&P in the UK. All leads and USA>UK power converter (where applicable) are included in the prices.

If I was able to order more than one unit then the price will drop.

The bottom line is, 'it is there if you want it'. If you would like me to go ahead with this venture then drop me a line and show support. If not then I will drop the whole idea.

If you really want or need this then it is here, let me know your views.

Allan Bairstow

*These prices are NOT yet confirmed and these units are NOT yet available.



Under here somewhere is the CMD PSU performing very well indeed !

THE WALK

Written by Wayne Womersley

Typed up & sent in to Commodore Scene by Andrew Fisher

I stood above the quarry. I felt a feeling of power. From my wide viewing area I could scan undetected. I felt as if were a guardian protecting the quarry from intruders. The sun's rays bombarded me with light and heat, placing a motionless shadow behind me. No force could match mine for I was unique, an energy-generating force nourishing this bleak and hostile peace of land.

Around my viewing area came the sounds of an occasional passing car. I began to advance towards the steps, my mind realizing this was reality and not a dream. I reached the bottom of the stairs touching the quarry ground.

The quarry seemed to have been placed here for some special reason, as if to give balance or possibly more variation in scenery. As I looked around I noticed little life and wondered if this would not be out of place for a prisoner's abode. Several pieces of litter were scattered around, most catching little more than a glimpse of the eye.

I felt a distinct disadvantage being contained in the quarry, rather like medieval times where knights would have boiling oil poured on them while trying to seize a castle. The walls had an ominous presence about them as if they had eyes watching as you turned away, and even a quick glance over your shoulder would not reveal their secretive glaring eyes.

The quarry was a derelict place with mainly dusty ground and little grass. Near the steps were two trees, but how long they would last was unknown even to them.

There is something overwhelming about the place that drives you towards it, as if to plan and commit some imagined crime - a place of mischief, but with a solemn feeling as well, the two combining perfectly.

Stretching out from the quarry were a few factories and then covering the rest of the landscape were houses, expanding outwards towards the hazy horizon. The silence was interrupted by the sound of shuffling feet and voices mumbling. The sun pounded down relentlessly as if to overcome me, but other than a slight rise my temperature there was no molecular change.

The quarry is a desolate place with no civilization. It resembles the remains of a battle, both armies wiping each other out - the War to end all Wars, no heroes, no survivors, as barren as when it was first discovered. No-one could live down here; the quietness except for the passing schoolchildren would be maddening.

The daylight blinded me somewhat, as I was generally a night owl, but I had awoken to face the brightness of the Earth in it's full glory. It was strange that in such a village as this a quarry would be so appealing and captivating. I was snapped out of my daydream again as I was shaken by my friend.

Inspired by THE SENTINEL by Geoff Crammond/Firebird, and a school trip to a quarry in 1987

ENHANCED 'NEWCOMER'



After a last minute change of plan, the creators of Newcomer have asked that I place the following text from them - ED

We are a professional game developer team, working among several other, strictly commercial projects, on a particular freely available RPG/Adventure game for more than TEN YEARS now, to be released on -- hold on! --, on the Commodore sixty-four computer, very soon.

This project is for certifying several facts that are truly neglected and/or denied in all the RPGs we have seen, these facts being:

1. REAL Interactivity in computer games certainly could be implemented for good, indeed(!), with no need for heavy resources other than time and effort spent by the designers.

2. High level, dedicated scripting languages are a key feature to develop any sophisticated Adventure and RPG games, and such high-level dedicated scripting languages could be implemented on, and be used for serious development even in an extremely memory-constrained, 8bit computing environment. [The need for such a language is to empower the game designer so that he could enhance and detail the game as much as he want, on his own, with no intervention by mere mortals (programmers)]

3. Storyline non-linearity and interactivity, as well as interaction with NPCs, could be developed TO THE EXTREMES, still keeping a cohesive and playable gaming environment and some general ongoing storyline throughout the whole course of the game.

And perhaps one last fact:

Not even an enormous plenty of in-game items, areas and eye-candy could

replace the feeling of catharsis at the end of (and during) hundreds of hours of progressive gameplay. (and yet, all of the above could still be incorporated, with no harm :)

We have decided to continue and finish this project on C-64 for the fact that ALL the big platforms have got their share of several emulators making our game available for practically everyone, and the more since our beloved platform is kept alive to this very day (and for long after) by such ongoing projects, inspired by the challenge of breaking tech.limits, FOR FRIENDSHIP AND FOR FUN.



If you are interested in our game project, check out:

<http://c64.rulez.org/newcomer/index.php3> a URL-Redir, for less typing: newcomer.c64.org

Looking forward to your feedback,

Hold /Enhanced Newcomer Crew.

And now ladies and gentlemen, here is a bit more to tantalise your tastebuds - ED

THE PLOT

You find yourself having been teleported to a strange place, and judging from your last deeds, obviously a jail island. You have some strange doubts as to your exact identity and present location... A wrinkled face, closing in and all-too-helpful, gives you some information, not dispersing your doubts altogether.

Conversations with other residents shed some more information on a ruling local sect for expiation and acquiescence, on yet another ruling power, the militant "Colonel", and on the grievous crimes committed by the residents themselves. Face it, You're a murderer,

surrounded by people like you, most of them finding solace in religion, some in serving powerful crime-lords, the rest of them hide, playing for sheer survival. You, as a Newcomer, have freedom of choice to join any of them, or to try to find your own way here...

There is an almost total lack of contact with the outside world - Weapons are supplied in quantities to dangerous prisoners, and are available for all factions - Extremely tough warped animals are rumored to roam the Island - There are almost no women... where are they? - Mass murderers are common here, beware of them...

And yet, direct extinction of the prisoners is not a directive...

A MERE COINCIDENCE ?

Some elements of the plot have an intriguing similarity to the movie "Escape from Absolom", made about three years after the first plans of NC. That's the way life goes...

There were three games that caught the attention of every RPG and adventure fan in the late 80's: Wasteland, Neuromancer and Dragon Wars by Interplay. We, creators, had much the same

interest having played all these games. WASTELAND was a post-holocaust drama; small communities of scattered survivors battling unintelligent monsters and radioactive mutants, exploring forgotten relics of the old world... barely more than that. Oh, yes, and those lovely paragraphs ! The world was quite static, the characters unresponsive and uninteractive, YET WE LIKED THEM ! NEUROMANCER featured a brilliant new setting, very communicative cast of



characters and interesting conversations with them, event following event along the gameplay, yet it lacked the long progressive gameplay and plenty of areas Body Shop.

Newcomer will be available from Commodore Scene as soon as it is ready for distribution.

The RARE Guide To The C64

METAL GEAR

reviewed by Andrew Fisher



Let's set the background for those who do not know about the Metal Gear series of games. The first game is called METAL GEAR and has a lone soldier attacking a fortress to destroy the eponymous superweapon. It appeared on the MSX (Japanese computer from the 80's) and NES. That was followed by METAL GEAR : SOLID SNAKE on the NES, with you as part of a team attacking a mad villain. Only something goes wrong, and you end up fighting your "allies"...

The third, and most famous, game is called METAL GEAR SOLID, a 3D "stealth" game that has sold millions of copies on the PlayStation and PC. The sequel by Hideo Kojima, who designed the character and programmed the first game, is on the way for the new PlayStation 2...

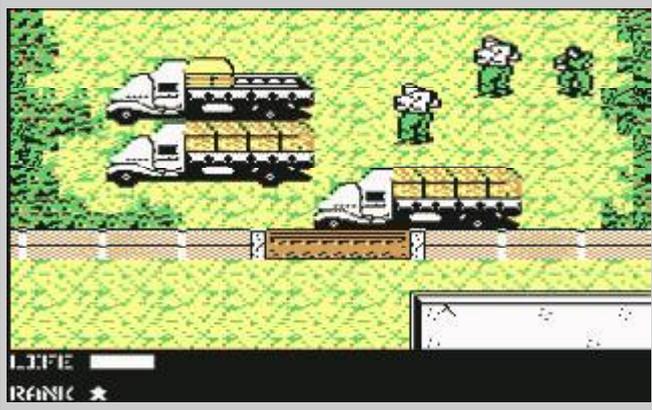
So, how does the 64 version play? After a title sequence featuring the USI logo (who also programmed such famous games as Grand Prix Circuit for the 64) the loading starts. And there is a lot of it.

The actual game is a flick-screen arcade adventure, with you beating up enemies (until you find a gun!) and searching for useful objects like keycards.

Pressing any key brings up the menu. Here you can choose which weapon is equipped, what item you want to use (including the infamous packet of cigarettes!) and your transceiver - an "implanted" radio that only you can hear. When the first screen starts, you get a "CALL" sign at the bottom of the screen, and then your boss gives you details of the mission.

I've been playing this on a slow Pentium emulating a 64, but I plan to copy it back to a real 64 to see how it plays. I believe it is an NTSC game released only in the States, but I've enjoyed what I have played so far, including a sequence where you jump into the back of a lorry.

If you want to get hold of this RARE piece of software, look for it on the Commodore Apocalypse website run by Mike "Kernal" Berry. The address is <http://www.homeusers.prestel.co.uk/compunet/>



BABY TALK

by Andrew Fisher

To celebrate the recent arrival of SABRINA MAE BAIRSTOW into the world, here are a few games that have featured babies and toddlers behaving badly!

The cheekiest child of them all has to be Gremlin's JACK THE NIPPER. A cute overlaid sprite in his original game, the aim was to be as naughty as possible while avoiding being spanked by the grown-ups. Shoot your peashooter, poison plants, scare the cat and break precious china were just some of the many challenges. Backdrops are good, and Benn Daglish provides some appropriate sounds and a short but sweet tune.



The sequel is subtitled COCONUT CAPERS and features Jack being extradited to Australia, only to escape by parachuting out of the plane in Darkest Africa. With some blocky and colourful graphics, this does not have the immediate appeal of the original. Musical clues tell you where to use objects, but the difficulty level is much higher.

Jack also makes a cameo appearance in SKATE CRAZY, as an obstacle(!) in the horizontally scrolling second section. This has great graphics (using overlays) but some tricky controls.

Two games were released around Royal children. The first was DI'S BABY an easy to forget title from Bad Taste Software (anyone remember their other "success" called Seal Culling? Thought not!) A certain royal prince (who may have big ears and talks to plants) has to complete various tasks looking after his firstborn son. Crude graphics and gameplay make this a miss.

The other game is HENRY'S HOUSE, based around the second child born to that royal couple. Climb around big furniture collecting themed objects (e.g. the bathroom has soap, brushes etc) trying to find the key to allow you into the next room. Some nice animation and background graphics,

but the difficult last level will annoy.

Another toddler has gone missing in HERBERT'S DUMMY RUN. Herbert, the son of Wally & Wilma Week, makes a brief cameo appearance in EVERYONE'S A WALLY - Mikrogen's clever multi-character arcade adventure. Now in his own game he has got separated from his parents in a big department store and has to be re-united with them before closing time. This requires the use of various objects and completing arcade challenges (shoot the Dalek-like robots with your dummy, parachute down an empty lift shaft). The graphics are monochrome, Spectrum-style, but sound is good, particularly the rendition of "Baby Face" on the title screen.



Has anyone got the complete solution to Herbert's Dummy Run? I saw it in a Commodore User pullout, along with the solution to Entombed which I desperately need!

by Richard Bayliss

The Last Ninja's

This page is devoted to 'The Last Ninja' games. I thought I'd dedicate this article to the Last Ninja for Commodore Scene, as I thought I'd do a Last Ninja Special. If any of you remember a software group called 'System 3', they were behind the game. The Last Ninja is a pretty cool game, which I feel should appear in the arcades.



The game started as 'The Last Ninja', which is obvious. It was written in 1987 by some cool C64 programmers at 'System 3'. Unlike other C64 games, 'The Last Ninja' looks more 3 dimensional and the screen is flip screen also. Your mission is to defeat the evil guardians and make peace. The only thing I disliked about The Last Ninja were



the long loading from the disk, while the tape version played music while loading the game in (Cyberload methinks).

During the loading procedure you get a snazzy loading picture with what the game border exactly looks like. It is one corker of a game, but the music is on the naff side. Sorry! I did not like the tap loading music at all, but the game music was okay.



If you thought that the original Last Ninja was a tough cookie to crack, then you have seen nothing yet. 'Last Ninja 2' is more tough and meaner. There is still all that loading time you have to wait for (Why can't those people crunch each level perfectly?). Anyway the game is even trickier and consists of some new backgrounds. Yet again the graphics look 3D and this time there is some better music, but this time composed by Matt Gray. The missions are still the same, but you can do more things than in the first 'Last Ninja'.

other 2 games, 'Last Ninja 3' is a pretty

'Last Ninja 3'. Hmm! What should I say about that game? Well, it's similar to the other 2 'Last Ninja' games, but this one is pretty cool as well. Like with the tough game to play. There are 6 missions in total, strewn on two whole disk sides, where you have to defeat some guardians and complete your quest for peace. Like with the other 2 'Last Ninja' games, you can go and kick and punch the living day-lights out of other ninjas and guards. The background still looks 3D and Reyn



Owehand's music for the game is pretty cool also. This is the most Enjoyable

game I have played.

What about 'The Last Ninja Remix'? Well, System 3 ripped us off by using 'Last Ninja 2' as the remix and all they changed was the music by Reyn Owehand.

Well, that ends this spectacular about the Last Ninja games. Next time, I'll be taking a look at some games, which were produced from around the world.

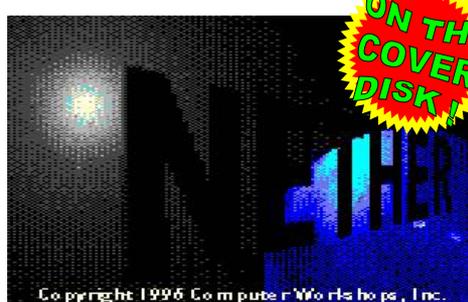


True 3-D, texture mapping and light sourcing in real time on a stock 64.

Play DOOM on your Commodore 64, and you don't need a SuperCPU to do it.

Here's the story so far, for those of you who haven't been following the history. We released Nether G1 (which is on the coverdisk) to an eager public as an alpha test a while back. It was generally well received, but it could have been made a lot better. So, believing that the best product is the best product, we're developing a new, more sophisticated version of Nether called Generation II, or Nether G2 for short.

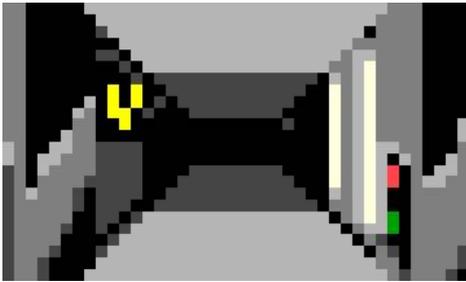
As of 7 April 1998: We are developing two separate implementations of G2.



Speed will determine which one we pick. The first is a BSP-tree-based, hard-coded Wolf engine and the second is right now a toy raycaster. We like the raycaster because it lets us break out of the 1-cell-wide corridors but on the other hand the thing is slow and the BSP

tree engine beats the watusi out of it. We'll optimize it and see how it goes.

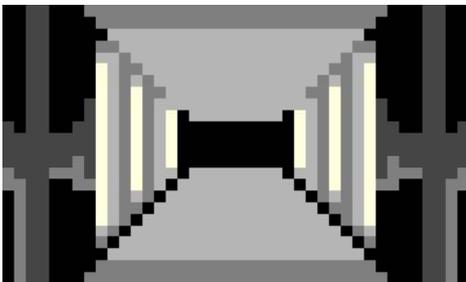
As of 14 June 1999: Nether G2 is back! We've scrapped our old code once again and are about 60% through the new engine. It supports all the lighting effects that the old G1 did, can now render at different angles instead of 90 degrees, and does it all at almost twice the speed (and we haven't even done any real optimization to it yet!). It will be a drop-in replacement for the G1 engine, so we won't need to do levels. For those following engine development, this is the direct follow up to the "BSP engine" development track in G2; the raycaster has been junked. Way too slow. Yes, folks, we are still working on it!



We have decided to develop Nether to use our G2 system instead of the G1 architecture - it runs right now.

We desperately need your input from Nether alpha to determine its future. It's vital that after you play the demo, please mail us and tell us your opinions. Be sure to include:

- what you liked: ... were the graphics good? Say so! If you liked the music, let us know about it! Etc.



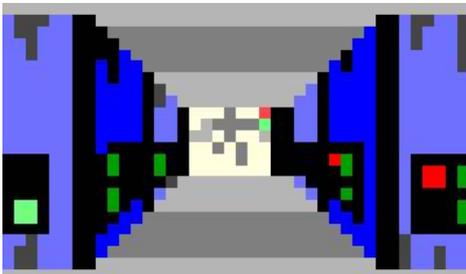
- what you didn't: ... too slow? Maybe you didn't like the graphics? Tell us.

- FIRST IMPORTANT QUESTION! Should we delay Nether until the next generation engine is completed? The next generation engine will be much smoother and more flexible, but it is months and months away from completion. Or you can stick with the current engine, which is jerkier, but on the other side of the coin we probably can have beta within a month or two. So wait for it, or put Nether out now? Your call!

- SECOND IMPORTANT QUESTION! WOULD YOU BUY THIS GAME? Sure, it has a little ways to go, but except for some tweaking you're playing the game as we expect to ship it. BE HONEST: WOULD YOU BUY IT? Don't be afraid to tell us you wouldn't ... but if you do, please tell us why!

WE NEED YOUR HELP! Please give us a hand! Send it all, NEW bug reports and surveys, to:

spectre@deephought.armory.com



DEFUZION 2

ON THE COVER DISK!

By Richard Bayliss

"Defuzion" was written in February by myself, where you played Splidge the Biblet, who's task was to collect and defuse all the bombs, while he was being chased after the Evil Squatter's monster guards. Since Splidge managed to collect and defused all of the bombs, the Evil Squatter was angry and said that he will get his revenge.

"Defuzion 2" is the sequel to the original, which this time is exclusive to the "Commodore Scene" cover disk. The story is left off where it was finished. Splidge saved his village, where all the other Biblets praised him as the Biblet Prince (Which obviously made Snodge the Biblet proud, because Splidge was his son!) The whole nation of Biblets game Splidge some presents.

Later on in mid-September where it was still nice and warm for the Biblets, the Evil Squatter thought he'd take revenge over what happened last time, when he become the defeated loser. He sent two of the monsters to capture Splidge and try to destroy the Biblet village. He gave one of the monsters some magic dust, which puts biblets to sleep for 2 hours. The monsters make their way to the village and the villagers start running for their lives. Snodge was half asleep so he did not know what was going on. The monsters grabbed hold of Splidge. Splidge struggled, but he could not get free, so the monsters poured the magic dust over Splidge and suddenly he falls asleep.

When Splidge wakes up, he finds himself at the Evil Squatter's castle. 'Splidge, we meet once again' laughed the Evil Squatter. 'I will chuck you into the dismal dungeon, until I have destroyed the biblet village, then I will finish with you.' He carries on laughing and calls his two guards 'Guards, chuck him into the dismal dungeon and ensure that the door is sealed tightly.' The guards chuck Splidge in to the dungeon and then sealed the door using a force field, unaware that Splidge has powers to open forcefields.

The monsters then seal the other dungeons, then made dynamite sticks float. These are timed dynamite sticks.

In the game, using a joystick, plugged into port 2, your mission is to defuse the sticks of dynamite. It sounds easy doesn't it? Well, it is not that easy, especially when six nasty guard monsters are chasing you. That is not the only thing you should worry about. The game play is difficult. You have to use the fire button to collect the dynamite sticks. You even have to be quick before the time runs out. If you are not quick enough, you will lose a life. If all three lives are lost then the game is over.

There are eight different dungeons, which you need to pass before you surprise the Evil Squatter. Each wave gets nastier and nastier. Not to mention the game become more confusing. Well, that's the fun part of it.

To complete each level you have to collect 30 dynamite sticks and defuse them. The game music is pretty jolly, but it is repetitive after a while. The end sequence music sounds Matt Gray-ish. The title music is pretty good also, but be warned, the game music could annoy you if you hate music that is very repetitive. The graphics are nothing much, but what can I say? I can't draw graphics properly, as it is too difficult for me to perform such a task.

Overall, you should find this little game enjoyable. There are plenty of jolly tunes, which have been composed on EMS V7.03 and also the Dutch USA Team's Music Assembler V1.4.

A FUTURE ISSUES' COVER DISK GAME

'Target-X II'. Target-X 2 promises to be the best "Target-X" game ever created. So, all will be revealed next issue!



TECHNO TIPS

by Andrew Fisher



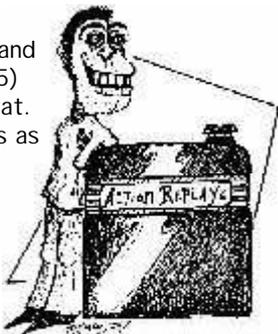
- When you have deleted a lot of files from a disk, tidy it up by using a disk editor.

Move files into groups, and delete any files that appear as DEL*. Now, when you save new files they should be added to the end of the directory as normal rather than filling in the gaps.



- If you are going to save a new version of a file to a disk that is nearly full, consider scratching the old one and then saving. This is because the NEW copy is saved, then the directory pointers changed and the old copy marked to be deleted.

- Use the full BASIC format command (OPEN15,8,15,"NO:NAME,ID":CLOSE15) rather than Action Replay's fast format. The fast format does not check tracks as it formats, and so you can be left with errors that will cause the disk to fail later.



- When disk copying with Action Replay, always set IGNORE ERRORS? to NO. There's nothing worse than copying a disk only to find it doesn't work. Similarly, important disks should not be BAM-copied. The speed difference is minimal, particularly with a very full disk.



- Good labels and/or directory printouts will help you find what you want in a hurry. Better still, use plain white sleeves and write on the sleeve (not while the disk is in it).



- Be careful when using wildcards (* and ?) to scratch files. Check the error channel afterwards to see that the number of files scratched matches what you expected. Also, you can use =P to limit the operation to PRG files, =S for SEQ

and so on.

- DO NOT use disk commands outside GEOS on a GEOS-formatted disk. You run the risk of clearing the special directory block for the "border" files, and ruining the file info pointers.



Strange but true

Customer : "So that'll get me connected to the internet right ?"

Tech support : "Yeah"

Customer : "And that's the latest version of the internet right ?"

Tech support ; "Err... yeah"



The following tools were made just for the SuperCPU. They require a SuperCPU and sometimes also a SuperRAM card. All details have been taken from the web site at -

El Cheapo Assembler V1.4

An assembler by Wyndex, supporting the 65816-opcodes.

Jamaica Monitor V3.0

A monitor by Wyndex, supporting the 65816-opcodes.

Juddpeg (updated IFLI -version)

Nothing is impossible: the new version of Juddpeg by Steve

Judd and Adrian Gonzalez displays jpeg-pictures on the c64 in IFLI-mode! This is a new version featuring better dithering.

Hint for pal-users: Before loading this, turn off your c64, switch the SuperCPU to 1Mhz, turn the c64 on again and switch back to 20 Mhz when the "ready"-screen appears.

Leemon

This one was the first monitor supporting the 65816-opcodes, coded by Mr.Lee/Cascade.

Modplay 64 V1.1

This great tool by Nate Dannenberg plays Amiga/Protracker Modfiles on a C64! Required is a REU or a Super-CPU and REU (no SuperRamCard-support yet).

The following tools have been fixed, adapted and/or fitted with extra stuff to support the SuperCPU.

Byteboiler V1.1

This version of the Byteboiler-cruncher was adapted to the SuperCPU/SuperRamCard by Ninja/The Dreams. Compared to the REU-Version, the packer is about twice as fast now.

SuperCPU Backup

This Backup-Copy is based on "Beta Copy" for the REU. This Version was adapted to work with SuperCPU+RamCard.

SUPERCPU



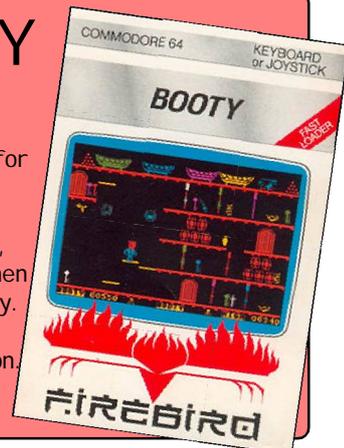
BOOTY

(firebird Soft)

This game has a cheat mode for use with a SuperCPU.

To walk through the barriers, simply enable the turbo mode, then switch it back off for normal play.

Sean Bebbington.



review

Movie World by Dragon Software

This demo reached 5th place in the Mekka & Symposium Y2K demo competition, and is impressive for Dragon Software's debut! After an intro picture with "loading" bar, the first effect is dazzling; a highlight moves over the DSW logo, revealing it. This is followed by the credits.

The rest of the demo is introduced by a clapper-board containing a film-based joke (e.g. the 64 scene is the Never Ending Story) plus details of the upcoming effect. This works really well, apart from corrupting the text when loading one part.

Several of the parts feature a new 2x2 pixel resolution in 16 colours, starting off with a Reflex-style sphere interior and then another shifting highlight effect. Next up is a cartoon style face moving around the screen, and an amazing rotating eye that swirls and zooms in & out!

This is followed by a logo with a texture tunnel above it, but like all the parts of this demo the effect is on for too short a time. The beautiful rain/rippling water effect is next, and then a classic "twister" style effect.

A brief texture mapping chessboard is followed by a screen full of alien faces zooming in & out. Next comes the most impressive part - a huge rotating cube with textured faces. In case we didn't enjoy it the first time, it is repeated in the new 2x2x16 resolution to great effect (but at a slower pace). A message then appears proclaiming THE END.

| | |
|-----------|---|
| TECHNICAL | 7/10 - the new resolution is good |
| GRAPHICS | 8/10 - excellent colours & textures |
| SOUND | 8/10 - four good tunes |
| INTEREST | 7/10 - worth seeing more than once |
| OVERALL | 8/10 - a good debut for Dragon Software |

Check the coverdisk for the MS Y2K RESULTS file. Other demos from the competition, supplied by Firefox & Raven:-

SOMETHING by Anubis: Nice Egyptian style picture, followed by a scrolly part with one scroller going backwards! Oddly the "black plasma" effect never appears, and we're left with an upscroller and toadstool picture. Overall 7/10

LIFE IS CENTRIC: a short trackmo in the Triad style, complete with some philosophical text. There's a couple of impressive dot plotters, some nice graphics and a great tune playing throughout. Overall 7.5/10.

WEEKEND WORLD by Outcast: after choosing the demo or the note, a series of psychedelic parts hits your screen. These include swirly plasma and a guy with coloured patterns in his eyes, accompanied by a certain type of life and the chemical formula of it's active ingredient! Nice graphics, including the hi-res magic mushroom. Overall 8/10.

MELONATOR by Dekadence: a rude scrolling message, a strange blue heart, followed by some sampled drums and some strange pictures. Not very impressive. Overall 5/10.

A man called to complain that he gets the 'access denied' message everytime he tries to log on. It turned that he was typing using capital letters. Tech support said : "Ok, lets try once more but this time use lower case letters".

The reply came : "Uh, I only have capital letters on my keyboard!".

Multi Screen Construction Kit

Reviewed by The Art Ravers



The first thing you notice upon opening is the 24 page manual. This manual is very detailed with colour screenshots throughout and a full explanation of all the options is covered.

We found the program much more difficult to get into than we expected but then again we are used to other utilities and just like most people, we HATE change!

This package is not for novices - we think personally it's a programmers tool. Having said that though, it is very professionally done and well laid out. I would have like to have seen an option for creating scrolling screens as well as single screens, which this utility does well.

Summing up

This utility will appeal more to programmers than SEUCK owners as it is a utility rather than an out and out game creation tool. Personally, I would



like to have seen a sideways scrolling SEUCK from Jon.

Value For Money

Exceptional, especially when you consider that for **£5.95*** you're not just getting the MSCK, but, you are also getting the full game 'Escape From Arth', a demo game called 'Astromine' and a load of demo tunes.

All in all, this package is excellent value for money - so keep up the good work Jon!

We will be using this utility for work on our next slideshow coming in 2001! - AR

*MSCK is available form CS for the price of £5.95 - no additional charge has been made on this software by CS and all money goes directly to the programmer. See page 31 for details. Alternatively you can contact Jon Wells directly at : Jon Wells, 9 DeGrey Road, Kings Lynn, Norfolk, PE30 4PH, UK.



THE BINARY ZONE CD-ROM COLLECTION

reviewed by Andrew Fisher

In issue 29 I gave you an introduction to the contents of the Binary Zone library. How would you like to own all of it on two CD-ROMs for a fraction of the cost of buying the lot on disk? The price - 29.99.

WHAT YOU GET

Coming in an attractive full-colour cover (with your name on it!), the CD is separated into folders representing the sections of the library and all the bonus bits.

Folders UPDATE00 to UPDATE12 contain .D64 images of all the disks exactly as they would be if you ordered them on old-fashioned floppy disk. The ART, MUSIC, UTILITIES, PDGAMES and DISKMAG folders are much smaller but contain all these varied disks as well. That's over 500 separate files, one per side of disk. E.G. a double-sided disk will have two images BZM004A and BZM004B for Music disk 4 sides A and B.

Among the many extras are lots of adventures from THE GUILD, an MP3 player with lots of great C64 tunes, the first 14 CZONE coverdisks and even the commercial games Jason released under the PSYTRONIK label. You can even browse the Binary Zone website.

If you like something a bit stranger, check out the Xmas Chortles section. There are several weird CGI movies of Kenz and his friends larking about, including a light-saber fight. There's also the Xmas Chortles audio tapes in MP3 format, which come with a warning about strong language. (You wouldn't want to play them in public - would you, Danny?)

IN ACTION

So how does it work? Well, you can use the CD while you are running your emulator and it is a breeze. CCS64 allows you to cursor up and down directories like a menu, then load a file by hitting a single key.

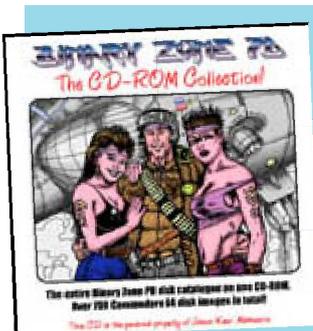
I have had a few problems because a) I'm running it on a slow Pentium and only a quad-speed CD drive and b) trackmos and sampled sounds don't run at full speed. Having said that, even some of the very complicated demos like Triage by Smash Designs will run on it.

Of course, you can also transfer stuff back from the PC to the 64 either by

- running Star Commander and using the X1541 cable to write straight to a 64 disk, or
- using Big Blue Reader with GeoConvert98 and/or Gunzip to transfer from a PC disk to the 64.

THE BINARY ZONE CD-ROM COLLECTION 2!

The great thing about buying the CD-Rom



collection is that you get FREE update CD's! The first of these has just been released, with a wonderfully psychedelic cover made of various screenshots.

This time around, the CD is presented using HTML code (like a website) so you can move around faster by clicking on labels and names.

Among the goodies on offer are:

CZONE15 - the coverdisk in .D64 format, plus all the special covertape intros

UPDATE13 - 50+ new disks from the library including the latest releases from Crest, Smash Designs etc.

DATAHITS - MP3 conversions of these "updated" C64 tunes

VIDEO - more CGI weirdness

WEBSITES - various websites from 64 celebrities like Vincenzo Mainolfi and Mike Berry, along with the massive Commodore Zone site itself. The great thing about this is that ALL the downloads are here, although a lot of them need unZIPPING.

There's also hundreds of graphic files, from 64 screenshots to lots of famous women that Kenz adores!

THE HIGH VOLTAGE SID COLLECTION CD-ROM

Available separately is a CD containing over 12,000 SID tunes and the programs to run them on PC, Amiga and Macintosh! What a bargain for 3.99!

SIDPlay first started life as an Amiga demo, with the programmer converting a few tunes over to the Amiga and displaying 64 graphics at the same time.

Now the High Voltage SID Collection is one of the leading resources for the 64 on the Web. Simply load it up (or set your PC to load SIDPlay when you double click on a .SID file) the familiar music will come pouring through your speakers.

You have the choice of either running it from the CD, or copying the whole thing to your hard drive - which also allows you to update the collection via the Internet. Organised as a series of folders with composers names, tracking down a tune is easy. The in-built directory system is very fast, and the options for customising how a tune is played are numerous. The majority of tunes I have heard sound VERY close to the originals, even complicated stuff by Galway and Hubbard.

If you like SID music, this is a must buy simply because it is so comprehensive AND it is supporting an on-going project.

IN CONCLUSION

With the Internet and a 64 emulator on your PC, the 64 can "live" for many more years. These CD-ROMS from Binary Zone are a very big step forward. And there's more to come..

FANZINE & DISKZINE ROUND-UP

RECENT READING by Andrew Fisher

ARACHNOPHOBIA #15 and #16 by Spiders Crew & Role

Two issues of this great diskmag have been released so far this year - at the end of January (#15) and LIVE at the Mekka & Symposium on 23 April 2000 (#16). Both have cool intros, #15 with a snowman and #16 with a scary spider and some clever zooming text. Keyboard control has been added for issue #16 but is not as smooth as using a joystick.

The usual sorts of chapters are there, including group and individual charts, plus excellent sections on Formula 1 with lots of detail. The party impressions are great, particularly the review of Forever8 in Slovakia, and the unusual Birthdays chapter is a bonus.

There is a lot of text to be read and eight different pieces of music per issue (shame about the "Unknown composer" labels, it's always nice to credit people). As an added bonus, side B comes with some old games (as reviewed by Klaas "Mr Chaos" Waslander in his column) and an editor (the excellent Voodoo noter) to submit your own text for a future issue.

OVERALL... quality on a regular 3-month schedule... 8/10



(ICPUG) ELECTRONIC 'ZINE Issue 2/2000 supplied by Ken Ross

As mentioned before, this mag is converted over from the PC and viewed in HTML format thanks to Fairlight's code. Among the gems this time are why the Government says one thing and does another on e-commerce, more on the inner workings of the Windows registry and a column from Ken himself.

OVERALL... essential if you also have a PC, or were an ICPUG member... 7/10



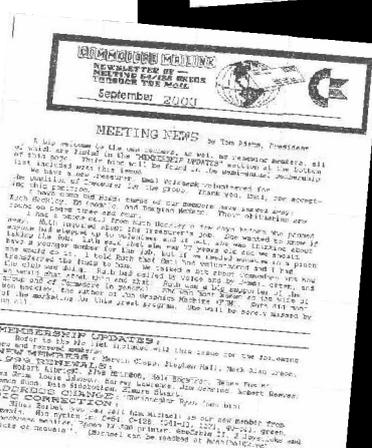
COMMODORE ZONE #15 supplied with a PC coverdisk.

Well, after what seems an age (nearly 10 months) waiting for this issue, it finally arrives.

So what do we have? 54 lovely pages of gossip, interviews, reviews, help and advice. Also we have the new style coverdisk which comes on a 1.44Mb PC disk for you to run on an emulator - or - transfer some of the files back to 5.25" disk to use on your C64/128. One of the reasons for this is the sheer amount of stuff that had to be crammed into this issues coverdisk. It seems that nearly every program mentioned in the magazine makes an appearance on the disk.

Great magazine, good read and the coverdisk is superb value.

Get a copy now !



The LUCKY REPORT (June 2000 issue).

Yet more lovely 'eye candy' from Dale Sidebottom ! Not only is the cover in full colour but so are some of the other pages as well, things just go from good to better with Dale :-)

Dale apologizes for the lack of humour in this issue, but why should he? The quality of this publication far outshines any other Commodore related magazine/fanzine that I currently read - including CS. Why? Quite simply, Dale has continued to break down the barrier of printing restrictions with a Commodore computer and produces this fine publication entirely on his Commodore. From editing and layout right through to printing out on his laser printer (in full colour), the final publication is a wonder to behold.

Inside we have articles from the likes of Todd S. Elliot and Gaelyne Gasson. All the articles are extremely well written with the knowledge of the authors shining through every word.

If you want to know what is happening in the U S A (and the rest of the world) then this is the place to be, let's face it, most of what is still happening in the Commodore world is generated from the USA.

Maybe one day you will all see the beauty of this publication if I can ever figure out how to transfer it to these pages and then you will see what can be done with your Commodore when you really try hard enough.

Well done Dale. Great stuff.



The Village Green. (August 2000)

Another newsletter hits the doormat here at CS.

This time we have The Village Green giving me an interesting hour or so's reading while drinking my morning coffee. This newsletter is also produced with a Commodore but the technology is not yet up to the standard of The LUCKY REPORT. This is not meant to be a nasty comment and what I mean is that we would all like to be able to print using a laser printer and until that time we do what we can. Here we have an update of what is happening in their club/group. I wish we had a group that met in this country, it would be nice to meet others with the same interests.



Commodore Mailink (July & September 2000)

Ah, two copies of the Mailink to read, excellent ! More newsletters from active groups, well not quite. The Commodore Mailink is set up to help those people who do not live near enough to any user groups, by allowing a 'mail' user group to exist. It seems to be working well judging by the subscription list which spans the entire globe. All current topics are mentioned or discussed and the reading will suit every taste of commodorian.





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 Fax : (0113) 2861573
 E-mail : allanbairstow@compuserve.com

ADVICE ON ?

Allan Bairstow

- General, GEOS, See 'Commodore Scene' box

Mike Berry

- Programming

6 West Bank Street, Hindsford, Atherton, Manches-
 ter, M46 9AQ

Andrew Fisher

- Technical, GEOS, Music

30 Rawlyn Road, Cambridge, CB5 8NL

PUBLIC DOMAIN LIBRARIES

Binary Zone PD

See Commodore Zone box.

CLUBS & ASSOCIATIONS

British Association Of Computer Clubs

J. Hughes, 39 Eccleston Gardens, St. Helens,
 Lancashire, WA10 3BJ

Independant 8 Bit Association

Brian Watson, Harrowden, 39 High Street, Sutton In
 The Isle, Ely, Cambridgeshire, CA6 2RA
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MAGAZINES & FANZINES

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The Big Mouth

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Roy Cross

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High Street Micros

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Tel : (01270) 580964

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Richard Bayliss

RChrisBayliss@yahoo.com

C64 WEB SITES

Up to date site links are on the Commodore Scene
 web site at <http://www.commodorescene.org.uk/>

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Dial : (01753) 672520

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 London, E16 2DE,
 United Kingdom



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- Mail order service

Postfach 58, A 6410 Telfs, Austria

MAGAZINES & FANZINES

GO64!

CSW Verlag, Gohestr. 22, D-71364 Winnenden,
 Germany

Commodore Mailink

Tom Adams, 4427 39th St., Brentwood, MD 20722-
 1022, USA

C= Voyages

Fresno Commodore User Group, 3487 E. Terrace
 Ave., Fresno, CA 93703-1939, USA.

GEOS Publication

7969 Woodcrest Drive, Louisville, KY 40219-3859,
 USA

LUCKY Report

K.Dale Sidebottom, PO Box 303, New Albany, IN
 47151-0303, USA

The Village Green

C.C.U.G. #447, 623 29th St., Astoria Ore. 97103

DISKZINES

The Big Mouth Magazine

Now available from Commodore Scene

Loadstar

443 Gladstone, Shreveport, LA 71104, USA

PROTOVISION

OR BUST!

(An Importing Service product feature)

Well, Protovision have now agreed to let Commodore Scene help them promote all their software and hardware in the UK.

This is not just a Commodore Scene agreement as other people will be helping as well but what it does mean is that you, as CS readers, will have easy access to a whole host of new and exciting new software and hardware as soon as it is available.

You will be able to pay in UK pounds and it will also mean that you don't have to do any complicated money conversions or worry about postage from Germany as I will have done all that for you and, in most cases, the items should be in stock ready for immediate dispatch.

The agreement is still in its fledgling days but I have some software on the way to me now and we should be seeing some in-depth reviews and play testing very soon indeed.

As for the hardware - such as the 4 player adaptor - it has been suggested to me that I make these devices under agreement from Protovision and sell them as 'CS' items. Time will tell on this side of things as I am already 'over committed' to other areas of the Commodore.

Pricing : the prices for all the goods from Protovision has yet to be confirmed but it will be as low as is humanly possible (as are all items from CS). It may be that some stuff could be as little as a few pounds and may range up to about twenty pounds for the combination items such as 'a game & adaptor'. The price will obviously have to reflect the cost of components, delivery, etc.

Even though pricing is still undecided yet the following items are now available.

Bombmania - a great blast with a friend or even a group of friends using the 4 player adaptor.

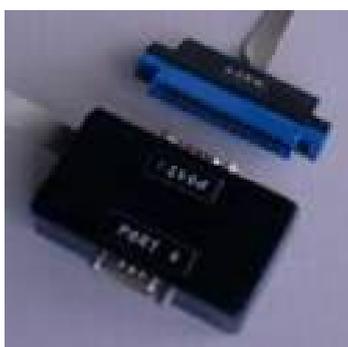
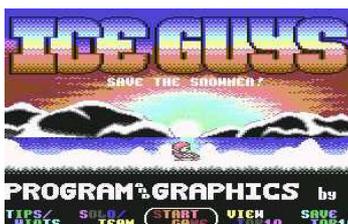
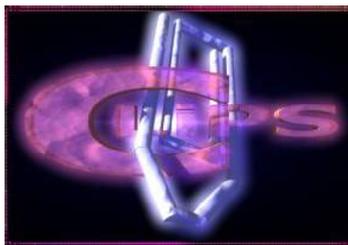
Ice Guys - great fun on sledges !

Coming soon we have :

CLiPS - the all new SuperCPU operating system for all you power users.

Bombmania PLUS - an updated version which will allow the use of different 4 player adaptors.

PacIT! - Superb 'pac-man' style action with more features, levels & comic clips as well as up to four players can now battle it out together !



Key to codes
 RTC = real time clock
 CS = Postage included
 (J) = JiffyDOS installed
 TBA = To Be Advised

ORDERING INFORMATION



Please add the following postage costs to your completed order :

| | |
|--------------------------|--------|
| CS items | NIL |
| £0.01 to £10.00 | £4.00 |
| £10.01 to £20.00 | £8.00 |
| £20.01 to £30.00 | £18.00 |
| £30.01 to £50.00 | £22.00 |
| £50.01 to £60.00 | £25.00 |
| £60.01 to £150.00 | £35.00 |
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| £300.01 to £800.00 | £60.00 |
| £800.01 plus | £70.00 |

Add a further £15 for insured postage



| | |
|--------------------------|--------|
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| £60.01 to £150.00 | £41.00 |
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| £300.01 to £800.00 | £72.00 |
| £800.01 plus | £85.00 |

Please note that all items are supplied with UK compatible PSU's were applicable band an adapter may be required in some countries.

Contact address and payment details

Make payments payable to :
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 United Kingdom

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E-mail
allanbairstow@compuserve.com

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. **Please - ring before 9pm in the evening, thankyou.** All prices are subject to change - you will be notified prior to orders being accepted.

1st October 2000

IMPORTING SERVICE



C64c (Jumper Clip fitted) **CS** £15.00

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- SCPU64 (no SuperCard) £155.00
- SCPU128 (no SuperCard) £199.00
- CPU MMU adapter (C128/C128D) .. £30.00
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- ROM's for disk drives each £24.00
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- UK C64 / C64c & C128 heavy duty / repairable **CS** £TBA

Input Devices

- Smartmouse (1531 compatible) £39.00
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- BC-05 (colour) **CS** £20.00
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- * state disk required - 2.1 / 3.2 / 3.2r / 4.1
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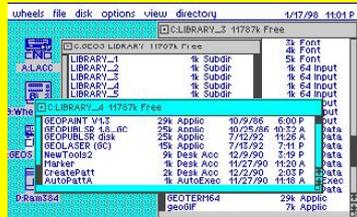
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