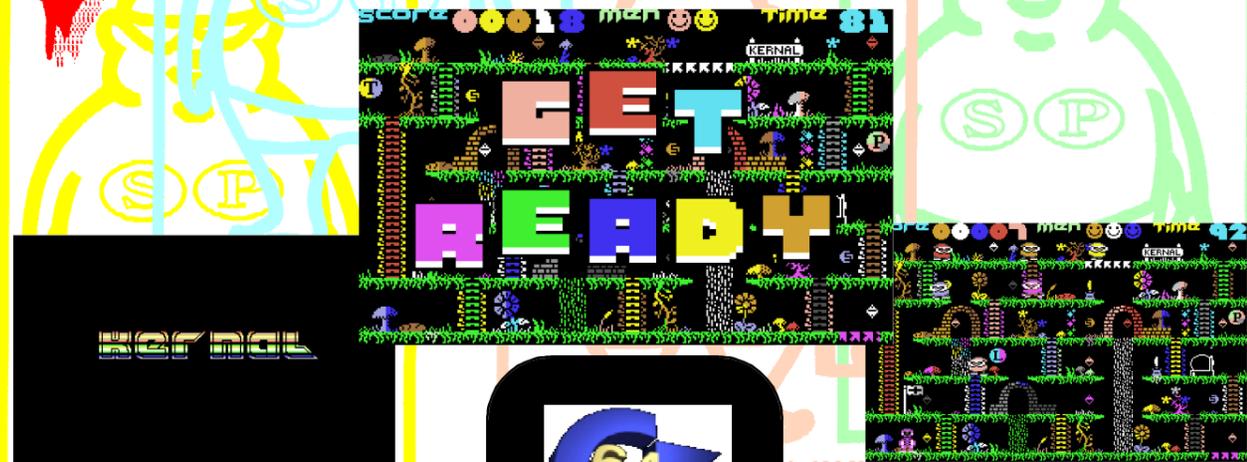


# SAVAGE PLATFORMS



**NEXT ISSUE!**

Reviews

Commodore WEB sites visited

CCS64 EMULATOR on disk

HOT NEWS

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**ALL NEW**  
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utilizing PC-GEOS

PLUS  
all the  
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# Commodore scene

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COVER FOR  
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C64 - C128  
& Emulator



CCS64



SAVAGE PLATFORMS

Commodore 64



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- ☺ Web.It 64
- ☺ Contax Spotlight
- ☺ Maurice Randall
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- ☺ Adventures
- ☺ Cheat & Beat
- ☺ Serious Stuff
- ☺ SuperCPU
- ☺ RARE Guide
- ☺ Reviews
- ☺ Letters
- ☺ CMD
- ☺ X98
- ☺ GEOS
- ☺ MORE!



issue  
**23**  
14th December 1998

UK RRP - £3.50 (no coverdisk) - £4.00 (with coverdisk).

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**INCLUSIONS**

CS survey form  
CMD order form

**BULLETIN**

ED TALK : Yet again it has been a very hectic issue to complete, I hope you enjoyed it as much as I enjoyed (?) creating it ! As always, there is some late news and happenings, read on.

WHEELS128 : The feature/review that was to be in this issue did not appear due to the disks not arriving in time for a review to be done.

COMMODORE FACTION : Issue 4 will be carrying an interview with yours truly. Check it out.

SAVAGE PLATFORMS : When I sent this issue to the printers, all the sleeves and labels had been done, I am just waiting for the master disk - fingers crossed.

CS23 COVERDISK : I hope everything turns out okay !

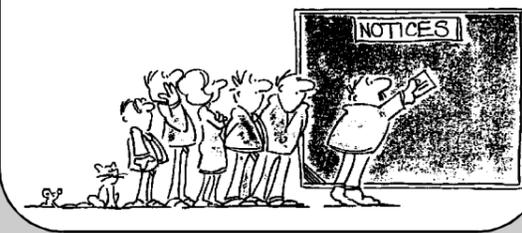
SCANLYNX2000 & PRINTER SURVEY UPDATE : These features had to be pulled due to lack of writing time.

PICTURES & GRAPHICS : Due to the shear size of this issue - nearly 90 Mb - many of the pictures have had to be dropped. I have to leave some room on the disk for the extra files that the printer needs. I hope it does not spoil this issue too much.

I would like to inject a little humour in the future issues of CS, no mean feat by anybody's standards, but if anybody has any suggestions then let me know.

GEOCLUB LIBRARY : Since writing the article on page 37, it appears that at the last minute, Frank Cassidy, has in fact transferred the geoClub Library and all his other Commodore stuff, over to a third party (not CS). I am trying to get this other person to run the library through CS - More news as I get it.

Apparently CS was mentioned in Computer & Video Games again, I didn't see this feature, did anybody else ? More new contacts were made through this mention - thanks C&VG.



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All paying advertisers will receive one complimentary copy of that particular issue.

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All material recieved by Commodore Scene will be regarded as 'printable' unless specifically stated otherwise.

**CS WRITERS PACK**

If you would like a CS wrtiers pack to help you compile your submissions for CS then just drop me a line.

**PROVISIONAL DATES AND DEADLINES**

Issue	Copy date	Disribution date
24	8/2/99	1st March 99
25	7/5/99	1st June 99
26	6/8/99	1st Sept 99

#####  
27 12/11/99 3rd Jan 2000  
#####

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Tel/Fax : (0113) 2861573 - before 9pm

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C64 e-mail : allan@lentil.org

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/ MESSAGES / EVENTS /  
/ USER GROUPS / MISCELLANEOUS /



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£65.00

As above but 801 printer and Philips colour monitor

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£35.00

1541, manual, leads, disks, etc

£18.00

Amiga 500+, colour monitor, 2nd drive, printer, manuals, boot disks, some software, video adaptor

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£50.00

BBC B 32K, single drive, 40/80 colour monitor, printer, manuals, leads, disks, etc

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Send or ring for lists of games, etc. All the above are subject to P&P

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SAE and state computer to : 3 Highfield Avenue, Benfleet, Essex, SS7 1RY

### FOR SALE

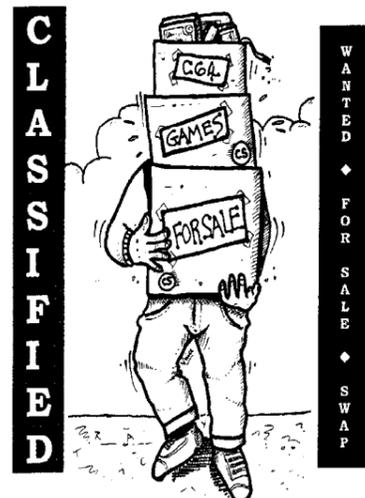
C64/128D computer, 1750 REU, Modem, 1571 drive, 1541 drive, 1581 drive, 2x C64's with printers, 3x datasettes, 2x large boxes of various manuals, software, tapes and some boxed software (eg : GEOS, CPM), 5 1/4" and 3 1/2" floppy disks.

If anybody would like to make me an offer on all or part of this collection then I would be please to hear from you.

Tim Scrivens : Tel (01285) 655090 or on the mobile : (0777) 5966063

### WANTED

Instructions for Star LC-10 colour printer, also, Stop Press (DTP) by Database Dragonworld and Shadowkeep adventures by Trillium



Hi everybody !

It's good to be back. Yet another very hectic few months since the last issue - there are just not enough hours in the day !!

Throughout the following pages I hope that I have succeeded in not 'intruding' too much on what people have said and done with their contributions for this issue. I have done this for a couple of reasons really, one of the reasons is that there were some 'unfavourable' comments about the last issue and especially about the way in which I portrayed myself and the amount of input and emphasis that I made throughout that issue, see the letters page for more details.

One of the decisions I made was to not include a photograph of my set up at the head of this page and with the arrival of the scanner, I have now been able to replace that with the original logo that we have all become familiar with, this logo will however change in the future as newer drawings become available.

Because the scanner is now available to CS, I have tried to scan (and clean up) much of the original artwork from past issues and I hope to increasingly incorporate it into future issues.

It was never my intention to upset anyone and if I did then I apologize right now - sorry !

The more astute of you will have noticed that the price for CS is now on the front of the magazine, why is this ? I hear you ask. Well, as from issue 23, CS is

available over the counter at RETRO (see next page and the DATA BLAST section for details). At the moment this is only in a small way for the time being, but, with a little bit of encouragement, I hope to do more ! I am still trying to get bigger shops to stock CS as well, but it is very hard work !

Yet again my workload has increased, this is mainly due to the fact that Richard Bowen is now unable to produce the cover disk for any further issues of CS. This is a very big blow to me and it took me very much by surprise, the first I knew of his decision was when I opened my mail one morning and there were the coverdisk files staring me in the face - I have never done a coverdisk before, sure I duplicate and create the labels / sleeves for them, but to actually create one from scratch was beyond me. I would like to thank Danny Tod for stepping to the breach and creating the new coverdisk.

It is hoped that in the future the coverdisk will improve from its now 'infant' state into something quite special, and knowing Danny and his contacts, it will do just that.

A horrible thought came across me the other day - 'maybe the millennium bug could actually effect the c64', what I mean is that if the bug does indeed cause a global catastrophe then my PC won't work, and that means that CS can not be produced. For this particular reason alone I have decided to bring the deadlines forward for issue 27 a little bit - just in case.

Don't forget to fill in the questionnaire and let me know what you think. This is very important because this issue will be the last issue in this format, don't worry, CS is not shutting down. The sheer size and complexity of the magazine has meant that changes will have to be made, just the sheer strain on my private life that CS imposes on me has meant that something had to be done. Whatever happens, the price and A4 size of CS will remain the same. One thing that I am thinking of is to reduce the number of pages but make more of them in colour - which I think would be nice. The unfortunate casualty of all this may be the coverdisk, but then again, I have plans for this as well.

Either way, the next issue will be different, but it will also be of the same high quality - fear not !

I hope you enjoy this issue, have a good read.

Well that's it for now, have a happy Christmas and a great New Year.

All the best until next issue - Allan.

# Commodore Scene Merchandising

The following items are now available from the editorial address, please note that these items are quality products with fully embroidered logos on them - these are not cheap rubbish.

<u>Polo shirts</u> £15.00	<u>T Shirts</u> £13.00	<u>Sweatshirts</u> £15.50	<u>Baseball caps</u> £7.00
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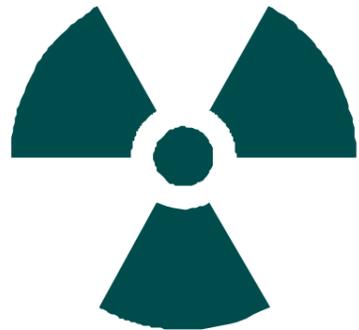
Available sizes : Small (34/36"), Medium (38/40"), Large (42/44"), X Large (46/48").

Available colours : white, black, sunflower, navy, bottle green and burgundy.

All prices include p&p within the UK. Make all cheques payable to A.J.Bairstow. Please allow up to four weeks for delivery.



## MILLENNIUM MELTDOWN



Issue 27 of  
Commodore Scene  
is on it's way  
- will there be  
an issue 28 ?



Written by Frank Gasking.

is just selecting between PAL and NTSC, depending which region of the world you are in. Its vital to select the correct one, because of the speed difference. The 1541 EMULATION can be turned on or off in the OPTIONS screen. The effect is that with the emulation off, some programs will run much faster, but most multiloop games will not work without 1541 loading emulation and will need to be left on. Also, here you can select how many drives you want to be emulated, if you want to have the parallel cable switched on, so you can connect a real 1541 to your PC via the X1541 cable and use it within CCS64.

**VERSION 2.0 BETA**  
CCS64 comes in two forms, the Windows version and DOS version. If you have a fairly slow PC, then the DOS version is recommended (And should be ran in pure DOS and not DOS prompt). There are many places on the Internet to get CCS64, one place is WWW.DAVESCLASSICS.COM, which has a small C64 section with the latest C64 emulators. If you don't have the internet, then ask a friend for a copy. Once you have loaded up the emulator, you will see the familiar blue screen, to get to the options screen you need to press F9. Here is a list of the main options and what they do:

**LOAD PROGRAM (1541 Device 8-11)**  
You've got the emulator, you've got the games CD and now you want to play something!, use this option to load your good old c64 stuff, instead of using LOAD" ",8,1. You will need to select a drive to read from, as there are 4 drives from device no's 8-12. This is a great option for connecting more than one 1541 to your PC in classic Daisy-chain style!, just like a real C64. If you just want to load something up quick, then just chose device 8.. The most common. It will then allow you to select a directory to get your programs, where you press ENTER on the name and it will automatically come up with the loading details on the classic blue screen. Once it's loaded, it will Auto-run straight away no problem.

**RESET** - If you want to reset the machine to start a new program or do some cheating, then use this option.

**CARTRIDGE** - You can now make your pretend C64, pretend that it has a cartridge plugged in. You can now have an emulated Action Replay Cart, plugged into the back of your virtual C64 (or any other cart which has been converted), to access the options which any C64 users nowadays will die without! If you go into this screen, you get the basic options such as to insert the cartridge, turn the emulation on or off, freeze the cart and even expand the amount of RAM!, very handy for GEOS users!

**SPECIAL** - There is possibly more in the registered version, but you have the option of turning on a speedometer to see how well the emulator runs on your PC.

**MONITOR** - Not perfect for coding, but enough for hacking into programs and extracting code from programs you load up. Not as good as the monitor with the AR cart.

**OPTIONS** - This option features even more options which affect the way your emulator works on your PC. One of the first options is the VIDEO options, where you can modify the resolution of the emulator (320x200 etc.) to get the best quality output and size. For a TV effect, use the Scanline resolution, but be warned that it can affect your eyes after a long while. You can also save the C64 screen you froze on using F9, by selecting to save the picture as either a 16 colour or 256 colour bitmap under the filename of CCS64?? (?? being the number of the picture). The SOUND option allows you to configure to suit your sound card's needs, and also select the type of SID emulation, from the new style chip or the old version, and the filter effects. The INPUT options will allow you to configure the controls for you to use in CCS, it can be a PC joystick to be used in your C64 games, or configuring your keys for use on keyboard etc. For SPEED, you can change the speed of the emulation, which is handy if you have a slow PC, but fun if you want to speed up slow Freespace games, such as Driller. Though, its the whole program which runs fast, and not just the 3D effect.. so turn down your speakers if you don't want weird sounds! **SYSTEM,**

**CONTINUE** - Use this option to get back to the action when finished in options.  
**QUIT CCS64** - Now why would you want to do this eh?.

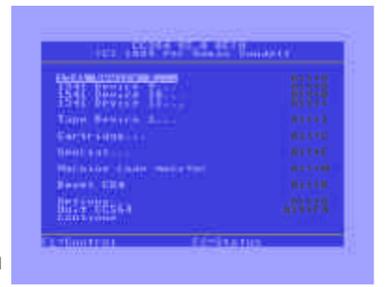
**So, does it emulate the C64 well?**  
Well, looking at the emulator carefully... it doesn't 100% feel like a real C64. The colours are not totally accurate, with colours being too strong or too light. This doesn't really affect the emulation though. Because of the resolution of your monitor, you will notice that the GFX will seem very blocky, but this can be changed and optimized using the Screen mode options, and selecting different resolutions to get the best results. The sound is getting there in each version... All the filters seem to be emulated fine, and listening to some game's / demo's, the sound is not far off from a real C64. Some people won't even notice any difference, unless they play their C64 through the TV speakers.

For loading, it emulates 1541 loading almost perfectly. It will load the first file you select, very fast, and will feature all the decrunching of programs, loading screens, loading music etc. When it comes to loading other levels in a multi-load program, then when it comes to the next part, then CCS will load the rest in as normal, just like a real C64 would. But the multi-loading is a bit slower than a real C64 in this version. When you are playing a game which comes on more than one side of a disk (D64), then when you are asked to turn the disk, you just press ESC, go to LOAD PROGRAM and go into the other D64 file and press ESC to get back to the program and continue loading from the other side, Simple! If you look at the more complex C64 programs, such as the latest demo's or games with complex routines, you will find that the emulator will be able to cope with the effects just the same as a real C64. I found that the emulator ran demos like Mathematica or Oneder with no problems, and it was the same case with Mayhem in Monsterland, with this being one of the most complex games done on the C64. The loading routines used by both Mathematica and Mayhem in Monsterland are also fine on the emulator, if a little slower. Raster / Border effects all seem to be emulated. Also, bugs in the C64, which helped coders to make certain C64 effects possible, also are cleverly emulated.

For the control in games etc., you can either configure the keyboard as your joystick, or use a PC joystick for controlling in games, so the C64 can feel more at home. Using the PC Keyboard can be weird at first, but if you try holding down SHIFT and F in Basic, then you will plot a underline char, just like a real C64. Maybe someone could make a overlay for use with the emulator?.

Its difficult to grade an emulator, as I could give it near perfect grades and there will be something even closer to the point I would be doing 99.9% onto 99.999% etc. But here they are for this version:-

- SOUND EMULATION - 93%
- GFX EMULATION - 94%
- PLAYABILITY OF GAMES - 97%
- ACCURACY - 98%







## Issue 23 Coverdisks

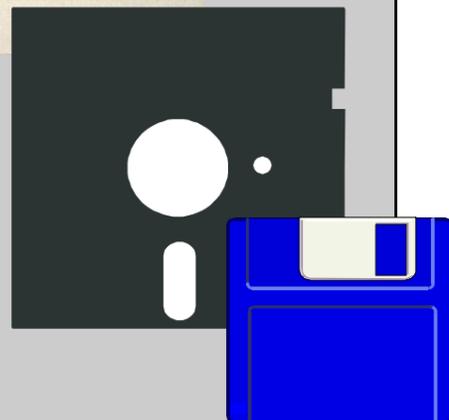
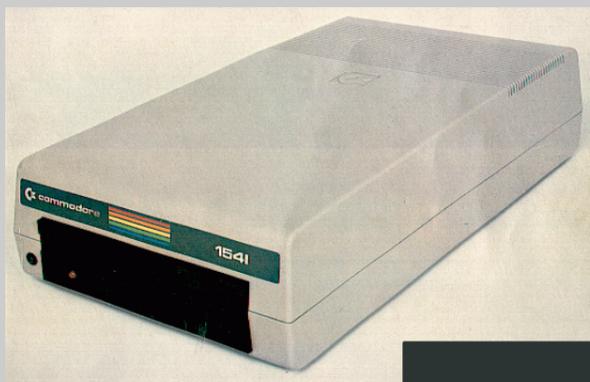
**PLEASE NOTE : AT THE TIME OF WRITING, ALL THE COVERDISKS ARE SUBJECT TO COMPLETION. IT MAY BE THAT SOME OF THE DISKS WILL NOT BE READY AND/OR THE CONTENTS MAY DIFFER FROM THOSE LISTED BELOW.**

**SAVAGE PLATFORMS** - Please see the instruction sheet for more details

**GEOS DISK** - For use only with the GEOS operating system.

This issues coverdisk has been produced on two formats, the standard 5 1/4" disk and the new 3 1/2" (800k) 1541 disk. The 3 1/2" version is a free test disk given out to all those people who requested the it. Please give any feedback you feel that may improve this disk. The contents on both disks are the same.

Turrigan 3  
2fly horse  
1face2f  
Eufrosyne  
Release list  
Music scene  
Shlibbledon '98  
(instructions for above)  
10x disk cover  
Jacket lister  
Custom menu print  
Custom Dir print  
Directory print  
Directory printer  
Disk sleeve  
Disk Enveloper  
Menu  
Disk Master - See page 17 for a run down



### **MINER 2009er (1983 ? US Gold)**

This is the prequel to Bounty Bob Strikes Back. It's the same game, minus the presentation of the sequel. You most probably have heard of this game before, but hands up who owns a C64 version?. Exactly... Where has this game gone??

I have only ever seen ONE copy of this game, and that was an advertisement from some recent computer magazine, but it was about £10-20. This was rumoured to be the first C64 game ever made, and others saying that it wasn't THE first ever C64 game, but the first ever C64 platformer.. Its debatable, because what about MANIC MINER (1982? Alligator/Software projects ?), which is also worth mentioning, because that's also a hard C64 game to find these days.



### **LAST NINJA 2 (Special Edition 1988 System 3)**

This is not as rare as the likes of Giana Sisters. When I say SPECIAL EDITION, I mean the version which came with a FREE NINJA MASK, PLASTIC SHURIKAN, SCROLL and MAP.

Not many of these special editions got around, mainly because many stores like Boots the Chemist, would not stock the game with the freebies inside. This could have been because the free parts inside would be stolen, like disks from the front of a magazine.

So, this has made finding a copy with all the extras a little bit harder than getting a standard copy of the game. The freebies with the game were very nice too, the ninja mask was the best of the pack, because it felt expensive. You can try boot-fairs for this one, but to have more luck getting it with the freebies, you're better off trying to find one for sale from a collector.

### **VIC 20 EMULATOR (198? ??)**

Okay, this may not be for real.. But according to various people, there is a cartridge which you plug into your C64 and allows you to play Vic20 games via the tape deck and disk-drive. There was a Vic20 basic done on the C64 which played about 80% of Vic20 basic programs, and a Spectrum Basic emulator, but this apparently also played ML/ASM games.

It's rumoured that only a few ever made it out into the open, because a company produced the cartridge without Commodore's permission. I would like to see more evidence of this cartridge, but I've included it as part of this feature, because so many people have talked about the cartridge. Does anyone out there know anything more about this cartridge?, old magazine features, or the actual cart in their possession?

### **ZZAP 64 (Any early issue)**

A bit of a strange entry you think, but trying to get hold of the earliest issues (Or any issue today in-fact) seems impossible. A lot of people on the scene are always looking for one/two/loads of the 90 issues released in its time (91 onwards being under C-Force).

The cover-tapes seem to be easy to get hold of, looking at other collections at boot-fairs etc, there always seems to be a few cover-tapes from Zzap, but no magazines. Only if you are lucky, you will find them in a pile of magazines at a boot-fair. The best bet to find them seems to be from collectors who gather them up from various places and sell them on.

Don't forget, that apart from the actual magazine, if you, like me, are mad about collecting this magazine, then look out too for the memorabilia.. Such as the various T-shirts with the ZZAP emblem, or the magazine binders, freebies etc. Or, if you are up for the challenge.. Try and find the INFAMOUS 'BLUE TEK' prize, which was the April fools joke that Zzap played on the readers, saying it was a Amiga emulator for the C64. They gave it away for a prize, so does it still exist? (For Zzap collecting reasons only if you do try and find it!, I bet you don't! ;-)



### **PROGRAMMING THE C64 (Rateo West, Level Publishing)**

Another strange entry.. This time a book which is also hard to find.

Ask someone on the scene to recommend a ML/ASM book, and they will very likely answer PROGRAMMING THE C64 by RATEO WEST, but just try and FIND IT!. I spent years trying to find this book, until a good friend of mine, John Plumstead, got in contact with me one day and sold me a great copy of the brilliant book!

I don't get why if the book was so popular when it was released, and reputed to be the best for coding (The BIBLE of ML/ASM, as most people call it!), that it isn't that common at boot-fairs. But, then again, your obvious bet of finding a copy, is via a contact, or more obviously a bookshop.

The book is very thick, and IS the book of all programming books on the C64, it works its way from BASIC to ML/ASM, and its a great read and in plain English. Apart from its collectability for some, because it's hard to find, it's worth getting if you want to learn how to code.

But as I'm talking about books, then look out also for C64 PROGRAMMERS REFERENCE GUIDE (1982 Commodore). This book is also a tough one to find these days, and you find people on the scene asking a lot for this one.

**WELL, THAT IS IT FOR THIS ISSUE.. THERE ARE SO MANY MORE RARE C64 THINGS, BUT THOSE I'VE MENTIONED ARE ENOUGH FOR ONE ISSUE. IF YOU HAVE SOMETHING RARE ON THE C64 YOU WANT TO TALK ABOUT, THEN WRITE A SMALL REVIEW, WITH DETAILS OF THE YEAR MADE AND COMPANY, AND SEND IT IN TO THE EDITORIAL ADDRESS. IF THERE IS ENOUGH RESPONSE, THEN ITS VERY LIKELY A SECOND PART WILL FEATURE SOON WITH REVIEWS FROM YOU THE READER!**

# The RARE Guide To The C64

Written by Frank Gasking

The C64 has seen a lot of stuff pass by in its life time.... games, hardware and other versions of C64's. Nowadays, there is not enough of the new stuff on the C64 to keep us 100% happy, so we have to resort to second hand buys from the massive archive, which is the C64. C64 games are very easy to come across, and VERY cheap. But what about the most wanted items by many C64 collectors everywhere, and they just can't be found? People who collect C64 bits, may not even realise that one or two of their games could be the equivalent of gold dust in C64 terms.

This small feature will look into some of the rarest C64 items and which only a few lucky people have.. Hopefully, aswell as dwelling on the obvious rarities like GIANA or the SX64, you will find out about other rare programs/versions which you may not have known about or have, but didn't realise just how collectable it is on the C64 scene.

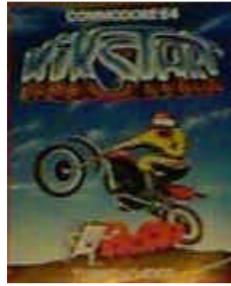
## **GIANA SISTERS (1987/88 GO!)**

We all know the story, it's a Super Mario clone that was banned by Nintendo and only a few copies ever made it out into the light of day. It's just sheer luck if you come across a copy, but it's very likely that you never will. The cover features a picture of the two sisters who are dressed up like punks. As far as I know, it was only on tape. The original version comes with a small intro picture with sampled music from Chris Huelsback. The great Manfred Trenz of Turrican fame also coded the game.

## **KIKSTART (1984 Mr Chip Software).**

Yes.. Yes... Before you all start putting your hands up to owning a copy, I expect you all do. But the version I am on about, is a very collectable version actually released under the Mr Chip label, and -not- the Mastertronic label. It is exactly the same as the Mastertronic version, and is no different in anyway, just the tape cassette cover and the tape itself. The Mr Chip version was released first, but Mastertronic bought the rights to sell it under its own label, so only a few Mr Chip versions were produced. It's not as rare as Giana, as it had a longer shelf life.. But just try and find a copy, or someone who has a copy.

The cover picture is also different to the Mastertronic version too. If you have the copy with the picture on the page, then you are very lucky!



## **SX64 (1984 Commodore)**

It's the portable C64 with the little colour TV, disk-drive (DX64 had 2 drives) and keyboard all in one -heavy- bundle. They originally sold for £999, and that was its downfall. Not only that, but the reliability of them were bad, especially the disk-drives. All people I know who have SX64's, have some sort of problem with them. I also mentioned the DX64, and it too is incredibly rare if you get hold of one.. But if you want a DX64 instead of an SX64, then you'd better start searching elsewhere, like the USA, where they were only really released.

The SX64 is a black box, with the screen being the size just bigger than a Gameboy and with a more compact keyboard, which lifted off from the top of the case. It all slotted together, and could be carried with a handle attached to it, which was also used to prop the machine up.

There have seen a few SX64's for sale for something like £80, which is a great price for a piece of history, so keep a look out in Micro Mart or Boot-fairs etc. (Its likely you will get one cheaper from a boot-fair though).

## **CHILLER version 1 (1984 Mastertronic)**

Some of you may have heard rumours about this one..

Many of you will think, "But I have this!", but you're more likely to have the common -version 2-. You see, Chiller was based on the Michael Jackson film THRILLER, and it even had a C64 version of the tune in it, but legal action was taken against Mastertronic, not for the game being based on the film, but for the music. By this time, the game was on the shelves for a few days, so Mastertronic had to get rid of all the copies off the shelves and get David Dunn back to re-write some music for the game. It was then released under the same name and packaging later on, known to some people as Chiller Version 2.

Could this be rarer than Giana?, I only know one person who has a original.

The Version 1 came in the exact same packaging as version 2, so those who have originals of Chiller, dig out them and load them up to listen for the Thriller music. If it's in it, then aren't you lucky!... If it's not, then it's tough luck.

If you are desperate to find a copy, your only way of finding it, is to buy any Chiller tape you see, even if it's your XXth copy etc.. and search for the sacred V1 like I am!

I have over 10 copies of the game now, and still no luck.

## **VALHALLA (1984 Legend)**

What a fantastic game!, the game was apparently the first movie orientated game made on the C64. It involved typing text adventure style commands and watching the results on an animating screen. Loads of different characters with different personalities and abilities, and many locations to visit. The packaging was brilliant too, the manual had pictures for each character to describe them and plenty of info on playing and it came in a nice box too!

This is very hard to come across, as it is old.. but its worth getting for the packaging alone.. It sold very well, and even won the 1984 Game of the Year award.. but they are just too hard to come across.. Keep searching though, they are not incredibly rare like other games, and it's likely you will eventually come across one if you look hard enough. Note that it comes in two versions, I have a version in a card made box with a large manual, and another version which is in a large plastic case with a smaller manual, with all the same information as the larger manual. The game was also coded partly in basic, for all the text routines, but the GFX and the rest was done in ML, so its easy to hack into the text code and modify it.



# RIDDLES & STONES

Reviewed By Mark Vowles.

Riddles and Stones is a strategy game for up to 4 players. Once you arrive at the main menu screen you find that it is written in German, not English. Luckily though most of the options are obvious translations. The game is divided into rounds, each of 9 levels. Depending on the number of players, you can decide to start with different rounds.

The basic idea behind this game is to create a path of blocks from an input arrow to an output arrow. To build the path you are given a number of blocks bearing coloured shapes. These can be placed on any empty or similarly marked squares on the 9x7 playing board. Within the playing area, there are a number of squares which act as walls restricting movement. As you might expect availability of the different types of blocks is limited which means that forward planning for the route is necessary. One further complication is that the blocks move until they hit another block, wall or edge of the playing area so your control is limited - you can find that you can't place a block because you can't stop over a suitable square. In this case pressing run-stop allows to restart the level or abort the game. Later levels have special squares which restrict the direction of movement and the type of block which can pass over it. A password system allows you to resume an aborted or failed game later which saves tedious replay of levels. One nice touch is that the different rounds of the game are played on a different background picture.

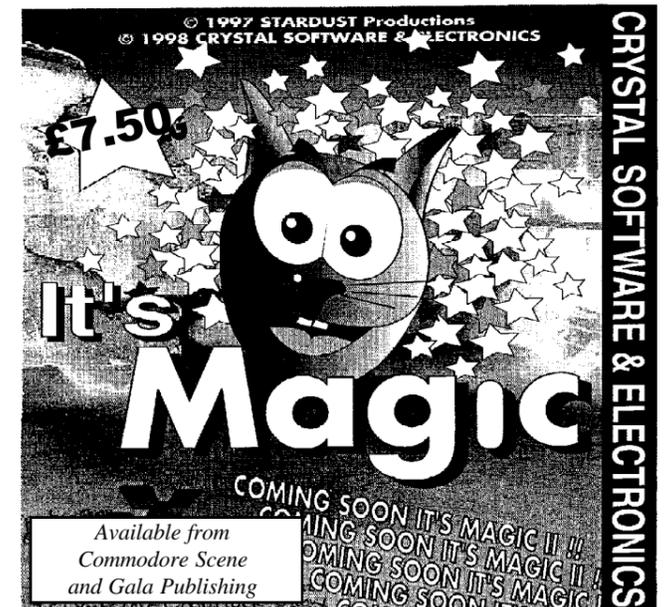
The two player mode offers a variation on noughts and crosses. The two payers have separate paths to create and you each can only move those blocks which they place, limits on the availability of blocks remain. This game is much more difficult than the one player since there are many more ways to get into an impossible situation. There is a time limit on all games though this does not pose too many problems, at least on in the first few rounds. The three and four player games mimic the one player game only control passes periodically between ports 1 and 2, four score panels on the screen keep things in check. If you find that you have become bored with the game, you can always edit the levels in the editor accessed from the main menu. OK so how does Riddles & Stones score?

**Playability:** In one player mode, quite poor, certainty for the first two rounds because the level of difficulty is nonexistent. The multi-player modes though are different, they offer many more hazards and the completion actor also kicks in. You do though have the option of creating your own levels which could improve this game significantly. I therefore award 7/10

**Graphics:** Background pictures in this game are excellent, the first one being outstanding, especially viewed from a distance. Other graphics are functional but nothing amazing. The score is 8/10.

**Music:** Good music throughout, the title music fits well but again nothing to go wild about. Therefore 5/10

**Overall:** Great as a multi-player though you will obviously need a healthy supply of like minded people who enjoy playing pass the parcel with joy sticks. As a single player game it does not fair quite so well as it stand though the level editor should bring the game to life. I will award this game 7/10





## CRYSTAL SOFTWARE

Alex De Vires asked me to correct something I said in an earlier issue, Commodore Faction IS NOT owned by Crystal Software as I reported. Sorry Alex.

Also mentioned are the products that Crystal produced, I am informed that all these will be handed over to Gala Publishing

- Its Magic
- Riddles and Stones
- The Legend Of Kyril (Jan 99)
- Its Magic II (March 99)
- Barry The Seahorse (May 99)
- Space Tracker (May 99)
- The 6 Kingdoms Of Babylon (Unknown date)
- Erik The Destroyer (c128 only)
- DCT-II Challenge Pro (CD-ROM interface)
- 4-Skan + C-Module (scanning package)
- Commodore Gazette (USA disk magazine)
- GEOS Publication (USA GEOS newsletter)
- LOADSTAR (USA disk magazine)

Another thing that was passed over to me is the fact that Richard Bowen was selling the Retro Classics Packs 1 & 2, well unfortunately, one of the games in these packs is still pro-

tected under copyright at the moment. Richard has been informed of this fact and has been asked to remove Flip n Flop from the packs. So, if you've bought the pack already then you can count yourself lucky.

## COMMODORE SCENE

Changes are afoot, don't forget to fill in the survey form because what you say WILL affect the next issue - catch the next issue to see what has happened to CS - onwards and upwards for us !

The coverdisk is undergoing transformation at the moment, my thanks go to Danny Tod for his programming skills and enthusiasm. There is a 1581 version of the menu loader and it is VERY fast - you lucky people.

Like the colour cover ?  
Do you want more ?  
Okay then - you've got it !

## GALA PUBLISHING

New contact details are as follows :  
e-mail - [faction2000@yahoo.com](mailto:faction2000@yahoo.com)  
web site - [www.angelfire.com/co/crystalsoftware](http://www.angelfire.com/co/crystalsoftware)



the pages of CS), how much do you know about the UK scene ?

The only thing I know about the UK scene is from what I read in CS. :) Good job on the magazine, by the way. I hope you keep it up.

11) What is it like to be famous ?

Who are you talking about? I'm just another user who creates programs for himself that other people can also use and enjoy. Actually, I like the attention I've gotten. I think that indicates that my software has been fairly well received. Thank goodness.

12) In the UK a lot of people still insist on using a datasette for storage (give me strength !!), could you please give them a couple of good reasons for buying a disk drive ?



Why is that? Do these same people boot Windows from a floppy when they buy another machine? I guess it all boils down to the person's needs and wants. If someone is happy with a datasette and it serves them well, then why not? I used a datasette myself until about 3 months before buying a 64. 5 years of loading and saving to/from tape. However, it wasn't so bad using a datasette with a Vic. Remember, the biggest file isn't going to be any larger than 3.5K. Can you imagine waiting a half-hour for GEOS to boot up? How about another 20 minutes for geoWrite? And then it would take about 5 minutes for geoWrite to load in a page. Make a change to that page and you're going to wait 5 minutes to save it and 5 minutes to go to the next page.

For what I do, I need the biggest and fastest devices I can get. Wheels wouldn't be anywhere near completion if I didn't have my CMD HD, RAMLink, and SuperCPU. This project is simply too big to handle on anything less.

13) When Wheels64 was released in the USA, I had a few orders in the wings waiting for CMD to stock it, this didn't happen - why ?

CMD had to wait for me to fill the orders I already had waiting. I had about 100 orders to fill before I could send CMD an order. They had to wait in line just like anybody else.

14) How do you fit all your C64/128 activities in and around your private life ?

What private life? :)

Actually, there's a lot of things I'd like to be doing that I haven't had time for lately. But, some things can wait. And I still have time to do whatever I need to do. But, I admit, programming has really eaten up the bulk of my life the last several years. There are times when I wish I had never gotten started at it.

15) Do you have any contact with the likes of Dale Sidebottom ? - If so, how much ?

Dale and I speak quite often over the phone. I've been working on a program for Dale, also. This program is called PostPrint II. It's currently in a working stage and allows us to print JPEG images on a PostScript Level 2 printer. It runs in Wheels and provides you with a preview mode, much like geoPublish. In this mode, you can place a JPEG on the screen (you only see a box where the image goes) and move it around and resize it. Then you can print it.

For my purpose, I use PostPrint II to print the JPEGs and then run the paper through again to print my geoPublish document along with it. Dale and I each have the new Sony Digital Mavica cameras with the built-in disk drive. With our FD-2000s, we can copy the JPEG files to Commodore disks using Little Red Reader. Then boot up Wheels and print the images. My printer is black and white and converts the colour images into halftones which really come out nice. Dale has a colour PostScript printer, so he can enjoy the full 16 million colour capability that the camera uses.

[sorry for the late reply, Allan] - Maurice

There you have it, a brief insight into the man behind so many wonderful and varied programs for the Commodore 64 and 128. I would have liked to ask more questions but due to time restrictions, it was not possible.

Thank you for the interview Maurice, and thank you for taking time out to answer those questions. I think you are far too modest in how you view what you do for the rest of us 'mere mortals'. I (we) appreciate your programming skills very much and to say that what you produce is just amazing would be the understatement of the century. You are personally responsible for some of the finest programming achievements EVER for the C64/128. You can hold your head up high as you are truly famous among the C64/128 fraternity.

I look forward to speaking to you again in the near future. Oh, and by the way - happy birthday from the UK !

Allan.

7) What are you currently working on at the moment ?

Wheels 128. (for about another week)

8) With regards the SuperCPU  
- Is there any specific software for this device in the USA ?

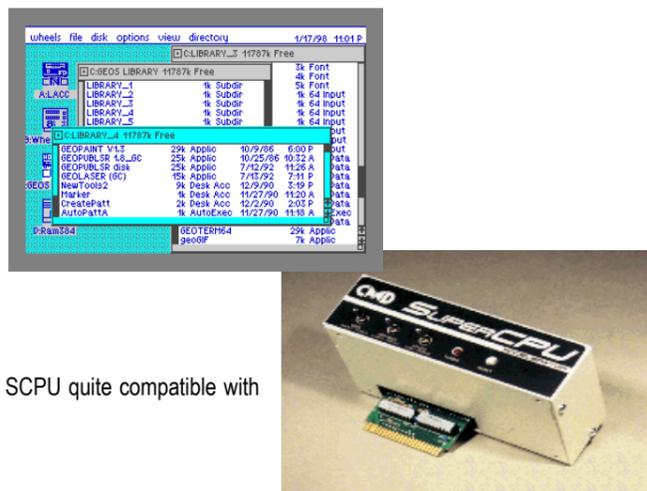
I'm not entirely sure about all the activity going on right now. Wheels is perhaps the most involved software that supports the SCPU, but doesn't require it, either. Nate Dannenberg is working on a real-time video project. I saw a demonstration of it at the Chicago EXPO. I don't think there's any software that "ONLY" works with the SCPU yet. But you'll likely see something soon. Fortunately, CMD was able to make the SCPU quite compatible with most existing software.

- Is anybody actively writing for this device ?

I think there's a lot of interest and work behind the scenes that isn't being talked about much yet.

- Do you think this device has prolonged the life of the C64/128 ?

The 64/128 will never die, so it hasn't really prolonged its life. But, it has really put us 64/128 users "in the fast lane". Sure there are fewer 64/128 users today, maybe only 5-10 percent of what there were 10 years ago. We look small next to the PC market, but think about it. The PC market is probably 100 times larger than it was 10 years ago. That's why we look so small. There's still a lot of 64s and 128s out there. And people love using them.



9) With regards to the GEOS system

- With the advent of your Wheels upgrade, do you see this system being enhanced any further ?

I'll probably keep working on it for many years to come. No software is ever finished.

- If so, how ?

How about a version that REQUIRES a SuperCPU. If so, it would be a full 16-bit operating system, yet would contain a current Wheels emulation mode so that current software could still be used. I've been tossing this idea around in my



head lately. The same operating system could be used on both the SuperCPU/64 and 128, since in reality, they are both the same machine while in 16 bit mode. The only difference is the screen capability. And the operating system would work with either screen.

- My personal favourite is geoPublish but I think that it suffered from the lack of 128/80 column support which I always thought it needed - what do you think ?

I agree. But don't excited about anything new here yet.

- I have heard from a couple of people that Wheels64 has hit compatibility problems in the UK - any comments ?

Yes, but I've recently figured out the problems and incorporated the fixes into Wheels 128. Wheels 64 will get fixed now. Anyone who has Wheels 64 in a PAL country can get a replacement disk. All they have to do is ask.

- I thought that the Gateway was a major breakthrough with the GEOS system, indeed it has allowed me to successfully run my GEOS128 with the RAMLink and my FD drives with no problems at all. By the time this issue comes out I will also be running Wheels128 and a 128 SuperCPU. Will this new found power 'blow me away' ?

It blows ME away. In fact, I've been looking forward to this for a long time. And it's finally reality. Wheels 128 really makes a machine out of all this hardware. We've got a nice computer and lots of good hardware to plug into it. But the software has always been lacking with GEOS 128. Wheels 128 takes care of that and the user can really enjoy the system now.

10) Over here in the UK it is difficult to imagine what is happening in the USA as regards the C64/128 (I am trying to change that through



web site - [www.zyworld.com/faction2000](http://www.zyworld.com/faction2000)

web site - [www.crystal-software.com](http://www.crystal-software.com)

web site - [www.highway.clara.net](http://www.highway.clara.net)

Address - 7 Glyme Close, Woodstock, Oxon, OX20 1LB, UK

Currently available software from Gala :

Riddles & Stones £7.50

It's Magic £7.50

Sceptre Of Baghdad £1.99

First Star Software's Greatest Hits £9.99

(includes : Boulderdash, Flip&Flop, Bristles, Astro Chase and Security Alert.

Up coming games :

10th Dan £9.00

The Legend Of Kyril £9.99

There is also a demo disk for £1 which is refundable after purchasing, the demo disk contains the following :

The Legend Of Kyril, Riddles&Stones, It's Magic, Sceptre Of Baghdad

## COMMODORE FACTION

Issue 4 will be released on the 18th December 1998 for the price of £2.50 (special offer) and includes 8 pages of full colour. McRat, Zinj Complex and Official Father Christmas on the coverdisk.

There is also a special trial subscription offer

which is £8 for 4 issues and includes 4 free demo disks. Usually this would come to £15.80 As from issue 5 the price will increase to £2.95

## CHRIS HOLGATE Commodore highway zine '64

I really do not like doing this but my hand has been forced.

I know of several people who have ordered items from Chris's Commodore Highway listing. Unfortunately, it appears that they have not received their goods, one poor unfortunate person has been waiting FOURTEEN MONTHS for a monitor.

This is most definitely not acceptable as it is



now obvious that he has been advertising things that he does not have. Commodore Scene will not be running any further advertisements for Commodore Highway until this situation is sorted out.

Chris Holgate appears to be 'missing' at the moment, his telephone is no longer ringing and it appears that he is not replying to letters. I would offer this advice to everybody - Do not buy anything from Commodore Highway until an explanation is forthcoming and all the outstanding orders have been filled.



Peter Staaks recently sent a letter after I sent him a copy of CS. He is still selling the Big Mouth magazine for £2 per issue or three issue for £5. Peter hopes to do more c64 business in 1999. Vision Entertainment, De Fazant 42, 7905 HD Hoogeveen, Holland

## VINNY MAINOLFI



Vinny has been trying out some new e-mail & www addresses, he has finally decided on these :

vinny@commodore.u-net.com  
www.commodore.u-net.com

Vinny offers a transferring service for you on his web site, if there is a game you want to pay on your emulator but don't have it, just tell Vinny and he will do it for you. Check out his web site for more details.

Vinny also reviewed issue 22 of CS on his web site, check it out and see what you think.

Also you will notice a return of Vinny's writings within these pages - I knew he couldn't keep away, cheers Vinny !

## U64F DEAN SADLER

U64F will be changing format to A5 in size

What ever happened to Zine '64 ?

Commodore Scene has never taken money without having the goods in stock (2nd stuff only - obviously), your money is safe in my hands !

Sorry Chris, but you have brought this on yourself.

## COMMODORE SOFTWARE LIBRARY

Ken Ross informs us of the following news : There will soon be a 1571 service manual on disk added to the library. The c64 service manual is already on disk and there are hopes for the 1541 service manual in the future.

The library catalogue is available and is on two disk sides.

No pricing information was given to me but the contact details are as follows :

Ken Ross, 26 Redenham House, Tangle Grove, Roehampton, London, SW15 4DW  
e-mail : petlibrary@bigfoot.com  
web site : <http://members.tripod.com/~petlibrary>

## VISION ENTERTAINMENT

ENTER, STAGE LEFT -

## MAURICE RANDALL

1) Before we start, could we have a little background about yourself, i.e.: age, regular job, married ?, children ?, history of your involvement with the Commodore, etc.

I turn 45 this month (November). My regular job for the past 25 years has been in the automotive repair industry. For the past 19 of those years, I've been self-employed, operating my own auto repair shop here in Charlotte, Mich. I've been married for almost 15 years and have one step-daughter who is grown up and married now. So, at home, it's just myself, my wife, and our dog. In January, 1983, I bought my first computer, a VIC-20. I started out learning how to program in BASIC and didn't do much with machine language until I got my first 64. In fact, I didn't get a 64 until the summer of 1988. So, for 5 years, I worked with that Vic-20. It taught me efficiency in programming with its 3.5K of ram. Because of that, I've always tried to write the shortest possible code while still accomplishing the same end results. And it usually pays off with better and faster software.

2) How long do you think the C64/128 can survive ?

Forever. Plain and simple. There is no end to it.

3) Given that CMD have developed such groundbreaking pieces of equipment for the C64/128 do you think there is anywhere else we can go as regards hardware ?

I think the key here is to try and adapt hardware that's being developed for the other machines. We can also take advantage of the price wars going on. Look at what you can buy in the way of printers nowadays. The prices are way down. And those Windows ready printers are still Commodore compatible. Don't let the unknowledgable salespeople tell you otherwise.

As for the CMD products, anybody that ignores these products are simply staying in the past. People always complain because of the lack of support and nothing being created for our machines. Well, baloney, CMD has quite a few nice products as well as other software and hardware available.

Of course, it costs money, but so does another computer.

4) How many programs have you written for the C64/128 ?

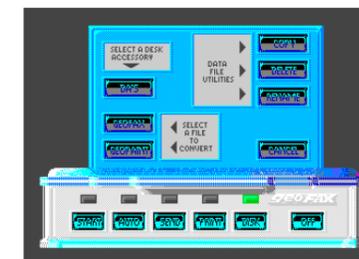
Commercially, I've written very few. For my own purpose and enjoyment, I've written little utilities and things to accomplish whatever it is I need to do at the time. This all stems from my Vic-20 days. If I needed the Vic to do something, I wrote a little BASIC program for it. Perhaps, the reason I don't have a great number of programs, is because each one has been a very large project. Take geoSHELL for instance. In reality, this is a program that also has many other little programs to go with it. Those would be the extra commands I've written for it. geoFAX was a big undertaking. I spent a couple of years on it. In the meantime, not much else got done. Wheels 64 and Wheels 128 have been the biggest projects to date, though.

Aside from these, I've written a number of programs for CMD. I wrote the mouse drivers and the AutoSmartTime utility that's supplied with the SmartMouse and I wrote the SuperCPU patch program that allows the SCPU to be used in GEOS.

5) What do you think is your greatest programming achievement and why ?

Even though Wheels has been the biggest project, I'd say that geoFAX is my greatest programming achievement. Wheels was developed as an upgrade to an already existing product, although considerably different from GEOS with quite a few enhancements.

But geoFAX was entirely my creation from the ground up. For all practical purposes, being able to send and receive faxes at 1mhz, while operating in the GEOS environment, should be an impossible task. But I was able to make it work, and with the right set-up and a compatible modem, it works quite nice. You can't imagine how I felt the first time I saw it work.



6) What are your plans for the future regarding the C64/128 ?

As we speak, I'm still heavily involved in Wheels development. Wheels 128 is being finished right now. Then I'll work on the first upgrade for Wheels 64. It will receive all the refinements that have gone into Wheels 128.

And of course, all future development in the way of GEOS applications will require Wheels 64 or 128. I've got a new programming package in the works and will release it to anyone interested in writing software for Wheels as soon as it's ready. Even before it's completely ready,

I can offer it in various stages of completion in order to get someone started right soon.

# GEOS geoWrite v2.1



Hi to you all,

Despite that fact that I thought I would not have time to compile this issues GEOS column, here I am doing just that !

It would not have been possible if not for the arrival of the SuperCPU128 from CMD which has given me the speed that I need to complete the column as well as all the other work that I have to do for CS. I really can not convey how fast GEOS is now it is under SCPU control, have to see it to believe it.

This will be the last GEOS article from me under this guise, as from next issue there will be a dedicated GEOS section. This has mainly come about due to the fact that the geoClub UK has now ceased publication. More news on the new section will be in the new section in the next issue - you will have to hold your breath a bit longer !

Anyway, last time we were looking at how geoWrite can create different TAB markings to allow you to place text in various places on the page. This is all very nice but the vast majority of geoWrite users will be writing standard letters which require little or no TAB settings.

It is possible to create a letter using just the 'M' and the 'P' markers and yet make it look as though your letter contains more indepth spacing, see issue 20, page 59, figure 2.

To compliment your letter it would be nice to be able to incorporate a personalized letter heading, this can accomplish many things, people know instinctively who it is from when they open a letter, and more importantly, it allows you to put into the letter heading all your permanent details such as name, address, e-mail, telephone number, etc. You can even incorporate a nice graphic if you wish.

Obviously the best way to create a graphic letter heading would be to do it in geoPaint, 'copy' it to the 'photo manager' for safe keeping and then, from within geoWrite, 'paste your creation into your letter. There are some limitations to this, your graphic letterhead can only be a few inches tall by about 1/3rd page width, which tends to limit your creativity a

little bit. "But your letter heads are 'full width' aren't they ?" - Well spotted, you are quite correct, there is always a way around every problem in GEOS. There is a utility which will allow you to capture a larger graphic than you can within geoPaint, you could even capture the whole geoPaint page if you wished to do so, but I wouldn't bother if I were you because geoWrite will not let you insert such a large graphic anyway so there would be no point in it !

If I were you then I would concentrate on allowing yourself about 2" to 2 1/2" in height and utilize the full width of the screen. If you are happy to run around in geoPaint then I suggest that you try creating a letterhead for yourself and see what styles you can come up with.

Okay, so we have a nice graphic that we can use, if you put this in a blank geoWrite page and saved it then that could be your blank personal letterhead. But why stop there ? There are many other details that you could put on your blank letterhead, so why not also create these as well and that way everytime you open up the blank letterhead all the details are there waiting for you. Details such as 'date : 00/00/00', 'Ref :', 'Dear', 'yours sincerely', 'signed - Joe Bloggs', etc. All these details are repetitive and are sometimes missed out all together, but if you put them on a master letterhead then you will never forget them again.

Right then, you have created your 'master', so what now ?

Before opening geoWrite, select the 'master' on the desk top and 'duplicate' it giving it a new name. Now open the new version and fill in the details as required, there you go, you have just saved yourself loads of time by not having to create the letter from scratch - not bad eh ?

Well thats it for this issue, sorry it was a bit brief but I thought that it had been too long since the last GEOS column to leave it agian !

I look forward to helping you out in the next issue with the new look GEOS section.

all the best for now  
allan ☺

	allanbairstow @compuserve.com	15
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This article was produced on the C64 and then scanned into place

from issue 14, it will be a guaranteed 8 pages (at least). Issue 14 will be published on the 8th December 1998 and will come with a coverdisk and a Christmas card.

Sadler Publishing, 20 Memoir Grove, New Rossington, Doncaster, South Yorkshire, DN11 ORX.

## ZERO PAGE

I have here a few copies of Zero Page, 'The newsletter of the Commodore Users of Wichita'. They are an excellent read and I may 'borrow' some of the articles for future issue of CS. The latest edition is among them is September 1998.

## ICPUG

ICPUG has ceased to be !

After 20 years of service this great empire is to close.

Yet another stalwart bites the dust, at this rate there won't be anybody left for the millennium !

Here are a few words from its chairman - John Blackstaff.

<< Sadly I have to inform you that your management committee have decided to close down ICPUG at the end of this year. We will not be asking you to renew your membership for 1999 >>

## CMD importing SERVICE

There are some new items on this issues listing as well as some special offers and new UK items.



The listing is continuing to be popular with a steady flow of orders and happy customers.

Remember, it is your service, and it is run for free by myself. No profit is made out of you and the prices are as low as humanly possible.

The ZOOM modems that are compatible with geoFAX and Novaterm v9.6 are becoming increasingly harder to track down as they have been discontinued. If you want one then I urge you to order now as I can not guarantee that they will be available in a few months time.





To: Vincenzo Mainolfi, INTERNET:vincenzo@mainolfi.freemove.co.uk  
 Re: Feedback from allan

Hi Vinny,

Well here I am again, I thought I would just reply to your last e-mail as you had lots of very good points to make.

> Tell me, why did you think that my CS review wasn't very good ?

I actually thought it was a good review - does that sound strange ? - let me explain - I treat all reviews as good ones as they all help me to change and mould CS into something better, but I agreed with what you said yourself in an earlier e-mail about it not being brilliant as it seemed to pick out bad points rather than good ones. I would have preferred to have a 'glowing' review, but I live in the real world and I know as well as everybody else that there are still things that need to be ironed out. I think that prior to this I did not have any bad feedback about CS only 'thankyous' and 'well dones', so it was a little shock to me as I had sweated blood on that issue !

> As for the lead that connects my C64 to PC, it was made by Mike Berry who said he would do it for me in 2 days. 2 MONTHS later! I got the lead! Maybe asking him politely will get you on the right path. Sorry I couldn't help any more.

Mike is busy trying to complete Savage Platforms for the next issue so I think I will hassle him for the lead later - thanks for the info.

> Just a few points about the current issue of CS. I have noticed that you are quite stabbing with your remarks to readers who do things wrong, such as paying the wrong price. I am sure you are frustrated with people sending the wrong payment. There are more polite ways of asking (even if you have to do it a 100 times) than the way you are currently doing it.

I did not mean to give the impression that I was angry or annoyed, because I wasn't, so maybe you are right - I will have to try and tone down the content of my replies a bit. I think that maybe I wrote that at the time when I had three incorrect payments in one day (from people who knew the correct price) and maybe I should have waited a while before writing what I did. Oh, and I did say 'please'.

> My experience of certain articles you have written is that you hold onto the "I'm OK you're NOT OK" frame of mind which feels like you are trying to get one up on certain people. In the same position, I would try and stay adult about my response and also try to understand the person you are directing it to.

Hmmm, I never set out to get one up on anybody as I am not that sort of person and I am shocked that it came out that way. You really have made me think hard about the way certain things were written as even though I write them with the best intentions they appear not to be reading the same way.

> Here are a few examples :-  
 > Page 3 - "I had my reasons and I will not go over them again" - Quite a HEAVY remark for the 1st few pages.

This was not meant to be heavy, all I meant was due to my father dying half way through the production of CS I had very little time to produce a more professional issue as my mind was obviously on other things for quite some time. I thought that the readers would not appreciate me mentioning my dad's death every other page - but maybe I could have worded it better.

> Page 10 - "thank you for being honest, and thanks also for having the guts to slap me when you think I am doing wrong" - Quite a stabbing remark to Richard. It's not even funny.

I don't think Richard took it the wrong way - if he did he hasn't mentioned it to me. Richard knows how I talk as we have talked on many occasions and maybe the way I talk and express myself doesn't come out too well on the printed page. It was not said as a stabbing remark and it certainly was not meant to be funny - it was fact, I meant what I said - he was 'honest' and he had 'guts' to say what he did, which I appreciated very much as his words mean a lot to me and they have helped to shape the next issue of CS very much.

> These are only a few of the stabbing remarks that I have found in the current issue. I know it is your magazine, and you have a right to print what you want. I do feel that certain readers will

# Gala Publishing

7 Glyme Close, Woodstock, Oxon, OX20 1LB

If you are not interested in quality new C64 games then feel free to skip this page, otherwise read on as David Connolly of Crystal Software UK pleads 'It's up to you'.

If you are familiar with the above address then it's a good sign because it is here that is the home of Crystal Software & Electronics UK and indeed the magazine Commodore Faction. It is here that all orders for Crystal Software products world-wide are now being sent, and it is here that you can order the latest C64 games and purchase your favourite monthly CF.

I present you with a list of games that you can get your hands on now. All games come on 5¼ inch disks, all full price games come fully packaged with manuals.

It's Magic (92% Commodore Faction, 79% Commodore Scene) £7.50 (stocked by CS)

Riddles & Stones £7.50

The Sceptre of Baghdad (budget price but with intro and ending) £1.99

You can also reserve a copy of our forthcoming games now. This scheme has already been in place with 'The Legend of Kyril' for some time, but we have another game ready '10th Dan'. Many of you will have read about this game in Commodore Format a while back, and if so you'll know that this game really should not be missed. It's a shame then that we might all miss out because the programmer has become disillusioned with the illegal spreading of games. It's up to you if you want this game, all you have to do is pay for it: if we don't get enough orders then we will bin the project and all payment will be returned in full. Reserve your copy from an official distributor, at the moment in the UK that means from Crystal Software.

The Legend of Kyril OUT FEBRUARY 99 £9.99

10th Dan OUT MARCH 99 £9.99

Coming your way soon should be some more quality games. The 10th Dan should be our first full price release originating from the UK but we don't intend to stop there. We are currently running a feature in Commodore Faction where the readers decide what game they want to see next, including the type of game, programmers, and even the price!

Please make cheques/postal orders payable to 'Crystal Software & Electronics'.

Credit cards and major currencies accepted. Please e-mail us for our exchange rates.

Our line up continues with two compilations and another game which has remained uncompleted for a while named Penguin Towers.

COMING SOON!

THE ALTERNATIVE COLLECTION (Includes 'The Last Ninja')  
 THE FIRST STAR COMPILATION (Includes 'Boulder Dash' and 'Flip and Flop')  
 PENGUIN TOWERS (Developed by SHS)

If you want to know more about these games then consider purchasing Commodore Faction for just £2. Issue 4 of this monthly magazine has a coverdisk with two full games, and includes a review of 'Riddles & Stones'. We also have a competition with a mystery prize worth £1000! We're not joking. Even better than that we have an interview with Commodore Scene's very own editor Allan Bairstow! That address again:

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# Gala Publishing

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## ROGER UNWRAPPED

A Loadstar Production for the Commodore 64/128

### Preview

From basic, the introduction to Roger Detaille will load. This gives you an in depth guide to Roger and how he got into the C64 and finally GEOS. There are some post mumbles from Fender Tucker explaining how this collection came about and how to view the graphics if you are a non GEOS user.

The collection comes on 1541 disks or 1581 format. Consisting of all the graphics created by Roger in geoPaint files. The collection is very diversified and covers a wide range of topics, including Trains, Cars, Audio/Video, Bugs, Flowers, Canadian Birds ad Mammals, Fishing, African Portraits x 2, and even Paperplate templates. Something for everyone. Since my artistic talents leave a lot to be desired, I can appreciate the crispness of Roger's creations, just wishing that one of my masterpieces would come out like one of these occasionally. Also included are a selection of geoWrite files on various popular GEOS applications, like alternative desktops, dual-top, font designing, geostamp, navigating track 18 etc. A useful library of help files, should you ever get into difficulties.

As an added bonus, there are some basic print files, which will allow you to print out of GEOS. Supported are the Epson90, Epson24, Epson-para24 and Epson3pass9. The numbers after the name should give you a clue, 90==9 pin at 90 dpi. 24==24 pin serial. para24==24 pin parallel and finally serial 9 pin x 3 passes. A very good idea and obviously with the non GEOS user in mind.

All in all a very good collection of graphics/clipart, drawings or whatever you wish to call them and if your like myself hopeless at drawing then Roger has done it for you.

## MAURICE's 8 PACK

A Loadstar Production for the Commodore 64/128

### Preview

Anyone who uses a C64 or 128 should be familiar with the name LOADSTAR. Whenever a program is accepted by Loadstar, you can be assured that it will be of the highest standard. Maurice's 8 Pack as expected comes into that category. Once loaded the menu system is exactly the same as you would see when booting a normal Loadstar disk.

The first file on the menu is the story behind this collection by Maurice Jones. All these solitaire (patience) programs are classed as full screen, that means, no instructions (Maurice

also explains about how he changed his programming techniques for this series.) So once loaded, I would suggest pressing the good old H key to get to the docs and learn what the game is about. They are not your normal run of the mill games, with each one you have to actually do a bit of thinking to see which is the best way to CLAIM A WIN. Maurice also try to get across the enthusiasm completing this series gave him.

Side-1.	Side-2.
Blue Mule	Saddle Bags
Elevens	Four Seasons
Royal Pain	Puss in Corner
Big League Bisley	Bisley Two

Apart from Elevens, I had not seen any of the others, and the options available from within the game are very good. For instance the game are varied but for Blue Mule :

F1	End game
F2	Reset Stats
F3	Abort game
F4	Claim Win
O	Oops
H	Help
P	Peek at Deck

1	Play	
2	Options	-----> 1 Opening Menu
3	Replay	2 Sound On/Off
4	Load	3 See Deal On/Off
5	Save	4 Peek On/Off
6	Return to Menu	5 Variation On/Off
		6 Claim Win On/Off Colour
7	Graphic Menu	----> 1 Deck
8	Play	2 Tile
		3 Border Style
		4 Tile
		5 Deck
		6 Monogram
		7 Play

With those options you should never get bored. I tested out all eight but kept coming back to Saddle Bags, after only a short time this game had got me hooked, it was the way that you had to plan your moves in advance that kept me hooked. If you every had a bad day at work and just want to relax or CHILL out I believe is the modern term, then this collection could be for you. The graphics and screen scrolling are top class, infact this is a top class collection by a fine C64 programmer. I would recommended this to anyone.

Both reviews are from Dave Elliot

> start to get offended by your remarks (me included) and hope that you can take time to read through your work before producing the final output.

I will try and allow some time before the next issue goes out to read through the contents and tone it down a bit if it seems too intense, this is quite hard as you can probably image that reading the same page for the 15th time does tend to get rather 'hard going'. I suppose a third party copy checker would be nice to have - a fresh pair of eyes would be able to pick out any nasty sentences - but there is only me in this house who is interested in the C64 so I will have to do it myself !

It is most definately not MY magazine - it is OUR magazine, I nearly 'put it together' and as such, I try my best to mould it to what people want, this will become more apparent with future issues. I have to admit that the only negative comments I have had up to date have been from yourself - that is not a dig at you by any means - you are expressing your opinion and that is what is needed to bring CS up to scratch and I appreciate it very much.

As for readers going elsewhere, more people are joining CS every month, but if we are refering to my reply to Elaine Nagles letter in the previous issue, then she no longer gets CS and to be honest it is good ridance as she was a 'bad apple'. As for offending you - I didn't know I had - I am sorry if I said anything within CS that caused you to take offence, I try my best to be nice to everybody and I thought was coming across in the content of CS, obviously not, so I will address that area asap.

Well its the same old story isn't it - TIME - to produce CS takes a lot of it and it is very difficult to find the time to produce CS, answer e-mails/letters, supporting CMD sales, family life, work life, etc, etc. I honestly think that some people think I do this as a living ! I don't, and it takes its toll on my personal life.

> I hope you can take this all as POSITIVE feedback and a helping hand.

Of course Vinny ! - Everything is taken as good feedback - no offence is taken and I hope it is the same with you ? CS will get better and things are already starting to 'flow' better now that I have got to grips with the publishing package that I use, the next issue is well under way and may even be early (don't quote me on that !). The scanner is now up and running so all those familiar logos and pictures will start to re-appear in CS again. I am only a cog in the machine that is CS (although be it a big cog !), and my knowkedge of the C64 is limited and I need help from other people (staff writers) to make CS great again.

Looking back at issue22, it was not perfect and I never said it was, the next one will be better and ground breaking - THINGS CAN ONLY GET BETTER !

Would you mind if I used some of this e-mail in the next issue 'letters' page ?

Right , I'm off to go and play with my new SuperCPU128 - it arrived this afternoon - yippee !!!!!

All the best to you and tracey, from allan, liz, faye and charlie (cat).  
Cheers mate, catch you later !



This two page e-mail was the culmination of several e-mails between myself and Vinny. As you can see, he raised some valid points, but, then again, he misinterpreted some of the things that I said. This is quite a common mistake - to make - we all do it - even if we think we don't. I myself have read letters that appear to be blatantly rude, but, upon speaking to the person concerned, I have found that I was wrong in my assumption of the way they feel.

This raises a few points and questions, but the main one must be "Are we all becoming too 'removed' from each other because of technology ?".

Because Vinny and myself have only ever communicated via e-mail, neither of us know how we each speak or put ourselves across by the way we use body language to communicate what we mean with our actions.

I always try to bare that in mind now that I realize that some people are offended by how I write some things, I will try harder - in the meantime, please do not take offence by what I say, as I say it with the best of intentions.

Allan



sue. Maurice is still striving to sort out the problems with the UK version of Wheels, it appears to be something to do with the PAL system in this country. Anyway, he says he has solved it now and patches will be sent to people who have bought it - where else would you get service like that nowadays ?

- ED

It's Seppo from Finland here.

For some reason I just realized that I can reach you with this technical 20th century invention called email. All would have been easier if I'd find it out earlier. Perhaps this is the best and most convenient way of sending thoughts from land to another. For the Commodore Scene magazine I'd like to say, that I've always liked it very much. I may write you an article some day, if I have time. You may have to know that although I like the magazine more than any other human being, it's very difficult for me to order it. Sending cash is not the best way to handle the order. So if you want to change the magazine please changed to way to order it from overseas. Also increased quantity of issues, which can be order at the same time, would be a big step to the better. Anyway I way to say a big thank you because of what you have done, without your help I would miss the biggest thing that ever happened in the world of Commodore. Keep the business going and wait for my next order.

Seppo.

Hi Seppo, glad to hear that everything is okay with the order (Seppo ordered a large amount of items from the CMD Importing Service), as for ordering Commodore Scene, you can always send a personal cheque if you wish - just make sure that there is enough to cover the exchange rate differences.

That goes to all readers from overseas, I can pay a personal cheque into my account with no problems at all - just allow a bit more for the charges

Welcome ladies and gentlemen, to the letters page once again !

I have had to restrict this issues letters to three pages I'm afraid, I could have filled the entire magazine with letters - there were that many. If your letter does not appear then I apologize, maybe next time.

Right who's first ?

Hi Allan,

I look forward to the interview with Maurice in CS. I am sending you the last message I sent to Maurice tonight. He has been answering all my mails with various suggestions etc. I think from my mail you should get a good idea for the problems and what I have been doing. I will keep you up to date and I hope your 128 version works. I have just had a fleeting glimpse and thats all. Glad you enjoyed the exhibition at Leeds, just a bit too far for me to go for the day or I would have. I am not surprised that Liz doesn't get any mentions. My wife helps me with the darts league and is the treasurer but still she is undervalued. Tell Liz I appreciate her efforts and her support for you doing CS because without that I am sure you would not do it. I know how important contributions are. OK, will talk soon only I am behind with my dart stuff and having wasted three yes three nights on bloody wheels.

Edward.

Thanks for the kind words Edward, as for Maurice Randall, his interview is elsewhere in this very is-

register to access memory. Numerous new push and pull instructions allow you to manipulate the stack. A few of the more useful stack instructions useful to programmers, are the new instructions to push & pull index registers with PHX/PHY and PLX/PLY.

Two other new processors registers are the Program Bank Register (PBR) and the Data Bank Register (DBR). The Program Bank Register can be thought of as extending the program counter out to 24 bits. Although you can JSR and JMP to routines located in other RAM banks, individual routines on the 65816 still must run within a single bank of 64K-there's no automatic rollover from one bank of RAM to the next when executing successive instructions. In this sense, it may help to think of the 65816 processor as a marriage of Commodore's C128 Memory Management Unit (MMU) and an 'enhanced' 6502-a very similar concept.

The Data Bank Register is used to reach out to any address within the 16 megabyte address space of the 65816. When any of the addressing modes that specify a 16-bit address are used, the Data Bank byte is appended to the instruction address. This allows access to all 16 megabytes without having to resort to 24-bit addressing instruction, and helps enable code that can operate from any bank.

**New Addressing Modes**

There are new addressing modes on the 65816. Several new instructions are designed to help relocatable code that can execute at any address. The use of relocatable code on the 6502 was extremely limited. With 16 megabytes of address space, writing relocatable code increases the overall utility of the program. To write relocatable code, several new instructions use Program Counter Relative Long addressing. This allows relative branching within a 64K bank of RAM. There's also Stack Relative addressing, and a push instruction to place the program counter onto the stack, so that a code fragment can pull it back off and can instantly know its execution address.

Another new feature is two Block Move instructions, one for forward MVP and one for backward MVN. Simply load the 16-bit X register with the starting address, the Y index register with the ending address, the accumulator with the number of bytes to move, and issue the MVP or MVN instructions. MVN is for move negative, and MVP is for move positive, so that your moves don't overwrite themselves. Block Moves use two operand bytes: one for the source bank of 64K and one for the destination bank. Memory is moved at the rate of seven clock cycles per byte.

Several new addressing modes are used to access the full address space. A 65816 assembler would decode "long" addressing given this input:

```
LDA $0445F2 ; load byte from $45F2 of RAM
; bank 4
```

```
LDA $03412F,x ; load byte from $412F of bank 3
; plus x.
```

```
Quite a few instructions have been given new addressing
modes. How many times have you wanted to do this:
LDA ($12) ; load indirect without an
; offset.
```

```
Or how about a table of routine addresses:
JSR ($1234,x) ; jump to a subroutine via
; indexed indirect addressing!
```

Other fun new instructions:

```
TXY,TYX ; Transfer directly between index registers
BRA ; Branch always regardless of status bits
```

```
TSB ; Test and set any bit of a byte
TRB ; Test and reset (clear) any bit of a byte
INC A/DEC A ; Increment or decrement the accumulator
directly
STZ ; Store a zero to any byte
```

**Summing Up**

As you can see, the 65816 opens up a whole new world of programming-it feels like a new lease on life. Of course, it's going to take some time to learn the new processor. But while the 20 MHz speed is a nice perk, I believe that the real power of CMD's new peripheral is indeed the engine under its hood: the 65816-a super CPU!

**Native Mode Options**

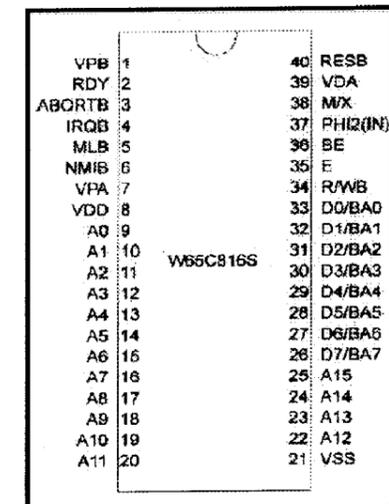
While in Native Mode, the m flag controls the size of Accumulator A and most Memory Operations, while the x flag controls the size of the X and Y Index Registers. This provides 4 different configuration possibilities, as charted below. The REP and SEP instructions are used in combination to switch configurations.

mx	A/M	X/Y	Instructions	
0	0	15-bit	16-bit	REP #\$30
0	1	16-bit	8-bit	REP #\$20 SEP #\$10
1	0	8-bit	16-bit	REP #\$10 SEP #\$20
1	1	8-bit	8-bit	SEP #\$30

It is important to note that the m flag will control the size of all operations dealing with memory except in operations involving the X and Y Index Registers (CPX, CPY, LDX, LDY, STX and STY) when the x flag controls the size.

**Emulation Notes**

While in Emulation Mode, Accumulator A is forced to 8-bit mode. You can, however, access the upper 8 bits with instructions that specify Accumulator B, and all 16 bits at once with instructions that specify Accumulator C. The X and Y Index Registers are also forced to 8-bit mode, with no means available to access the upper 8 bits. To further assist in compatibility, the Stack is forced to Page 1 of Bank 0. The Direct page Register (D) is fully functional in this mode, allowing direct page to be placed anywhere in Bank 0. Likewise, the Program Bank Register (PBR) and Data Bank Register (DBR) are also fully functional. While it would seem that these latter items would allow programs to operate from any bank in Emulation mode, there are some caveats; interrupts will force the program bank to zero without saving the PBR first, and RTI won't attempt to restore the bank. Therefore, Native mode would be recommended to execute programs in other banks.



40 PIN DIP  
PINOUT

# SUPERCPU<sup>Part3</sup>



bit to specify the accumulator and memory access as 8- or 16-bit.

Two new instructions are used to clear or set bits within the status register. The SEP instruction sets bits, and REP clears bits. SEP and REP use a one-byte immediate addressing mode operand to specify which bits are to be set or cleared. For example, to set the X bit for 8 bit user registers:

```
SEP #%00010000 ; set bit 4 for 8-bit index
                ; registers.
```

```
Or to clear bit 4:
REP #%00010000 ; clear bit 4 for 16-bit index
                ; registers.
```

When in 8-bit mode, the index registers perform their function in standard 6502 form. When status bit X is set to 0, both the X and Y index registers become 16 bits wide. With a 16-bit index register you can now reach out to a full 64K with the various indexed addressing modes. An absolute load to an index register in 16-bit mode will retrieve 2 bytes of memory—the one at the effective address and the one at the effective address plus one.

Simple things like INX or DEY work on a full 16 bit, which means you no longer have to specify a memory location for various counters, and loops based on index counters can now be coded in a more efficient manner. The formerly empty status register bit 5 is now referred to as bit M. M is used to specify an 8- or 16-bit wide accumulator and memory accesses. When in 8 bit mode, (M=1), the high order 8 bits are still accessible by exchanging the low and high bytes with a XBA instruction—it is like having two accumulators! However, when set for a full 16-bit wide accumulator, all math and accumulator oriented logical instructions operate on all 16 bits! If you add up the clock cycles and bytes required to perform a standard two-byte addition, you can start to see the true power of 16-bit registers.

#### More Register Improvements

Zero Page has now been renamed to Direct Page—corporate thinking, go figure. A new processor register D was added to allow Direct Page to be moved anywhere within the first 64K of memory. The direct page register is 16 bits wide, so you can now specify the start of direct page at any byte. Several old instructions now include direct page addressing as well. To move direct page, just push the new value onto the stack (16 bits) and then PLD to pull it into the direct page register. You may also transfer the value from the 16-bit accumulator to the direct page register with the TCD instruction. Direct page may also be moved while in emulation mode.

While in native mode, the stack pointer is a full 16 bits wide, which means the stack is no longer limited to just 256 bytes. It can be moved anywhere within the first 64K of memory (although while in emulation mode, the stack is located at page one). There are several new addressing modes that can use the stack pointer as a quasi-index

## A 6502 Programmer's Introduction to the 65816

After programming in 6502 language for over a decade, I was getting a bit BORED. One can only code the same routines with the same opcodes so many times before the nausea of repetition becomes overpowering. When I heard the news that CMD was building a cartridge based on a 20 MHz 65816 I was overjoyed. For years I've heard those with 65816 based systems brag about its capabilities. To us old 6502 programmers, the opportunity to program the fabled 65816 is a new lease on life.

The 65816 is an 8-/16-bit register selectable upgrade to the 6502 series processor. With 24 bit addressing of up to 16 Megabytes of RAM, the powerful 65816 is a logical upgrade that leaves 6502 programmers feeling right at home. It is amazing how fast one can adapt to the new processor. It sounds funny to say it, but the only difficulty I have had learning the 65816 is that there are so many options and choices to complete the same task, that it is hard to decide which method is best.

To get started programming the 65816, I would recommend purchasing the book, "Programming the 65816" from The Western Design Center, manufacturer of the 65816. While it is a bit pricey, the sheer quality and content of the 600 page book is worth the money. Rarely, if ever, has there been a CPU manual as thorough and detailed as the Western Design book. If you know 6502 assembly, then Programming the 65816 is probably the only 65816 book you will ever need.

#### Getting a Feel for the Modes

The 65816 may be operated in Native mode or 6502 Emulation mode. Emulation mode is a 100% 6502 compatible mode where the whole processor looks and feels like a vintage 6502. Native mode offers 8- or 16-bit user registers and full access to 24-bit addressing. While in emulation mode, not only are all the 6502 opcodes present in their virgin form, but the new 65816 instructions are also available for usage. In fact, the first lesson to learn about programming the 65816 is that emulation mode is much more powerful than a stock 6502. The only true difference between emulation mode and our venerable C64's 6510 processor is that unimplemented opcodes will not produce the results expected on the former. Since all 256 of the potential opcodes are now implemented on the 65816, older C64 software that uses previously unimplemented opcodes will produce erratic results.

To select between emulation and native modes, a new phantom hidden emulation bit (E) was added to the status register. Shown in programming models hanging on top of the Carry bit, the emulation bit is only accessible by one instruction. The new instruction (XCE) exchanges the status of the Carry bit and Emulation bit. To move to emulation mode, set the carry and issue an XCE instruction. To move to native mode, clear the carry and issue the XCE instruction.

#### My, How Your Index Registers Have Grown!

While in native mode there are two new directly accessible bits present in the status register. The 65816 implements new hardware interrupt vectors, which include a new hardware, BRK vector in ROM; therefore, the old BRK bit of the status register is no longer needed. The BRK bit is replaced with the X bit to select either 8- or 16-bit index registers. The former empty bit 5 is now filled with the M

which is about £1.

Please feel free to write an article or two for us.

I look forward to hearing from you soon.

- ED

Dear Allan,

Many many thanks for issues 21 and 22 in colour. Excellent magazine, excellent reading and excellent quality, especially considering the task set out before you. My better half has asked will there be a page for the girls? With us having one of the latest PCs she has been formulating something in the way of a page structure. Basically asking for all the female Commodore 64 users to offer some feedback in the way of game helps, likes and dislikes with the games produced for the C64. This however, would all depend on you good self of course as you may already have other plans in the pipeline. If you wish we will send a 3.5 floppy with a sample of said page. I would like to inquire the type of system you have and whether you have Office 97 (Professional)? Also Sierra Print Artist.

Steve Arnott.

**A girlie page eh ? The mind conjures up great thoughts !!**

**SURE, no problem, lets see what you've got. Send the disk to the editorial address and we'll see what we can do.**

**No, I do not use office 97 as I do not need it. I use Serif Page Plus 3 for producing CS. I have found the best way to submit articles is to either have them completed in PP3 or to print out a copy of your article and send it to me with the TEXT on a disk and I will then try to copy your style. You could even save the completed article as a bitmap image and I could drop it into place.**

**Send me a disk with various formats on and I will experiment a bit to see which works best, okay ?**

**-ED**

Dear Al

I think you're doing a great job with the Commodore Scene magazine. It's the best. Issue 21 wasn't perhaps the best one but you had just taken over and I'm sure the following issues will be better than ever. I've been reading your magazine since 18 (actually it wasn't your magazine back then), and I'll be reading it as long as it lasts. Before I stop, I have two questions for you.

1 How many overseas readers do you have. Hope I'm not the only Norwegian CS reader.

2 Will there be more RAM files ? - I loved him in issue 19.

That's all, Bjorn Melboe.

**Hi Bjorn, overseas readers ? - about 15 to 25 - depending on the particular issue. More Ram Files ? - I don't know, we'll have to see what happens in the future. I'll do a bit of asking around and see what he says.**

**- ED**

Hi Allan

Please feel free to use any old artwork of mine that you like, as I really do not care.... I also do not object to my name not being mentioned in the issue 1 onwards, as my ego is fully bloated, as is :-). My art for CS ranged from pretty good, to crap and retrospectively speaking I wish I had spent a little more time on it now.. but there you go.

Simon Reece.

**Thanks for letting me use all your pics and stuff, Simon.**

**Simon also mentioned a few things about the people who 'slagged' me off over CS, I thought that it was not right to publish these comments yet - but I will, maybe next issue.**

- ED

Dear Allan

Frank gave the Commodore Scene a glowing report in his penultimate edition of geoNEWS. When I last spoke to him I mentioned joining and he sent me his copy of edition 22. I like the idea of being still in contact with the few of us still left in the UK who are still using the C64 in spite of the Many? advantages of owning a PC. I am not a games person, I tend to use the computer for useful applications thought I have been known to spend some time with BEACH HEAD.

Ian Swain

**My thanks go to Frank for mentioning CS in the geoClub newsletter, a few people have joined us since his mention so the ranks are slowing swelling again. I too do not really have the time to spend playing games, mores the pity, but I do get the occasional 'blast' from time to time. PC's ?, well in my experience there is no comparison, the PC crashes all the time and is the most unreliable piece of electronics in my house.**

- ED

Dear Allan

It looks like I'm going to be programming slide shows for the next few months. First up are It's Magic and The Best of the Art Ravers for Wayne and Helen. Then Sinclair 64 - The Spectrum Screens demo and a Dizzy Slide show (also ported from the Spectrum), then it's another Art Ravers slide show and a new Simpsons slide show for Cage. Add on my own demo May to December (containing most of my musical work from this year) and I'm going to be very busy... Well if I don't write to you again before Christmas, let me wish you and your family all the best for the festive season and hope that you have a happy and pleasant 1999.

Yours sincerely Andrew Fisher.

**And a happy Christmas to you too Andrew. There was somebody who asked if there was to be a South Park demo coming out soon - well, whoever you were - check out this issue for news on that very topic.**

- ED

Hi Allan

One other suggestion whilst I am writing. I've had a few contacts ask me about printing out Print Master and Print Shop graphics, to see what they look like before deciding to use them or convert them to GEOS. So I have done a sheet of instructions (enclosed) on how to change Print Master to Print Shop so that they can be printed out, also it includes a file to print out Print Shop graphics. If of interest, let me know and I will modify this as article to include the above and converting to GEOS.

George Potter.

**Ah, my good friend George, yet more articles for the serious user. They will be published at a later date.**

**Right, thats it, there is no more room, so until next issue I will bid you farewell.**

**Don't forget to fill in and return your survey form.**

Allan Bairstow - Editor



the printer. Some are useful, but most of them aren't really needed. Here's an explanation for each one.

@poweroff (no parameter needed)

By sending this command, your printer will turn itself off. I think it's just as easy to press the power switch.

EXAMPLE: print#4,"@poweroff" c\$; @reset (no parameter needed)

This will reset your printer to its power up state. Some software programs might send control codes for setting margins and other settings. This will restore those settings to their default states.

EXAMPLE: print#4,"@reset" c\$; @eject (no parameter needed)

This will eject the page if it hasn't been completely fed through.

Some programs don't send a final formfeed command when finished and this will do just that. Of course, it's much easier to just press the formfeed switch.

EXAMPLE: print#4,"@eject" c\$; @setcontrolmode (parameter needed)

We've already seen this one. You can use either "bj" or "lq" to switch modes, or you can use "auto". That will let the printer decide which mode is best to use. As far as I know, if the printer sees a control code that is specific to one mode or the other, it will switch to that mode when "@setcontrolmode" is set to "auto".

EXAMPLE: print#4,"@setcontrolmode=auto" c\$; @testprint (parameter needed)

There's 3 different parameters you can use with this one, "a", "demoprint", and "nozzlecheck". These all print different types of test pages. The nozzlecheck test page will allow you to test how your ink cartridge is performing.

EXAMPLE: print#4,"@testprint=nozzlecheck" c\$; @printstatuspage (parameter needed)

Only one parameter is used with this one, "on". This prints a status page

showing your current printer settings.

EXAMPLE: print#4,"@printstatuspage=on" c\$; @changehead (parameter needed)

Send this with a parameter of "1" to move the printhead to a position where you can change the ink cartridge. Of course, you can also press the convenient switch that's located inside the machine. Maybe some printers don't have this switch.

EXAMPLE: print#4,"@changehead=1" c\$; @cleaning (parameter needed)

Send this with a parameter of "1" to perform a print head cleaning.

On my BJC-4100, holding down the formfeed button for a few seconds will also force this job to begin. The printer will perform the cleaning for you.

EXAMPLE: print#4,"@cleaning=1" c\$; @initialize (no parameter needed)

On the BJC-4100, there are 6 different parameters that are accepted with this command. They are "bjc-4100", "table1", "table2", "table3", "table4", and "table5". The first one, "bjc-4100", will switch the printer back to its original factory default settings. I would assume that this parameter would be altered to reflect the model of Canon printer you're using, such as the BJC-4300. The others such as "table1" will switch the printer to user defined settings that are stored in various tables. The only problem with using these is that I haven't fig-

ured out how to save a current set of settings into a table. When I do, I'll write another brief article explaining it. In the meantime, it's not a big deal to just store your settings in a BASIC program and change them all with the program.

EXAMPLE: print#4,"@initialize=bjc-4100" c\$;

SECONDARY COMMANDS

Taking Program 3 a little further, you can send any secondary commands you wish to include in your configuration program. The only thing you must remember is that there are 3 groups of secondary commands. One is for the BJ mode, one for the LQ mode, and one for both modes. You always begin a group of secondary commands with the command "controlmode=" followed by either "bj", "lq", or "common".

Study Program 3 again for an example of this. If you wish to change settings for more than one group within a single program, I think it's best to begin and end each group using the commands contained within the s\$ and e\$ strings that we've defined in our examples.

Study Program 4 and you'll see an example of this. Program 4 is designed for geoFAX users. By running this program, you'll switch your BJ printer into a mode that works great with geoFAX's BJ360 driver. In this mode, the performance and quality is far superior to that of the LQ mode where the E360 drivers would be used. All the secondary commands require a parameter. Each command has more than one choice of parameters. Let's take a look at the various secondary commands we can use to set these printers up.

#### BJ CONTROLMODE COMMANDS

These commands will affect settings that are used when the printer is switched to BJ mode. Use these commands after sending the "controlmode=bj" command to the printer. font This command will select the font you wish to use as your default font. The choices are "roman", "gothic", "prestige", "script", and "courier".

EXAMPLE: print#4,"font=roman" c\$; codepage

This will select the character set that will be used. Some character sets have different characters for different purposes or countries. The choices are "850", "860", "863", "865", "852", "857", and "437". For the USA, you would use 437.

EXAMPLE: print#4,"codepage=437" c\$; pagelength

This sets the length of the paper the printer expects to see passing through the machine. You can use "11" or "12". Generally your paper length will be 11. Some label pages might be 12 inches though.

EXAMPLE: print#4,"pagelength=11" c\$; characterset

There are two different characters sets available for the different code pages. One is "set1" and the other is "set2". Choose the one that appears to work for you.

EXAMPLE: print#4,"characterset=set1" c\$; textscalemode

You can turn this function "on" or "off". I personally haven't tested this feature yet so I can't explain its function. Normally, I would say to just leave it turned off.

EXAMPLE: print#4,"textscalemode=off" c\$; autolf This is an important function to pay attention to. Depending on how you have your printer interface set, you may need to adjust this setting depending on if you're getting no linefeeds at all or getting double linefeeds. Set this to either "on" or "off".

More next issue - ed

sees this, it will be ready to accept the commands that will be following. And that is what we are sending in line 110.

This is the “@setcontrolmode” command. In the case of this program, we set this command’s parameter equal to “lq”. Following the command and its parameter is c\$. Our program defines c\$ as chr\$(10). This is a normal linefeed character and the printer expects to see this character at the end of each command.

In line 120, we end the command sequence by sending e\$ which was defined earlier in the program as “bjlend” and the linefeed character. When the printer sees this, it will resume normal operation along with the new settings it just received. In this case, the printer will now operate in LQ mode, otherwise known as Epson mode.

You might find that some software works good in LQ mode, but there just might be some that work better in BJ mode. Why is this?

Well for one thing, the LQ mode that is emulated is similar to a 24-pin Epson printer. When printing text, the printer will work great. If LQ mode works for you, then leave it that way. But if you use a software that prints in graphic mode and the results appear to be stretched vertically, it’s likely due to the 24-pin emulation. The vertical resolution doesn’t work the same as with an older 9-pin printer. But, when the printer is in BJ mode, it can simulate a 9-pin printer’s graphics mode. The AGM mode within the BJ mode is used for this. But you need to watch out for some of the subtle other differences in BJ mode. That’s why we have this article though, isn’t it?

If you need to put your Canon into BJ mode, you only need to make one minor change to Program 1. Bet you can figure out what that change might be. Yup, just change line 110. Change the parameter from “lq” to “bj”. When you run the program, you’ll switch your printer to BJ mode.

Once you’ve changed a setting like this, your printer will remember it. You don’t have to run this program each time you turn the printer on. The settings are stored in the printer and will stay the same even if you unplug the power source. If you share your printer with another computer, such as a Windows computer, the settings might change though. In this case, you might have to run your configuration program again when you plug the printer back into your Commodore. There’s no telling what kinds of changes are made while the printer is being used in Windows.

For this reason, there’s another command we can send to the printer to have it print out a status page showing its current settings. Look at Program 2. Notice the similarity to Program 1? The only difference is in line 110. We changed the command to “@printstatuspage” and included a parameter of “on”. When you run this program, your printer will print out a page showing the settings it holds for both the BJ and LQ modes and will show which mode is currently enabled.

Program 2 - Print a status page.

```
10 c$=chr$(10)
20 d$=chr$(27)+chr$(91)+chr$(75)+chr$(2)
+chr$(0)+chr$(0)+chr$(31)
30 s$=d$+"bjlstart"+c$
40 e$="bjlend"+c$
50 open4,4,5
100 print#4,s$;
110 print#4,"@printstatuspage=on" c$;
120 print#4,e$;
999 close4
```

You can use this status page to help you determine why the printer isn’t working quite like you’d expect it to. For instance, maybe you’re getting all your text printed only on one line or maybe you’re getting double linefeeds. This is controlled by the auto linefeed setting that we used to be able to control

with a dip switch. Now, we must send a special command for controlling it. In fact, there are many other commands we can send. Let’s make it simple and look at how we change the auto linefeed setting first. This setting can be set differently for BJ and LQ mode. Your status page will show you the current setting in each mode.

Program 3 will turn on automatic linefeeds whenever the printer is operated in LQ mode. In line 110 we begin by telling the printer that we want to make some changes to the LQ mode’s settings. Notice the command and parameter “controlmode=lq”. This isn’t putting the printer into LQ mode, it’s merely telling the printer that the following settings are to be applied to the LQ mode. Then in line 120 we send a command to change one of the settings that we can make to the LQ mode. This is the “autolf” command with a parameter of “on”.

Run Program 3 and automatic linefeeds will now be turned on.

Program 3 - Turn auto linefeeds on.

```
10 c$=chr$(10)
20 d$=chr$(27)+chr$(91)+chr$(75)+chr$(2)
+chr$(0)+chr$(0)+chr$(31)
30 s$=d$+"bjlstart"+c$
40 e$="bjlend"+c$
50 open4,4,5
100 print#4,s$;
110 print#4,"controlmode=lq" c$;
120 print#4,"autolf=on" c$;
130 print#4,e$;
999 close4
```

Have you figured out how to turn those automatic linefeeds back off? Simple, isn’t it. Just change the parameter for the “autolf” command to “off” and run the program again. We can add more commands to the same program that will change other settings. Or we can make a program that will set up every setting in the printer just the way we want it to be. Line 130 can be changed to be line 140 which will make room for a second setting change to be placed on line 130. Let’s say we wanted the printer to always use the Roman font. Just add the following line to Program 3:

```
130 print#4, "font=roman" c$;
```

You can change your program to add as many settings changes as the printer will accept.

As shown in Program 3, you can send settings that are in use for either BJ or LQ mode, but you can also send some settings that are in use no matter which mode the printer is in. For these settings, you would change line 110 to be:

```
110 print#4, "controlmode=common" c$;
```

Then you follow it with additional lines containing commands that are common to both modes.

In Program 1, we used a command to switch modes. This command can be considered a primary command while the commands that are used to make changes to settings in each mode can be secondary commands.

#### PRIMARY COMMANDS

There are several primary commands that we can send to

# DISK MASTER

## A PUBLIC DOMAIN DISK CATALOGUING PROGRAM

This program allows you to catalogue all the programs on a disk. Once you have the ‘Disk Master’ program copied to the blank disk you are using, then every disk directory can be put into the program memory. Each time you copy the program to a disk, it will allow you to catalogue approximately 140 disk directories.

Once you have catalogued your disks, the program will allow you to see, at a glance, all the disk names and ID’s of each disk. By using the cursor keys you can then highlight the disk directory you want to see, and the program will show you all the programs on that particular disk.

The program will search through all the disks in its directory for a particular program and will advise the user the disk name and its ID which that particular program is on. It will also do a speculative search of all the disk directories if the first letters of the program wanted is shown.

To add to the catalogue it is simple to load the disk master program into the computer and select ‘Update Master Directory’ from the menu.

Deleting a directory from the disk is simple also, selecting ‘Delete Disk entry from Master’ will allow you to find the disk from the entries in the program, answer ‘Y’ and the program will do the rest.

It also allows the user to print out copies of all lists provided by the Disk Master program.

This program is simple to operate, but the ‘Master Program’ MUST be on the blank disk you are using.

I have no idea of the identity of the author of the program, and found it on a disk containing other Public Domain programs, but if you are after finding a simple disk cataloguing program, then this is for you. Anyone wanting a copy of this program can write to me enclosing a blank disk and a first class stamp, together with a self addressed envelope. \*\* Please note that this program is on this issues coverdisk which is available from the editorial address - if you do not already have it.

David Walker





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There was to be an advertisement for Commodore Zone in here. Despite the fact that I sent Kenz a free colour copy of the last issue of CS, and, the letters/e-mail that I sent him (In which I offered him a free advert and a free one-page review), he still did not answer me.

All I can say is 'I tried!'

Allan

JUL - SEP 1998 ISSUE 16 £2.50

RETROGAMES

SEGA'S SECRET

Now, it's not like us to comment on up to date news, but there is some pretty exciting Sega news which all the other magazines don't seem to know about. Sega have just relaunched the Megadrive in the US, under the guise of the Genesis III. The information I have is that the machine is already on sale and is smaller than the super-funky Sega Multimega. The move could be seen as strange, as while Saturn continues to decline, now thanks to the continuing revelations in the press about Dreamcast, Sega recently off loaded all their stocks of the Sega Nomad, their handheld version of the Genesis, at around \$40 each. There are also no new Megadrive/Genesis titles in development at Sega. It would seem that Sega will need to re-launch many classic titles to promote their new Genesis hybrid, and with the machine retailing at \$39, it has the potential to sell very well to parents in search of a first ever console for their children. Who knows, we could even see a UK release, though with over three million machines still in circulation, and with second hand prices already at the twenty pounds level, you'd have to wonder if Sega would have any room left for profit. Perhaps the most surprising aspect of the launch, is Segas reported discontent with it's Sega name, dropping it entirely for it's Dreamcast project. No doubt these are testing times for Sega, what next, a handheld Saturn?

VIRTUAL BOOM

Now, I'm going to be very honest with you, personally. I rate the Virtual Boy as one of the greatest machines ever created. There, I've said it. To me, it doesn't matter that it doesn't shift ten thousand polygons a second, what matters is it's revolutionary design, the excellent and believable 3D image it creates, and the handful of absolutely top notch Nintendo titles available for it. Well fellow VB chieftains can now prepare to get very excited, as I have heard from several sources that a company in Hong Kong is now producing a Virtual Boy Multicart. Ok, now that information may well make you hot and sweaty, but I haven't actually got my hands on one yet. As far as I've been told, it has every game released for the machine, 24 in all, along with several games especially written by keen Eastern coders. While these may represent a few basic titles and demos, they could well show exactly how deep the 3D image can get. On top of that there have been recent reports of a VB title possibly existing on a single prototype: Virtual Lab sounds like a strange concept, an RPG based around chemistry. Perhaps that is the reason the title never went on general release.

THE PIRATES ARE COMING

So, Edge, the magazine which "doesn't associate itself with it's advertisers", self appointed guardians of the games industry, printed an advertisement for a Nintendo 64 copying device. Not only that, but the advert included a full colour representation of what the copying unit looks like, a colour representation produced by Edge's own art department. For a magazine so proud of it's principles, the situation is laughable. You have to assume that the move could be quite damaging to Edge's relationship with Nintendo, and all because the public are desperate for cheaper games. For us collectors, pirate machines and games, by their very being, are desirable, and have always been part of the games industry. Indeed, counterfeit Atari 2600 cartridges are worth considerably more than their official equivalents. The thing is, that Retro collectors are quite different to most gamers, we want the official versions, and the unofficial ones, in our ever spiralling attempts to be completists. With the out of ten small ads offering Playstation chipping, and Dr 64 equivalents, is it any wonder the industry goes from boom to decline all the time. Thankfully, I think Edge has learned it's lesson, though I've a good mind to advertise counterfeit games in our next ad, just to see what happens.

For more details see page 36

The following article may be freely distributed and reprinted without permission provided credit is given to its original publication in the July/August 1998 issue of "Double Click", the newsletter for the Lansing Area Commodore Club.

LOAD YOUR CANON part 1 by Maurice Randall

How many of you purchased a new Canon BJ series printer only to discover you can't configure it from your Commodore? Yet, you hear stories about other people using them but you just can't seem to get the results you expected. Your old 9-pin dot-matrix printer sure was a lot easier to deal with. Your old printer had dip switches and front panel controls that allowed easy configuring for font type and pitch, margin settings, page size, automatic linefeeds, etc. This new printer you just bought only has two switches, one for turning the printer on and off and the other for form feeding a page through the printer.

How do you alter the settings on these new Canon BJ printers?

Others are using them because they might also have a Windows-based computer. The printers are shipped with software that runs in Windows and allows settings to be changed using a program that you load into your computer. The computer then sends special instructions to the printer which causes the printer to set itself up just as if you flipped a dipswitch or pressed a control panel switch.

This is still inconvenient for someone to switch the printer over to another computer just to reconfigure it. Wouldn't it be nice if we could do something like this right from our 64 or 128?

Ten years ago, these printers were built with controls right on the printer. Those were the days when you could unplug the printer from one machine and plug it into another. If a setting needed to be changed for the other computer, a simple flip of a switch was usually all that was needed. Now, in order to use a printer, you also need software on each machine. The sad thing is the software is primarily only available for Windows and Macintosh machines. So, plug in the printer, load the software, and play. "Plug, LOAD, and Play."

If Canon used these Plug, Load, and Play printers ten years ago, they also would have included software for our Commodores in order to configure them. If you call the technical hotline at Canon, you'll get connected to a no-brain tech person that will tell you their printers can't be used on a Commodore. That tells you how much they really know about computers, let alone their own line of printers. In fact, you can call Canon all you want and you won't find a single individual working for the company that knows anything about any special codes or commands that can be sent from a computer to the printer for configuring it.

We're on our own, so let's get down to business and see how to set these printers up to get them working the way we need them to.

The first thing you need to do is to look at your printer. Is this the model of Canon that was made with dip switches? If so, then this article doesn't pertain to you. The older Canon BJ-200 had dip switches. You can configure those printers. The BJC-4000 also has dip switches. But then Canon introduced the BJC-4100 to take the place of the 4000. They got rid of the dip switches and cheapened up the printer. Every BJ model since then comes without dip switches.

Since our Commodores have BASIC built in, it's pretty easy to write a little program to configure the printer. The biggest problem is what goes into the program. What kind of commands are we supposed to send to the printer? Well, I did some investigating and came up with some of the commands we can use.

SWITCHING MODES

Most of these printers support two different emulation modes. The default is BJ mode. The other mode supported is Epson. Canon likes to refer to this as LQ mode, so we'll do the same in this article.

Perhaps the software you use with your printer expects it to be in LQ mode. Study Program 1. This is a program that will switch the printer to LQ mode.

Program 1 - Configure for LQ mode.

```
10 c$=chr$(10)
20 d$=chr$(27)+chr$(91)+chr$(75)+chr$(2)
+chr$(0)+chr$(0)+chr$(31)
30 s$=d$+"bjlstart"+c$
40 e$="bjlend"+c$
50 open4,4,5
100 print#4,s$;
110 print#4,"@setcontrolmode=lq" c$;
120 print#4,e$;
999 close4
```

Each program that I'll discuss in this article will be very similar to Program 1. In fact, lines 10-50 will always be the same in each program. These lines set up some variable strings that we'll use throughout the program, making it easier to not only enter the program, but also make it easier to read. For instance, look at line 20. This defines d\$ as a string containing a whole bunch of character string values. If we work on a program that needs to send all these more than once, it's much easier to just define the whole bunch in d\$ and then use d\$ throughout the program.

Line 50 opens a channel to the printer. This program and the others in this article assume you're using a printer interface that can be connected to the Commodore serial port. Using a geoCable would require a different method of communication. If you're a geoCable user, this might be the only difficulty you'll encounter, the fact that you'll have to plug in a separate interface each time you want to change the settings in your printer.

Line 999 closes the channel to the printer and ends the program.

Everything in between opening and closing the printer are the lines that send commands to the printer. In this case, lines 100-120 are configuring the printer for LQ mode. Line 100 sends s\$ which contains a series of codes that tells the printer some special commands will be coming. The chance of a this series of codes happening in normal everyday printer use is very slim and will likely never happen. So, when the printer

This is another retro classic, which was made in 1982, but I thought that the C64 was not produced until 1983. the game lacks control and at easy mode, the game is rather boring. If you go into hard mode then the game's difficulty is a lot tougher and more enjoyable. The game's graphics and presentation were at their usual standards, and the gameplay is all right, but the sounds are poor.

Rating: 53% - Not bad, but sounds are too quiet.

Weird - By CIVITAS

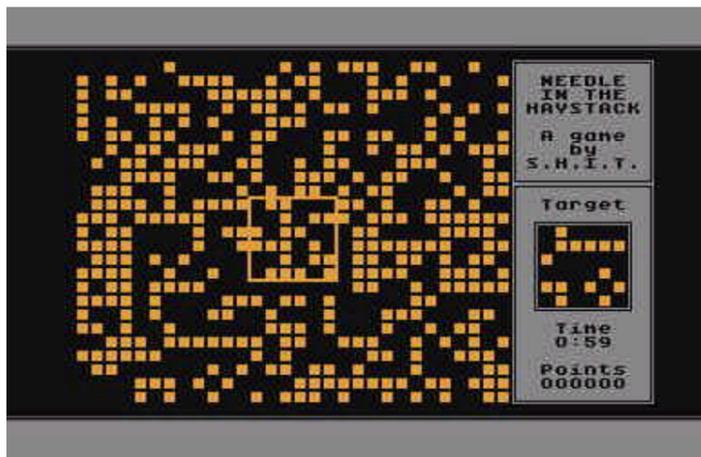
The name was taken from my brother's demo, which was made in 1994, but this demo is pretty good the demo consists of everything, which was programmed in BASIC. The demo contained Flashing logos, chess board zoomers, clock, rays, intermission, flips, a bubble zoomer, a changing chessboard, char animations, animated windows, tiling, funnel zigzag, flashing, the c64 reset mode, scrolling tiles, low-resolution pictures, flashing effects and interlace. The demo is good over all.

Rating: 75% - Superb

Needle In The Haystack - By Super High Invented technologies

This funky game is a puzzle game, where you have to match the image, which is displayed in a window. the only problem is that it is pretty time-consuming and very tricky to find, unless you have eagle eyes. You move a cursor, using a joystick in port 2 and try to match the object on the window, but watch out, because if time runs out, you lose the game. If however, you match the diagram on the window, you will advance on to another level and have less time. The game set-up is random, which is a good thing really. The music's are good and suit the game and the High Scores work also.

Rating: 92% - Excellent



Realm Of Zorac - By Fairlight Productions

Oh boy, it's another Pacman game, but with a difference. You guide a knight around the maze, collecting all the bug droppings and planting mines, but wait a minute, you are going to be chased by giant bugs. ARRRRGH!. You have mines to trap them with. Once all the bug droppings are off the screen, the portal then opens and allows you to walk through, while it eliminates all the bugs. In later levels, watch out for the scorpions, because they are slow and then speed up laying out bug droppings. The game is good overall, but the music is TOO BASIC.

Rating: 65% - Not too bad

BoingMaster - By Riff Raffs

This game is a bit weird. You have to control a ball, and bounce over deadly statues, while collecting credits to gain more points. This game is challenging, as there are no levels, and you can challenge anyone, to see how far you can travel. Not exciting at all.

Rating: 30% Poor quality. Too bleak

UFLI Editor By the Crest guys

Crest's UFLI editor is pretty good. You can create pictures with this and erm, save them.

Spider Animation - By Erol/Hitmen

This demo is pretty impressive. it was taken from a demo collection called REANIM8TED and ARRRRGH!, more bugs. You watch the spider crawling along the kitchen floor, while listening to the music by PRI/TIA/Oxyron. The demo looks a bit like a movie.

Rating: 97% - Brilliant

Oh deary me, looks like that's all the space I have. Anyway, in the next issue of Commodore Scene there will be a coverdisk review and possibly a review on Kernal's game "Savage Platforms". I enjoyed the preview of the game, I'm just waiting to play the full game. Also I'll try and add a cruncher utility for the Commodore Scene coverdisk, some time. We'll have to wait and see. Anyway, have a merry Christmas and see you all in 1999 with maybe another game or preview (Full game perhaps).

# ADVENTURES

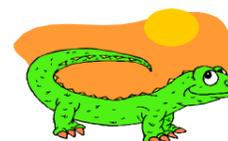
With David Ivall

A hearty welcome to the second adventure column for Commodore Scene. Another review of a great adventure, tips and the continuing "Tales of Draggio!"

## TORQUEST

Bad news for tape users here - this is a disk only adventure. Sorry! Anyway, most of you should have disk drives by now as they are available so cheaply. So, on with the review. This adventure has an interesting beginning to it. You wake up from a deep sleep, not knowing who or where you are! There are no pictures, but the medieval atmosphere still comes across quite strongly. There is a very useful vocabulary list in case you can't seem to find the right words to say. This is more of a walking round chatting to people adventure than a puzzle-solving one, although there are certainly are few puzzles to solve. The trouble is, if you want a really meaty adventure to get your teeth into, this may not be quite the one for you. The first few times around you will find it fun, but it does get a bit boring after a while. Personally I quite like this adventure, so I want to end on a good note - not the longest lasting adventure ever, but good for a while. Well, very good actually!

84%



## TALES OF DRAGGO

Last time when we left Draggio, he had just been pulled through the computer screen by Mayhem. Read on for the next thrilling instalment...

"Who is this Zib anyway?" Draggio puffed and panted as he ran back through the levels with Mayhem. "No time for questions now," Mayhem answered. "We'll meet some old friends in a minute who are going to help us." Eventually, Draggio and Mayhem reached the beginning of the levels, and to Draggio's further amazement he saw Clyde Radcliffe and Dizzy waiting for them there. "Heck!" he thought, "This is too corny to be true!" "Right!" Mayhem shouted eagerly. "Down to business!"

Getting excited? No? Oh, you won't mind waiting until next month for part III then?...

### TIPS

Torquest - Want to purify your soul? Then why don't you be generous to Mitherful?  
Famous Five - To befriend George, you will need to give her something that cools you down on a hot day, begins with an "I" and ends in "ce Cream"!

# Creative Micro Designs



### RAMLink

If you have never heard of this device (my personal favourite storage device), then where have you been ?

This device is capable of permanent storage of your programs - even when the computer is switched off.

Its fast - my 4Mb GEOS partition loads in about 10 seconds.

Its vast - up to 18MB of memory.

Its easy - JiffyDOS comes as standard, no more long commands to type in ever again.

This device is truly a ground breaker for the c64, it will work with most programs and will also work with both the c64 and the c128. It is so versatile that to try and describe it will just do it an injustice, it is better to say what it can't do - it

can't make your tea for you !!

### 1570 & 1570XL



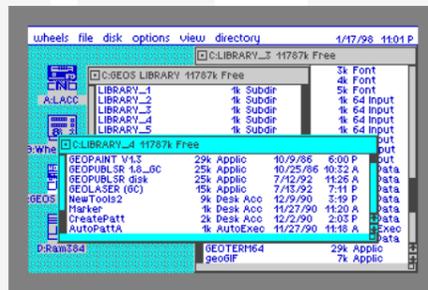
If all you need is a little extra memory for those programs of yours, then these little beauties will do you very nicely. High build quality and near 100% compatibility with all software will ensure trouble free use.



### Wheels64 & 128

At last ! It is now in

stock at CMD. Would everybody who has been waiting for this programming masterpiece, please form an orderly queue outside my door !



### REMEMBER

This service is for you, the reader, to use. There is NO profit made on this service. The prices are as low as possible - it is even cheaper to buy from here than it is to buy directly from CMD themselves !

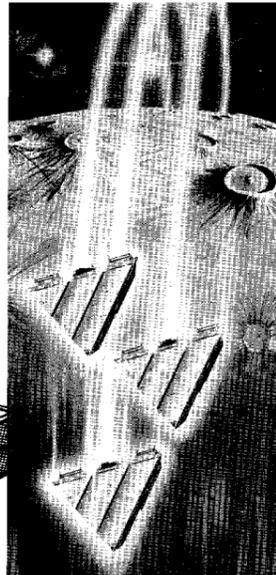
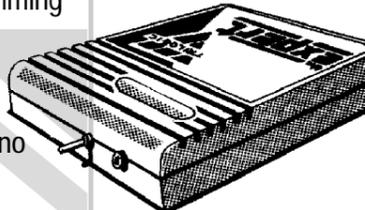
allan

This issues UK selection looks at Trilogic's Expert Cartridge and the new software release It's Magic from Crystal Software.

It's Magic, a great little game with good graphics, it attained high scores in recent c64 fanzines and was well received at the recent exhibition. CS should have stocks of this game by the time you read this (I've paid for them but they have not arrived yet).

Expert Cartridge, everybody has heard of the Action Replay cartridge, but this cartridge is very different. This cartridge is a true programming tool, sure it will copy your software for you, but it is highly sort after by programmers due to its superb programming software and tools.

There are only a few left, once they are gone, then thats it - no more !



# WE'VE GOT IT COVERED FOR YOU?

By Richard Bayliss

In this issue, the 22nd cover disk will get its review, so if you felt like driving crazy, aligning disk heads, coding in a loading routine, bounce about or find something that is missing, then this is for you. This issue contains some neat reviews of the games, demos and utilities, which I am sure people enjoy. It s now time to start.

Hawk Preview - By Thomas Meigel

This game is based in the future, a place where there is danger, a planet called hawk. The object of this game is to salvage data from the three terminals, by guiding your orb towards the data dumps (the flashing lights). Pressing fire homes another ship, which you must guide to the data dumps, else you will end up having problems. To make things more confusing, you have to be careful, to avoid collecting certain objects, as they will dim out the lights. The game presentation is good and the music is superb. However, the game itself is tricky at first and gets too easy afterwards, and once you complete the first level, you have to play the first level all over again, which sucks really.

Rating: 72% - Good, but a few drawbacks have been made. Well, it is a preview.

Shblibbledon '98 Preview - By Richard Bayliss

No review for this preview, as it is my work, but the demo is not really impressive. The full game is produced for the CS cover disk though.

Pull The Plug - By Wacek/Arise

This compo tune is all right, but I did not like the style of music, which was used. Well, I am not a techno junkie, but the moods of the tune changes. Nothing else to say apart from SUCKS!

Rating: 12% - I hate techno!

Ice Age - By Agemixer/Atlantis

This demo is a music selector and even better, no lag techno music. The tunes are pretty old, but are very good to listen to. Some of these tunes have been composed on DMC V1.2, DMC V4.0B and Voicetracker. The tunes have different sort of moods, but they are very good to listen to. The demo, could have had a scroll text to keep you amused, but the scrolling mountains and the background makes up for it.

Rating: 80% - A very good demo, nice music, but lack of scrolling messages. Good overall.

Head Alignment Programs

No rating for these, read CS 22 about the driving feature.

Readers Pictures - By Richard Bowen (EX-CS Editor)

Readers pictures? Last Ninja? WHAT? Well, this demo was constructed with United Artists' Demo Designer 3, which I own. The tunes were taken from the Last Ninja, and also the pictures were drawn by the Art Ravers, which consist of Helen and Wayne Wormersley. The drawings are not too bad. Each part of the demo loads separately. The first picture is a cuddly teddy bear, when space is pressed the next part loads. The second picture is a person with a knife shoved through his head. EURRRGH! I feel sick! I had to flick to the next picture, which was a person lying dead. The pictures were pretty good and the music's are good also. However, this demo is a bit boring, Richard could have did some amusing text, like Kenz/Cosine does in his demos.

Rating 56% - A tad on the bad side, but the pictures are impressive

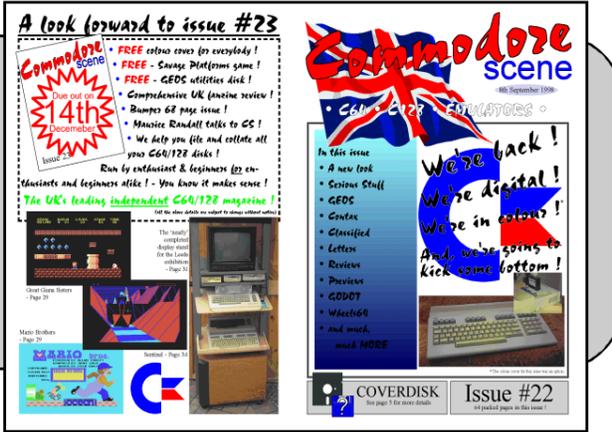
Face & Silence - By Sebaloz??????

These two FLI pictures have been fully detailed and artwork is excellent.

Rating: 89% - WOW!

Motor-Mania - By John Fitzpatrick

# REVIEW OF Commodore scene - Issue #22



I've never actually done a review of a magazine before, but when Allan asked me to do this I thought what the hell, I'll have a go at it. I have tried to be as fair and as honest as I can. I haven't included a review of the coverdisk as it looks as though Richard Bayliss will be in charge of this, so that will mean more room for me to concentrate on the mag.

Well, I don't think anyone could deny that it is a definite improvement on issue 21 of CS. Allan appears to have been a lot more focused this time and seems to have taken account of Richard's comments printed on p.10 of the mag (No. 22). I personally think that Richard was a little harsh seeing as this was Allan's first attempt, but then this is to be expected from an experienced man who has handed his baby over to a new mother, if you get my meaning. I personally feel that layout etc. is not the most important of things, especially not at this early stage, but this is certainly a matter of opinion.

It was good to see that poor old Simon Reece was credited this issue, but what about the articles on pages 9, 28 and 52? I presume that "Cheat and Beat" was by Vincenzo Mainolfi but it wasn't clear who wrote any of these articles - even if they are by the editor it would be wise to indicate this. Speaking of Simon Reece, where were his fun little pictures this issue?

It is an exciting thought that CS could be sold on the high street, but if this was going to happen then a lot more proof-checking would be necessary. Hopefully this would eradicate the occasional spelling mistakes, grammatical error and missing text - on the other hand, I can't say too much about this as I don't know to what extent the missing text and pictures were affected by printing error.

I don't know if I missed the point, but David Walker's article on p.39 appeared to be a waste of space. If he means just swapping disks temporarily then this is not helping to build up your PD collection. If however he means copying disks as I think he does, then this is detrimental to the cause of PD libraries and if they lose support they will surely fold.

One small point - it would be a good idea for subscribers to let them know how much subscription credit they have left, as other magazines do. The colour cover was a good idea as it really helps to bring things to life, but then I was very confused by the comment on p.4 about every picture, graphic and screenshot already being in full colour...or perhaps I have gone colour-blind?!

Oh dear, I seem to have been very negative so far, which is not a true reflection of how I feel. I generally found the magazine a great read with many interesting and varied articles. I particularly liked the chat between Richard and Barry on p.54 and the "Postcard from the USA" by Robert Bernando on p.62 - a very nicely written article, more in this style would be good.

I don't know how Mark Vowles' new "Action Line" concept is going to work as described on p.40-42. I think it will still be important to keep this section in CS though, for people that might not want to use his system. And with regards to the comments about this magazine becoming a GEOS publication, I really don't think there is any danger of that judging by the tasteful amount of GEOS coverage this issue. In fact, I seem to remember wading through many more pages of GEOS-related articles before issue 21...

So, I think we should all extend a warming handshake and a pat on the back for Allan to congratulate him for a much improved issue 22, and wish him all the best for the future. He has taken a massive responsibility in taking on Commodore Scene, and he deserves our full support in developing it into the monster it shall surely become!

By David Ivall

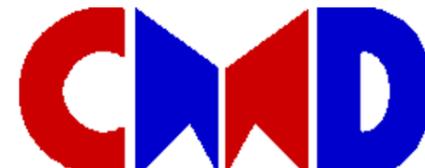
# CMD IMPORTING SERVICE #9

<p><b>Accelerators</b></p> <p>SuperCPU 64 £140.00          SuperCPU 128 &amp; MMU adapter £180.00          CPU MMU adapter (for C128/C128D) £30.00          SuperCard 64 or 128 - 0Mb £55.00          4Mb Simm (for SuperCard) UK £CALL          8Mb Simm (for SuperCard) UK £CALL          16Mb Simm (for SuperCard) UK £CALL</p> <p><b>JiffyDOS</b></p> <p>128 Kernal £27.50          128D Kernal (metal case) £27.50          128D System (metal case) £36.00          C64 Kernal (24 pin) £16.50          C64 v4 Kernal (28 pin) £16.50          SX 64 System £33.00          ROM's for disk drives each £17.00          (When ordering JiffyDOS, state make / model / type &amp; serial number of your equipment)</p> <p><b>RAMLink (J)</b></p> <p>RAMLink - base unit (no RAMCard II) £115.00          RAMLink jumper clip £2.00          RAMCard II - 0Mb, no RTC £38.50          RAMCard II - 0Mb, with RTC £44.00          RTC add-on for RAMCard II £16.50          1 Mb simm (for RAMCard II) UK £CALL          4 Mb simm (for RAMCard II) UK £CALL          Back up battery £22.00          Back up battery cable assembly £5.50          Parallel cable (RAMLink to HD) £16.50</p> <p><b>REU's</b></p> <p>CMD 1750 - 512k cartridge £65.00          CMD 1750XL - 2Mb cartridge £85.00</p> <p><b>Hard Drives - JiffyDOS compatible</b></p> <p>HD-40 (42Mb capacity) £210.00          HD-100 (160Mb capacity) £245.00          HD-500 (540Mb capacity) £325.00          HD-1000 (1Gb capacity) £420.00          HD-2000 (2Gb capacity) £530.00</p> <p><b>3 1/2" Floppy Drives (J)</b></p> <p>FD-2000 (800k &amp; 1.6Mb) no RTC £135.00          FD-2000 (800k &amp; 1.6Mb) with RTC £145.00          FD replacement mechanism £40.00          FD instruction manual £12.00          RTC add-on kit (existing owners) £24.00</p> <p><b>5 1/4" Floppy Drives (J)</b></p> <p>1541 £65.00          1541 II - no PSU £75.00          1571 refurbished £85.00</p> <p><b>Replacement Power Supplies</b></p> <p>CMD hard drive £33.00          CMD FD series &amp; RAMLink Mk2 £17.00          FD series &amp; RAMLink Mk2 UK £20.00</p> <p><b>Input Devices</b></p> <p>Lightpen 170C £70.00          Smartmouse (1351 compatible) £38.50          Smartrackball (1351 compatible) £50.00          Gamepad (megadrive style) £22.00</p> <p><b>Port devices and cables</b></p> <p>3 way USER PORT expander £27.50          USER PORT extension cable £25.00          EX3 cartridge port expander £29.50          EX2+1 cartridge port expander £33.00          Expert Mk1 cartridge v3.2r UK £15.00          Expert Mk2 with ESM v4.1 UK £18.00          Expert system disks* each - UK £4.00          * state disk required - 2.1 / 3.2 / 3.2r / 4.1          geoCable II (with pass thru port) £22.00</p> <p><b>Telecommunications &amp; MIDI</b></p> <p>ScanLynx2000 (geoFAX) UK £25.00          56Kbps modem (Novaterm) UK £85.00          ZOOM modem (geoFAX &amp; Nova) UK £105.00          Turbo 232 modem interface £33.00</p>	<p>Modem cable (DB9 to DB25) £11.00          Novaterm v9.6 (5.25" or 3.5") £29.50          SID symphony stereo cartridge £33.00          Digimaster (software) £27.50</p> <p><b>Magazines/books/etc</b></p> <p>CMD product catalogue UK £1.00          Anatomy of the 1541 £8.50          C64 science &amp; engineering £8.50          C64 tricks &amp; tips £8.50          C128 computer aided design £8.50          C128 BASIC training guide £8.50          Commodore World Magazine - single issue (current - 23) £4.00          - in stock - 9, 11, 12, 17, 18, 19, 20, 22, 23 UK £4.50          - subscription (8 issues) £50.00          Compiler design &amp; implementation £8.50          GEOS programmers reference guide £25.00          Graphics book for the C64 £8.50          Hitchhikers guide to GEOS £25.00          Ideas for use on your C64 £8.50          Printers book for the C64 £8.50          Mapping the C64 £8.50</p> <p><b>GEOS software</b></p> <p>GEOS 64 v2.0 £33.00          GEOS 128 v2.0 £38.50          Wheels64 £33.00          Wheels128 £CALL          Gateway 64 v2.5 £16.50          Gateway 128 v2.5 £16.50          geoFile 64 £33.00          geoFile 128 £38.50          geoCalc 64 £33.00          geoCalc 128 £33.00          geoProgrammer £38.50          geoPublish £33.00          geoChart £22.00          geoBasic £16.50          geoShell £16.50          geoMakeboot £11.00          geoFax v2.1 £38.50          Desk pack plus £22.00          Font pack plus £16.50          Font pack international £16.50          Collette utilities £11.00          GEOS companion £16.50          GEOS power pak (1 or 2) each £16.50          PPLQ master system &amp; fonts 1 &amp; 2 £33.00          PPLQ font collection 3 £11.00          PPLQ border font collection £11.00          Dweezil's greatest hits £22.00          SuperFonts UK £7.00          MergeFonts UK £7.00          SpecialFont collection UK £7.00</p> <p><b>Software</b></p> <p>Bank street writer £9.50          Big blue reader £27.50          CMD utilities £16.50          Compression kit £29.50          FlexiDRAW £20.00          FlexiFONT £20.00          GoDot £30.00          I-Paint (80 col's &amp; 64k VDC) £29.50          I-Port (80 col's &amp; 64k VDC) £29.50          It's Magic UK £7.50          JiffyMON - monitor £11.00          Master type £9.50          MECC educational series :          - spelling bee £9.50          - adventures with fractions £9.50          - expeditions £9.50          - pre reading £9.50          - the glass computer £9.50          - the market place £9.50          PASCAL 64 £16.50          ReRUN disks £5.50          Superbase 64 v3.01 £27.50          Superbase 128 v3.01 £27.50          Sword of honour (3 1/2" or 5 1/4") UK £5.00          Where in XX is Carmen SanDiego ? :</p>	<p>- the world / europe / time each £29.50</p> <p><b>Miscellaneous items</b></p> <p>5 1/4" disk drive cleaner UK £4.00          3 1/2" disk drive cleaner UK £5.00          Printer/plotter pens (3x black) UK £3.50          Printer/plotter pens (3x colour) UK £3.50          3 ring binder - large UK £7.00          3 ring binder - small UK £7.00          Blank disks (no sleeves or labels)          - New DD 3.5" x 10 UK £3.00          - New DSD 5.25" x 10 UK £3.00</p> <p><b>Key to codes</b></p> <p>N = New item                      RTC = Real time clock          UK = Postage included        (J) = JiffyDOS installed</p> <p><b>Postage &amp; Delivery for UK</b></p> <p>Add the following costs to your completed order :</p> <p>CW subscription or UK 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          £150.01 to £300.00                                      £50.00          £300.01 to £800.00                                      £60.00          £800.01 plus    £70.00</p> <p><b>Postage and delivery for the rest of world</b></p> <p>See the prices above but please add an extra £15.00.          Please note that all items are supplied with UK compatible PSU's were applicable and an adapter may be required in some countries.</p> <p><b>Contact address and payment details</b></p> <p>Make all cheques and postal orders payable</p> <p>to :                                      A J Bairstow</p> <p>send to :                                14 Glamis Close              Garforth              Leeds              West Yorkshire              LS25 2NQ</p> <p>Tel / Fax :                              (0113) 2861573</p> <p>E-mail :                                allanbairstow@compuserve.com</p> <p>All details were correct at time of going to press. De-          livery can be up to four weeks after the 1st of the          month. <u>Please</u> - ring before 9pm in the evening,          thankyou.</p>
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## SPECIAL OFFERS

All the following items are in stock and ready for immediate despatch but are in limited numbers - ring to confirm availability before ordering.

EX2+1 cartridge port expander UK £30.00  
 RAMLink jumper clip UK £1.50  
 CMD hard drive PSU UK £30.00  
 CMD FD & RL2 PSU UK £15.00  
 JiffyDOS for 1751D UK £15.00  
 RTC for RL2/RamCard2 UK £15.00  
 GoDot UK £30.00  
 SID symphony stereo cartridge UK £30.00  
 PPLQ - complete system UK £50.00



# POSTCARD FROM THE USA

At the southeast of the room next to the entryway was Dale Sidebottom's system.

Dale had come all the way from Tennessee to demonstrate the use of GEOS, Wheels, and postscript. He was very proud of his system, consisting of a flat C128, SuperCPU, RAMLink, CMD hard drive, SCSI Zip drive within a CMD hard drive case, FD-2000 high-density disk drive, and geoCable connected to the biggest printer I had ever seen, a Hewlett-Packard Copyjet M colour laser printer. Guessing \$3,000 or more, I asked Dale about his cost for the Copyjet. It had only cost him \$750! It was a discontinued model which Dale had bought directly from Hewlett-Packard. I asked him that if there were any further bargains like this he should give me a call.

He showed off the Zip drive and revealed that CMD sold the hard drive parts separately. To build his "CMD Zip", he bought just the casing, motherboard, and power supply and installed the SCSI Zip drive in place of the hard drive mechanism. When asked how he did this (or in other words, how did he get CMD to sell the parts separately), he said that anyone could do what he did by just calling up CMD. On the other side of the entryway, Fred Tafel collected the entry fees and cash for the raffle drawing.

On his table were several months of the latest LACC newsletters, the double click, a very professionally done, laser-printed letter. Once again there was so much to see and do at the EXPO I forgot to visit the table and pick up copies of the double click. I had to settle for some of the older ones that Tim Lewis lent to me for photocopying. Tim Lewis had his table at the east end of the room.

Compared to the high-power set-ups of the other demonstrators, his system was modest - a C128D, external 1571 and 1581 disk drives, a RAMLink with 4 mb., a Commodore 1750 ram expander, a Swiftlink-232 modem interface, and a 14.4k external data/fax modem. Throughout the day he demonstrated Nate Dannenberg's Sound Studio 3.8 and its ability to play .wav sound files. Various noises emanated from his C128 system, the most memorable being sound clips from Star Trek and Star Wars. His advice for those looking for more .wav files - use a search engine on the internet and look for "wav" or go to one of his favourite places on the web, www.dailywav.com. Finally, at the northeast corner of the room was John Lindemann's system, comprised of a C128, 1571 and 1581 disk drives, a Swiftlink-232 modem interface, and a 14.4k external data/fax modem, all housed in a homemade, plywood, wheeled cart which was lockable when all cart doors were closed. From this set-up, John demonstrated Loadstar disks, specifically the star extra disks which were full of public domain files. The first demonstration of the day came a bit after 11 a.m.; Dale Sidebottom began his presentation of using postscript with the Commodore computer.

I pulled out my video camera and quickly moved over to Dale's area. Unfortunately, the battery on the video cam-

era did not work, and I had to find the nearest electrical wall outlet to use, which was by the entryway. I had to contend with attendees walking past and bumping into me. Not only did I have that problem, but also I had no tripod for the one-hour plus presentation. Shaky camerawork and sore arms were going to be the results if I wasn't careful. Dale began his presentation clearly enough; the Commodore computer is a very capable machine, but the programs that it uses haven't been upgraded.

Wheels is the first step in a new GEOS, but all the other applications are still the same. Therefore, it is essential to learn the most about postscript in order to get the most out of the Commodore and GEOS. Dale continued by explaining a bit of the history of postscript, a bit about the language of postscript, and a bit about how GEOS interacts with postscript.

Using a Maurice Randall program called postprint, Dale printed some document samples through the Hewlett-Packard colour laser printer. Using Wheels, geoWrite, and geoPublish under SuperCPU control, Dale dazzled the audience with how fast and efficiently he created his work. Only when Dale began talking about the fine details of postscript did I start to become confused. He opened up a postscript document and showed all of the coding it takes to set margins, use one colour, change to another colour, etc.. The document reminded me of an old-fashioned, post-formatted document from the Paperclip word processor...just strings and strings of commands. When Dale publishes his book on postscript, such confusing matters should be cleared up. Dale's presentation ran overtime, and my VHS-C camcorder ran out of tape. I switched tapes, but he closed his session with a private question-and-answer chat. At one o'clock Tim Lewis began his session on connecting with an internet service provider through a shell account and then onto the Delphi network. He talked about the pricing of signing onto Delphi directly versus signing onto Delphi through an isp. His conclusion - it was cheaper to sign on through an isp. Using Desterm 2.0 on his C128D, Tim showed how to log onto his isp, arq.net. Though some of the commands were specific to arq.net, many of his actions were applicable to signing onto other services. For reference, he recommended Gae-lyne Gasson's book, the internet for Commodore C64/128 users. He then connected onto Delphi and went to the Commodore area of the service. His talk also went from the general to the specific, and though I did not stay too long at his session, by the time I left, he was talking about other minute details of arq.net. I returned to the FCUG table; I'm sure passing attendees were wondering what happened to the person in charge of the table. As I wrote down some notes and reorganized my camera equipment, I was able to distribute more newsletters.

Several attendees were extremely interested in the British Commodore magazines, others in the C65 photos, and others in the KF-PD catalogues. Time after time,

however, neither Zodiac nor The Search for the Secret of Life was very good, the former gaining 46%, and the latter 29%.

A large lump of the magazine this month was reserved for the 16-BIT world, in a sign of things to come, this magazine however does not, so I shall ignore and find more C64 stuff. The Zzap! Reader's Charts were awash with glorious games. The Top 10 read in reverse order:

- 10 Elite
- 9 California Games
- 8 Gauntlet
- 7 World Class Leaderboard
- 6 World Games
- 5 Leaderboard
- 4 Bubble Bobble
- 3 Barbarian
- 2 Wizball
- 1 The Last Ninja

All great games, with the weakest probably California Games. The Wonderful music of Rob Hubbard propelled Delta to the top of the Game Music Top 10.

There were some good games up for offer in the Budget Test starting on page 137. Beach Head II hit the £2.99 stakes with a 94% mark. While the highly interesting Hyper Blob gained 80%. On-Court Tennis from Firebird at £1.99 was worth 75%, and the pinball game Microball got a 73% mark for its trouble.

Indiana Jones and the Temple of Doom however was trouble from the beginning. Yet another lam attempt at a movie conversion, this from US Gold. 41% was more than it deserved.

Zig Zag, reviewed on page 142, is a game that I have never seen before, and with a Sizzler and a 92% mark I wonder why not, have you?

Thudercats appeared with 74% and were gone. Earth Orbit Stations arrived with 40% and quickly disappeared. Captain America with 36% did not even arrive.

A very good fighting game appeared on page 152. "Bangkok Knights is a very playable and entertain-

ing beat 'em up, and I thoroughly recommend you try it out", wrote Editor Julian Rignall

l. 90% was what Bangkok Knights deserved.

Yet another classic arrived just in time for Christmas in the form of Nebulus, a glorious graphic showcase coated with an all-time classic game idea. "One of the most innovative games ever, and one which adds a whole new dimension to the platform game format. Overall 97%".

And so it was, we came to an end of another issue. And so it I now also end, until next time. Bye!





In a month that saw the history making treaty between America and the Soviet signed. Which would mean the size of their nuclear arsenals would be cut, also saw a diplomatic incident on a cricket pitch. While on tour in Pakistan, Mike Gatting squared up to the Pakistani umpire Shakoor Rana. Arnie was also on screen in his latest thriller "Predator".

However in more important matters the latest issue of Zzap was ready to be released upon the world...

## A ZZAP FROM THE PAST!

WRITTEN BY KEVIN EVANS

ISSUE NO. 32 - DECEMBER 1987

Yet another Christmas was well on the way to arriving, when issue No. 32 of Zzap! 64 hit the streets, and the public were begging to find out what was worth it and what wasn't. Lucky for them, Zzap told them so.

What really was worth having was Maniac Mansion from Lucasfilm, by far the best at the time in the point and click adventure stakes. It was in many

ways the landmark game. It set the blueprint for what was to become a popular and very good game type. Game players no longer had to type "Go West" and "Go South", unless they really wanted too.

Today, Maniac Mansion appears very dated, and it true to say that the point and click genre have been used rarely on the 64. However the Zzap team had no hesitation in awarding Maniac Mansion a Sizzler and a 93% score. The only drawback for the game, was that you had to have a disk drive to play it, which was rare in those days, but the nature of the game demanded it. A true classic.

Implosion and Super Sprint however were not worth having. Implosion was an above viewed flying game, and was based on the principal of flying around and shooting things and very little else, worth 57%. Super Sprint was similar, in that it was an above viewed driving game and very little else, worth 58%.

Buggy Boy however was brilliant, and still is to some extent. A staggering 97% Sizzler and worth every percentage. "The speed of the action is a high contributing factor" wrote Steve Jarratt, "the variety between levels really makes it a lasting proposition. There are racing games and racing games - but there's only one Buggy Boy!". How true it was. If you have never played this game, then you have missed a treat.

Yes Prime Minister on the other hand was not a treat, a poor excuse of a game, it did the excellent television series a terrible disservice, 38% and no more. Another TV show was served slightly better in Yogi Bear, a 61% effort, similar, but better than The Flintstones game.

A very special utility indeed was reviewed on page 28, and the time had come for the birth of the legion of SEUCK games, as the Shoot 'Em Up Construction Kit had arrived. The Zzap team refrained from giving the usual per cents and Lastability marks, and just wrote, "There's no doubt that The Shoot 'em up Construction Kit is an exceptional piece of software - the Gold Medal award is thoroughly deserved".

The adventure section of the issue began with a review of the interestingly titled Gnome Ranger from Level 9. Decided to be a return to form by Level 9 by the reviewing team, it was awarded 87% overall.

A double pack from Incentive was not too good

people were surprised when they found out how far I had come. After what seemed to be a brief time at the table, I was off again, this time to visit the vendors and to schmooze with the attendees. Randy Harris, president of the south west regional association of programmers, was passing questionnaires concerning the 1998 Chicago Commodore EXPO. Randy was also a member of the Genie network and was familiar with the many uploads I sent to the Commodore library there. "[So] you're Robert Bernardo...", he said as we shook hands. I told him that the Genie Commodore library had been too quiet and that if no one else was going to put programs into it, I would. My goal was to upload more files until the Commodore library crossed 18,500, and then I would set another goal after that. He remarked that he should upload some files, too. The Chicago Commodore EXPO was to be at the Holiday Inn in Lansing, Illinois on October 24, and admission was to be \$5 at the door. Unfortunately, I had to tell him that I wouldn't be attending the show; I couldn't take another day off of work to travel again.

I met Eric Kudzin, member of LACC and creator of a compact disc music player program which allows a Commodore to run a SCSI CD-ROM drive through a CMD hard drive. I had read of this program when Commodore world magazine did a report on the LACC EXPO a few years ago. I asked him whether it was for sale. He told me that the program was still an alpha version and thus not ready to be marketed. I assured him that when the program was ready I would buy it immediately. I supported all programmers by buying their products, for example, Ron and Ruth Hackley of the Fun Graphics Machine, Arndt Detke of GoDot, and Nate Dannenberg of Modplay 128 v1 (before it went public domain).

I met Maurine Gutowski, newsletter editor for the Muskegon Area Commodore Users Group in Michigan. Taking many photos for her newsletter, she was there at the EXPO to report on the activities for her group. Being more assertive than I, she would round up various EXPO people to pose in front of her camera. She was able to get all of the Genie hosts together for picture - David Witmer, CCCC editor of the four c'er; Tim Hewelt, member of LACC; and Bernie H.. Maurine even took a picture or two of me. She also distributed a free 5 1/4" disk-of-the-month from her group. (perhaps I should have also distributed the FCUG disks for free. I didn't make one sale of them, probably because I couldn't demonstrate them and because I wasn't at my table for much of the time.) Three o'clock and the highlight of the EXPO was saved for last. All of the people gathered around the north end of room, and they became quiet. Maurice Randall was about to unveil Wheels 64 in an official demonstration. After a brief introduction, Maurice opened up a Wheels package and went through the step-by-step process of installing the disk. The installation procedure required the use of an original GEOS 2.0 disk and the disconnection of all hardware but one disk drive. After the installation, all hardware was reattached including a minimum of 100k ram expansion. Without the extra ram, Wheels would not be able to function. He re-

booted the installed Wheels 64 disk, answered the screen prompts concerning hardware configuration, and finally arrived at the renamed desktop called the dashboard. From there he showed how to set the clock, how to move windows around, how to enlarge or shrink the windows, how to set the windows for icon or text mode, how to easily copy from one device to another, and how applications could be launched. He started the application 'makesys-disk', a program which makes more Wheels master disks or bootable Wheels disks. He recommended that users never work from a master disk but from bootable Wheels disks. He launched the 'toolbox', a program which replaces the old 'configure' program and which lets a user configure his bootable disks and save the configuration.

During the demonstration, Wheels was under 20 mhz. SuperCPU control, and within the SuperCPU's expanded 16 meg. of ram, Maurice created the largest GEOS native ramdisk partition ever tried - all 16 meg.! Quite amazing! Wheels had freed GEOS from memory shackles and disk drive limitations. His session lasted for more than an hour, and I ran out of videotape with which to record the last minutes of his talk. After the session, Maurice took private questions-and-answers and sold more Wheels packages.

I picked up my two Wheels and one geoFAX packages, paying a total of \$102. That was a \$10 discount. While buying the software, I asked Maurice if FCUG could be included in the LACC newsletter exchange. He said that he would look into it. Darn! I was in the presence of such Commodore elite that I forgot to ask Maurice to autograph my Wheels package. The EXPO was winding down. The happy attendees were making their last-minute purchases, and the demonstrators were answering their last questions.

Tables started to come down. At the FCUG table most of the newsletters were gone, but I had dozens of other user group newsletters to take their place in the suitcase. As I slowly but surely packed my materials, the other demonstrators/vendors also were in no great hurry. They talked among themselves and showed off other programs. At his table Raymond Day was running the game, Total Eclipse, under SuperCPU control. It worked! In the game you use a joystick to move through corridors from a first-person perspective. Without the SuperCPU the game updates the graphics slowly, jerkily; with the SuperCPU all movements become fluid. As Raymond Day put it, "it's Doom for the C64!" with all of my materials packed, I helped Tim Lewis and Fred Tafel move their goods back to the car. Then I helped Maurice Randall load up his van.

5:15 and finally everybody was out of the building. There in the parking lot we talked in small groups. Should we get together to go out to dinner? Fred had to leave right now in order to meet with his family. Tim had to bring his materials back to his apartment first. Someone would have to follow us in his car and shuttle us back for any dinner. There were no takers; no one could decide whether to have dinner. I supposed that everybody was tired from the long day. I myself didn't have any lunch. The time had passed so fast that I hadn't thought about food. I said my quick

goodbye's to everyone, and Fred, Tim, and I left for downtown Lansing.

As we travelled toward Tim's apartment, I reviewed the day's events in my mind over and over again. All in all, I was very happy and satisfied. It was great to be in the midst of so many Commodore enthusiasts. Michigan must truly be the hotbed of Commodore activity. We arrived at Tim's building, and Tim and I said goodbye to Fred. After a brief break, Tim and I headed for dinner at a different restaurant, my treat. This time we were going to an Italian restaurant/karaoke bar...but I wasn't going to get behind a microphone and sing!

No matter - Tim promised he would sing. We arrived at Carlucci's restaurant as evening set outside. Instead of going to the ground level restaurant, we went downstairs to the basement bar. Here in the dark, smoke-filled bar we ordered our steaks and listened to the disc jockey as he called one after another to the stage for a song. Oh, yes, the people tried, and their vocal abilities ranged from poor to mediocre. After picking his songs from a list of hundreds of well-known tunes, Tim stepped up to the mic, and he was in fine form. In his spare time Tim was a stage actor who had acted in several, local plays, and his stage voice came in handy this time. He sang Barry Manilow's "Mandy" superbly, hitting every note wonderfully, touching every emphasis correctly. Was I astonished! Well-deserved applause rang out from the audience. Later he sang Meatloaf's "I'd do anything for love (but I won't do that)" - not an easy song to sing with its rock-opera roots.

The smoke became more intense in the unventilated bar; obviously, Michigan didn't have any smoking ordinances. My throat was hurting, and Tim decided to call it a night. He said goodbye to the appreciative crowd, and we left for his building. We arrived back at his place at 11. He was exhausted and promptly went to bed. I stayed up to read through some Commodore newsletters, and around midnight I went to sleep. Sunday morning...we both slept late. I awoke first and went back to perusing through newsletters. Tim finally woke up, and we had some time before I had to go to church. He reconnected his C128D system, and then we tried to connect to the local Genie phone number so that I could have sent an e-mail to Dick Estel. However, the local number was a Sprintnet number and only recognized an upper-case H when logging on. Tim had Determ 2.0, which could not do an upper-case H from terminal mode (later versions of Determ corrected that). We couldn't log on. Instead of sending e-mail, I showed Tim some demos from the FCUG disks-of-the-month which weren't sold. He in turn showed me a game demo, Shadow Of The Beast, which he ran on his 1/2 meg. Amiga 1000. I in turn showed him a slide show of IMAP (interlaced bit-mapped picture) graphics, courtesy of British programmer Paul Kubiszyn. IMAP's were Paul's invention - 320x200 interlaced C64 screens with up to four colours. Tim was surprised at how detailed the pictures were. I gave Tim the disks-of-the-month and promised that I would look for some Amiga disks that would run on his A1000.

Time was passing, and after I washed and dressed, Tim led me to St. Mary Cathedral, an old, stone-faced church in the middle of downtown. He left me there, and after services, I found my way back to Tim's place. I packed up my suitcase and camera case; space was tight; I had too many newsletters, and the Strike Force Cobra box was bulky. I finally had the suitcase in order - not bulging so that it could meet American Airline requirements for underseat stowage. My outgoing flight was to be at 4:44 p.m., and it was already 2. We left the apartment to go to the nearest bus station.

It was a warm, breezy, sunny day as we walked one last time. At the bus station Tim found the correct bus, but I had trouble loading on my heavy suitcase. The bus driver obliged and lowered the ramp to his bus, and when I was on the bus, he discovered I was from California. For the entire trip to the airport, he engaged me in a spirited conversation on California politics. Tim and I smiled at each other, and after we got off the bus, we both agreed that the driver was quite a character.

We had arrived at the airport early. There was time for lunch in the airport cafe. We selected our food in the cafeteria-setting. I had corned beef and cabbage. As we ate, we talked about our respective clubs, our hopes and our plans for Commodore. LACC and FCUG were very similar - almost sister clubs. Both had roughly the same budget; both had roughly the same number of members; both had the same problems of attracting active members.

After lunch we went through security and waited in the airline waiting lounge, and we talked of Commodore and of the weekend again. I had learned so much...I had discussed so much...I had met so many people...I had so much Commodore inside of me. I could have gone on and on with the EXPO. It was amazing to see visitors come from all over Michigan, Illinois, Ohio, Tennessee, Indiana, Alabama, and of course, California. The LACC EXPO was truly a national event. Tim was pleased that my visit was productive. I promised to send him some disks and California souvenirs, and he promised that he would look into the newsletter exchange and keep me informed on his European fiancée.

Boarding began. We shook hands, and he invited me back to another EXPO when I could make it. I thanked him for his hospitality, and he thanked me for coming. My seat number was called. As I entered the gate, I waved goodbye, and he waved back.

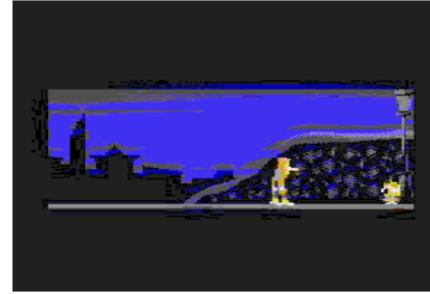
Robert Bernardo, USA

That was the second (and final) instalment about Robert's recent trip to a Commodore EXPO. Robert regularly sends me vast amounts of information regarding the USA scene - far too much to publish unfortunately. If you would like to see more of Robert's writings, then please let me know and I will incorporate more in the future.

Thanks Robert.

Allan.

than a visual blast from the ones who gained 3rd place with Halfbaked. This -has- to be some sort of joke entry, as its not really a proper demo release with snazzy effects. Anyway, it starts with a small introduction text to get you into the demo. Next is a simple animation sequence with a badly drawn Crash Bandicoot from the



PSX, walking up to a well drawn Giana from the famous Mario clone. Crash pays Giana for a night of action (I'll leave that to you for figuring out!). Next scene shows Crash lying down on a bed (!), and Giana walks off saying that she'll be right back. In a few seconds, the chainsaw creature from Creatures comes on and chops up Crash (Which is the scene is cut out, damrn!), and then we see blood stained walls with Giana saying that they took care of him well. The demo then goes onto saying about the C64 characters may be forgotten, but they still exist and want revenge. So, even though its a silly demo, it sticks up for the C64 very well in a funny way, and made me want to dig out Giana Sisters for a little while. Its a load of pants, with no effects etc., but its worth a look and it really guns for the C64 in a great way.

But don't show the demo to your mates who own PSX, show them something like SOUL and impress them, as this demo doesn't show the machines real capabilities.

GFX is poor on the whole with a crap looking Crash Bandicoot sprite, but with some fair music throughout the short but sweet animation.

GFX: 69%  
MUSIC: 79%  
TECH: 29%  
OVERALL: 62%

#### INC D020 / Cosine

This demo had to be done in a hurry, as Cosine's demo they were meant to enter for X98 didn't make it in time. So TMR knocked up a demo for the sake of entering X98. We're told not to expect a lot, but lets see.



Starting off in this demo, the COSINE logo comes onto the screen with a blue scrolly text, sprites spelling INC D020 comes up and each sprite moves up and down. The area of the screen with the sprites starts to flash, and the flash of colours gets faster and faster. The scrolltext then tells us that the demo is about to begin, with a type of bluey purple plasma, which looks like that toothpaste you get with the different colours in, and it bends from left to right. Simple, but it looks very nice. Next up is a cool picture of the Terminator, which was going to feature in another demo. The next effect is a set of horizontal raster bars moving up and down, with a "C" sprite moving and stretching within the rasters, its a old and simple effect, its all explained earlier. Next is a hi-res digitized image of part of a keyboard and leads, which is from one of the Windows 95 backdrop options (I think). Here, a coloured bar scrolls at the bottom of the picture, which is meant to be a good point that it is a lot more colourful and smoother than the scrolling bar you get when loading Windows 95 all in just under 1Mhz. Next is more rasters moving up and down with 5 C sprites from earlier, moving around with the rasters, again a old effect and nothing new. Another great picture follows, of a black haired woman, which featured in a ML tutorial from a issue of C-Zone. Next is more plasma, this time in the form of grey streaks, in similar movement to the first plasma type effect,

this time with about 2/3 streaks. Nearing the end, the credits start to be displayed, this time in picturesque form, with TMR for Coding represented as a circuit board etc. Finally, the end part comes up with another woman picture, with the sprites THE END moving up and down. Overall, its not a demo full of eye popping effects, most are fairly old effects, but its great points are the GFX and music, which are both great throughout. Its a good piece of code considering it was done in a hurry and should have at least been higher up than Telltale'.

GFX: 94%  
MUSIC: 92%  
TECH: 69%  
OVERALL: 79%

#### X98 / Legacy

I couldn't find a copy of this demo to review, so I can't tell you if its good or bad, but you can judge from the demo scene results about how good it was. If anyone knows where to get a copy, then please tell me!

**And finally, a demo which didn't quite make it for the competition, but was finished just after as part of X-98..**

#### COMA JOB / Oxyron+Crest

To kick off the demo, a very colourful logo with OXYRON and CREST logo's with a picture of swirls of colour and a yin yang symbol appear on the screen. Next up, is a zooming effect that Graham/Oxyron had used in a previous Oxyron demo, where various bitmaps are scrolled onto the screen and zoom in and out and stretch around on the screen, as well as changing colours. All this happens with a scroll text, and many pictures, such as Cars and faces. The

effect is very smooth and is the best eye candy of the demo, one of the best routines that Graham/Oxyron has created in my opinion. Next up is a sly joke aimed at Clinton over the sex scandal, and to finish off the short demo, it



ends with a very colourful CREST logo moving in a circular motion over a colourful smooth plasma effect which is full screen and changes colour.

Its a shame the demo wasn't worked on for longer and before the competition, as it could have even stolen the no.1 spot if more work was put in. The effects there are not too new, but they are great to look at, helped by great GFX and cool music to match. It only seems to last a few minutes, but its a memorable demo from the Oxyron/Crest partnership, which seems to work well.

GFX: 94%  
MUSIC: 90%  
TECH: 92%  
OVERALL: 93%

#### WHERE DO I GET THEM FROM??

I don't know any PD library which officially has the X98 collection in their library, but try BINARY ZONE PD or SCENE PD and they should have them ready by now for their next catalogue updates. Disks are £1 single sided and £1.50 double sided at Binary Zone PD, and £1 for a disk at Scene PD. Alternatively, if you are on the internet and have a C64 emulator like CCS64, then you can download them from various sites, such as [WWW.SCS-TRC.NET/WAREZ.HTML](http://WWW.SCS-TRC.NET/WAREZ.HTML) where you can go into the Digital Dungeon section and go to the Party folder and find the X98 folder with all the demos, GFX and music entries, even pictures of people partying at X98!

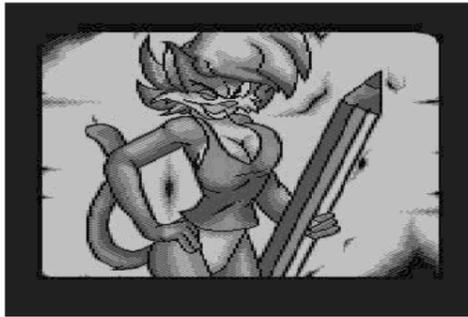
Next is my favourite part, which is a face which changes colour, and looks like it's being viewed with a heat sensor camera, with the face going hot and cold with a scrolly message underneath the face. It isn't blocky, and overall the effect is possibly the best in the demo. The last part is a picture of a swing, where a textured vector rectangle swings round and gathers momentum to slowly start swinging round fast, displaying the words SMASH as it goes. Then that is it!, the end!

Again, like Soul, not full of a lot of new effects, but some old effects have been improved and are either smoother or less blocky, and the face part is pretty impressive. The music is good too, and it goes well with the demo. The Gfx is not brilliant, but its good!

**GFX: 90%**  
**MUSIC: 94%**  
**TECH: 93%**  
**OVERALL: 93%**

**HALFBAKED / Warriors of the Wasteland**

Yet another blue screen fading effect after the demo has finished loading, which then starts off with a cool effect, which is a "Warriors of Wasteland"



logo opening up onto the screen like a scroll being opened. The Halfbaked logo then morphs onto the screen with a bomb falling sound. Next, the scroll effect has been done again, this time it opens up to show a cartoony picture of

a mouse woman, where a magnifying glass effect comes on and magnifies over parts of the picture. The picture then scrolls left and right, to show other pictures and change colours, with the magnifying effect still in action and going mad with the pictures. The effect is pretty impressive.

A pencil effect then draws in the credits for the demo, and then we move onto a logo by TMR/Cosine with the words 64ever, with some scrolly banter, and suddenly the screen clicks into life with the logo moving left to right, with sprites spelling "Halfbaked 98" moving around over the logo, split rasters at the bottom of the screen in the scroll text with a Warriors of Wasteland text flashing below with a little 'C64' sprite jiggling around behind the text. Very reminiscent of classic demos from the late 80's, early 90's, and nice to watch. More pencilled credits follow, and then an upward scrolling message appears, with a digitized picture by WEC appearing and the scroller starting to move over the picture, bending and dividing. Again!, more credits follow using the pencil effect!, and the end part finally appears with more credits and a WOW logo, with the magnifier effect.

3rd in the row not to have many new effects, but the scroll effects on the pictures are good, and the retro feel of some of the parts are good.

GFX varies between the artists, from good to great. The music is not too bad either and is tolerable throughout the demo.

**GFX: 92%**  
**MUSIC: 91%**  
**TECH: 89%**  
**OVERALL: 90%**

**BOH IT STINKS / Plush**



The demo starts off with a intro story, and a cannabis leaf in the corner of the screen with some presentation titles etc. A blue Chess-board appears on the screen, with the words PLUSH all mapped together

appearing afterwards then moving around on the chessboard, changing colour each time they pass over a different coloured square.

Next a PLUSH logo appears, with a small volcano at the centre of the screen appearing. The volcano starts to spurt small grey balls, which all have gravity effects as they fall down. As the volcano spurts out more balls, in animates in time. Its a very simple effect, which has been seen in many demos over the years. A teletext type effect then follows, where a screen of small blue squares has larger squares passing over in lighter colours to form different pictures and animations. Its simple looking, but nice to watch with all the different animations. Next up is a Comic Morph effect, where a cartoony outline/shadow changes into other shapes which resemble cartoon style pictures/characters, there is also a little picture of a man to the right which resembles something rude which I won't mention here (See for yourself when you watch the demo!). The screen then clears and the cannabis leaf then bounces onto the screen, and a voodoo style picture appears to the right of the screen in single colour hi-res. A Fractal picture appears at the top part of the screen and flashes fast, and other effects take over, such as a vertical swishing line and two scrolltexts moving up and down together like waves. Nothing impressive here I'm afraid.

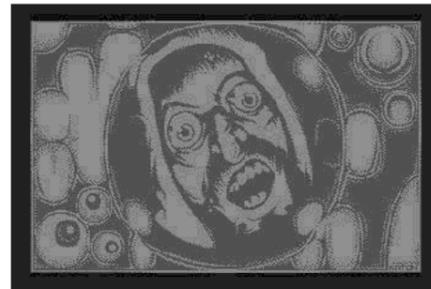
Finally, the demo ends with a series of colourful dots, forming the word PLUSH and spinning around with a small scrolltext at the bottom of the screen. The dots don't spin very smoothly and the whole effect looks very rough as a whole.

Well, the demo has nothing new to offer, the GFX is not too bad as a whole, with some good music. It won't really stay in the memories of demo lovers though.

**GFX: 82%**  
**MUSIC: 85%**  
**TECH: 81%**  
**OVERALL: 82%**

**OLDSK001 / Lepsi Developments**

This demo is a non rolling demo and requires the user to press space to view each part and its all in one single load, cool! The first part features a leaned back perspective scroller which is pretty good to start off with. After pressing space, you get to see a single



colour hi-res picture of a distorted face, which is well drawn. Pressing space again, goes onto the next part which features a line of shaded vectors which move together in harmony and where the corners mix with each other, the colours mix too. It all runs fairly smoothly, and the effect is fairly nice to look at. 3 LEPSI DI logos are then plastered on the screen in the next part, and a set of sine dots form a triangle which moves around pretty slow. The part has nothing really new to look at, so onto the next part.. Next is a rotating textured vector cube, which is slow and jerky with poor textures on each side. Moving onto the last part, is a vector scroll text which turns around etc. Its a bit small and a bit slow, but it looks great and is the best part of the demo, and could be improved greatly in the future. Overall, the GFX is weak, but there is some good music and a few good effects, but nothing too new as usual.

The demo is also a bit short, but its all in one load, so its fairly impressive in packing all the effects in, but the effects are nothing totally stunning as a whole. Pressing space is a bit of a let down, as a lot of people like to see rolling demo's which go by themselves etc. But I think that it comes in handy for getting to parts you like and gives you the choice to also look at a effect as long as you like.

**GFX: 69%**  
**MUSIC: 80%**  
**TECH: 73%**  
**OVERALL: 71%**

**TELLTALE / Warriors of the Wasteland**

Not your average demo release.. This demo is more of a small cartoon



with Arif Perez

Welcome to another fantastic Cheat & Beat. Now that Commodore Scene is a tri-monthly publication, it seems only right to expand this section to provide you with more gaming satisfaction. Regular readers of this section may recall that in the March issue my predecessor promised certain POKES which would allow you to play a full-screen version of the Elite game SPACE HARRIER.

Well this issue I show you how !

Full-Screen Space Harrier

Load the game as usual and then either freeze it using your ARC or reset the 64. Then type in the

POKES you desire:

- POKE 6010,173 (infinite lives)
- POKE 5834,96 (infinite time)
- POKE 2456,69 (speeds up the game)

Carefully enter the following POKES if you want to play a "full screen" version of the game.

- POKE 14437,32
- POKE 14438,1
- POKE 14439,8
- POKE 14578,32
- POKE 14579,1
- POKE 14580,8
- POKE 2049,141
- POKE 2050,33
- POKE 2051,208
- POKE 2052,141
- POKE 2053,32
- POKE 2054,208
- POKE 2055,169
- POKE 2056,10

- POKE 2057,141
- POKE 2058,186
- POKE 2059,78
- POKE 2060,96

Then either restart or enter SYS 2128 to start the game from BASIC.



Action Replay Cartridge POKES

- Batman the Movie (Ocean) POKE 4866,173 (lives)
- Batman the Movie (HitSquad) POKE 4739,173 (lives)
- Bombjack POKE 5112,0 (lives)
- Bombjack II POKE 7053,200(lives)
- Commando POKE 14631,0 (lives)
- Crazy Comets POKE 40362,189 (lives)
- Crackdown POKE 3625,181 (lives)
- Crystal Castles POKE 41624,165 (lives)
- Delta POKE 15834,173 (lives)
- Dropzone POKE 3060,173 (lives)
- Forgotten Worlds POKE 3246,165 (lives)
- Flimbo's Quest POKE 5628,173 (lives)
- Golden Axe POKE 13158,173 (enter on every level)



Dropzone

# PD Jar gon - (Reveal ed)

By Richard Bayliss



When people order or buy PD disks from PD libraries, some new words (C64 Jargon) appear. These are words, which would not be found in a dictionary. We would call it slang, but the jargon used means various things. For those of you who have had difficulty, with understanding the C64 jargon from demos, etc... These will finally be revealed this issue. Just read on and see for yourself.

## SEUCK Games

SEUCK games are games, which have been produced from a utility called the "Shoot 'em Up Construction Kit". The utility allows people to make really impressive shoot 'em ups. Let us take Frank Gasking and Alf Yngve's games for example. It all goes to show that SEUCK games are rather impressive and some people can learn new things about SEUCK also.

## FLD

FLD stands for Flexible Line Distance, which is a manipulation of twenty five or more lines on screen, which are at the horizontal axis. This involves the \$DO11 screen RAM and the FLD is often used for impressive things, such as bouncing text, bouncing scrolling messages, the scrolling of high-resolution graphics and low-resolution graphics. These are used for swinging logos or further graphical techniques.

## FLI

FLI is abbreviated as Flexible Line Interlacing. Demos use FLI graphics, which contain two images of the same picture. This is used to form more colours. There are impressive pictures drawn on a FLI editor on Commodore Scene cover disk 22. these are pretty colourful too.

## DYCP

The DYCP is the different y character position. Demo groups use this to rotate character-sets, splitting charac-

ter sets (like on the Plush DOS Systemintro screen) and also wobbling charsets as well. You would see the wobbling effects on Graveyard Blues, by D'ARC/Topaz. The DYCP can also give you a dipping effect. let us say for example, you wanted water involved in the demo, and a scrolling message above. You can make the scrolling message dip into the water and then come out.

## DYPP

DYPP is abbreviated as different pixel positions, where you can make reflections of a scroll text, logo or picture. Let us take for example, Tales of mystery by Unifier/Spirit. The scrolling message bounces into the water and jumps out also.

## Shadebobs

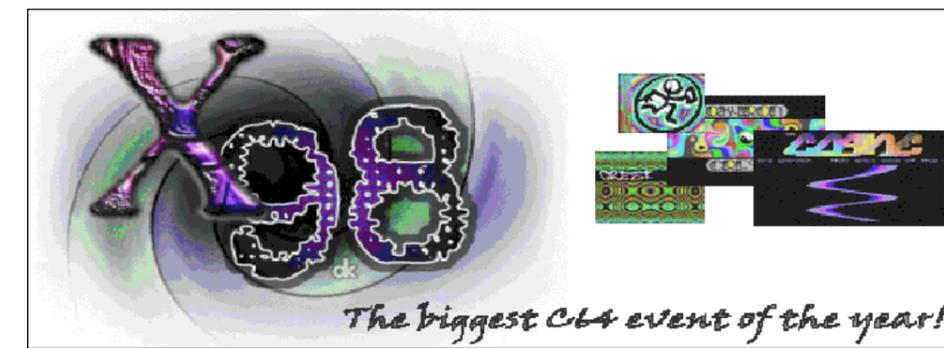
In demos, you are bound to see shadebobs. These are effects from sprites, which can draw patterns and sometimes these can rotate at a different angle. For example: shadebobs is a form of drawing pixel graphics on the screen. Positive Thinking involves these also.

## Plasma

XL.C.US demos and others use these. A plasma is pretty hard to explain apart from that it is a form of colour moving about. Plasmas look as if you are looking through a microscope, but with a difference. Plasmas are all colourful. Let's take Plasmarocity. It was produced on the turbo assembler, and you can edit your own plasma effects. It is not too bad. Techno demos use this.

## Vectors

A vector involves sprites. These sprites are pixelated as dots and can form a pattern of an object. One Year by Camelot was pretty clever, as you can see the pixels form a rubber duck. It is amazing what you can do with dots huh?



WRITTEN BY FRANK GASKING

Nowadays, major events on the C64 are a bit thin on the ground. Thankfully, we still have demo competitions to look out for and see what new and exciting things have been discovered on the C64 which can thrill us to bits. X-98 is THE demo compo of the year!, the amount of talk of the event had been immense around the scene/world, especially on the #c-64 chat-page on IRC. Over 100 people went to the event in Germany, but what were the results? Well, lets find out eh?

### RESULTS FOR X-98

#### Demo Competition.

- | Place | Title/Group                                    |
|-------|--|
| 1.    | Soul/Booze Design                              |
| 2.    | Scream/Smash Designs                           |
| 3.    | Halfbaked/Warriors of the Wasteland            |
| 4.    | Boh it Stink's/Plush                           |
| 5.    | Oldskool/Lepsi Developments                    |
| 6.    | ???/Padua (crashing, not released)             |
| 7.    | Telltale/Warriors of the Wasteland             |
| 8.    | INC D020/Cosine                                |
| 9.    | X98/Legacy                                     |
| XX.   | Coma Job/Oxyron+Crest (finished after compo) - |

#### Music Competition.

- | Place | Title/Musician/Group                  |
|-------|---------------------------------------|
| 1.    | X98 TuneReyn Ouwehand                 |
| 2.    | Total Control/Moppe/OneWay            |
| 3.    | Global Conquest 2/Vincent Voois/Focus |
| 4.    | Dimple Dim/Zyron/F4CG                 |
| 5.    | Ping Reply/Glenn Rune Gallefoss/Shape |
| 6.    | Glory Days/Bordeaux/Active            |
| ???   | Groepaz/Hitmen                        |
| 8.    | Snifters/Fanta/Bass                   |
| 9.    | Accidental/Rorschach/Padua            |
| 10.   | Oh Nostalgia/S.U.C.K.                 |
| 11.   | Intune/Mr Mouse/XentaX/Sadcom Ltd.    |
| 12.   | A.D.M.B./Echo/Bass                    |
| 13.   | Cross-Tune/Soney/Smash Design         |
| 14.   | Youthful/Brzyk/Lepsi Developments     |

#### Graphics Competition.

- | Place | Title/Musician/Group                |
|-------|-------------------------------------|
| 1.    | Compopic/Sander/Focus               |
| 2.    | Elder Dragon/AMN/Anarchy            |
| 3.    | Brainstorm/Hi-Lite/Padua            |
| 4.    | TokTok/Genius/Paradize              |
| 5.    | Lethal Sen/Katon/Lepsi Developments |
| 6.    | Sheba/Seba/Plush                    |

We will be looking at the demos which were released, and with some comments about each one and a little grade out of ten at the end. Starting from the top:

### SOUL / Booze Designs



As soon as you load the demo, you are asked to change to side 2 of the disk. After a bit of de-crunching, the screen fades and a colourful picture of a stickman flashes on with several grey plant sprites moving over the picture from left to right merging into each other. Next is a pretty cool scroller, which is only half the screen, but the size of the text is fairly big and each character is drawn up

in joined up style. A logo with the words SOUL fades onto the screen, and then a fair grey Ray Traced cube with circular holes, spins round over the logo. After the screen fades, you are treated to what looks like plasma, which is very blocky, but if you look closely, then you will see that its a picture of a skull being stretched and skewed smoothly, but its a bit too blocky. Next up is an effect which won't impress many, but will bring memories back of Ball Blazer, with a chequered effect on the floor and ceiling of the screen, which changes colour and rotates around the place pretty smoothly. After a bit of nostalgia, we are then brought onto an effect which wouldn't look out of place in a Jon Wells game, a set of circles at different sizes which zoom in and out while moving around the screen, while moving over coloured blocks. Nothing too impressive, but a cool effect. To clear the screen, this time the screen spins itself clear, to bring you to the next part, which is a zoom scroller in one colour which zooms very well, but its difficult to read most of the text with all the zooming, but the effect (Even though its not new) still looks impressive!

Next up is a grey screen, where a freehand paintbrush effect uncovers a section of the screen, to reveal a blocky plasma effect. The last part features two big grey stone type logo's with the words BOOZE and DESIGN, zooming, stretching and bouncing on the screen. This looks very realistic, and impressive! the logo's next turn into a 3D rectangle vector, spinning with the words BOOZE and DESIGN very smoothly. The demo ends with the stickman crossed out to signal the end.

As a whole, the demo is not packed with loads of new effects, but there are some stunning parts, with the last part of the demo being the most impressive to look at. The music is very good throughout the demo with several different tunes, and the GFX is also top stuff, which all combines to make this demo a worthy winner.

GFX: 94%  
MUSIC: 93%  
TECH: 95%  
OVERALL : 94%

### SCREAM / Smash Designs

After seeing the famous blue screen fade away in style, the coders names come onto the screen which then fade off and make way for a screen of purple plasma, which is pretty smooth. "AT X-98" text moves onto the screen, which then disappears and brings us onto some more really smooth and unblocky plasma effects which changes colours. Next is a good picture of a woman covering her mouth with the words "Scream". Afterwards, large and colourful plasma with the words "When Life Meets Realtime" appear to attempt to dazzle you (Not by much though). The screen then clears and two small twisting plasma effects appear in the top left and bottom right corners for a short while, then the Smash Designs logo appears, which has appeared in a few of their demo's before. Next up is a sort of zooming tunnel effect, which is again a bit blocky and been done before, but its smooth and colourful and worth a look. After that, the tunnel disappears and a effect, which I can only describe as a light source moving over a spiral object, appears and is one of the most impressive parts of the demo. The screen then clears and a large vector linear shaded cube appears and spins round, morphing into numerous shapes, including a house with a roof etc.



" A WORD IN



YOUR EAR "

When Allan asked me to write an article for the NEW Commodore Scene, I was a little reluctant to comply. When Allan mentioned that there are readers out there would still like to know I am around and know what I am up to, I still didn't want to write an article! So why write an article then? Well, it seems that there is a "change" happening in the world of the Commodore 64 and I want to share it with you all so that you can ALL benefit from it.

So what's going on? Well, a BIG thing is happening to the Commodore 64 and it's getting BIGGER every day. More people are getting involved and turning back to the good old C64. "But where are they all?" you may ask, because there doesn't seem to be anything BIG happening in the current world of the Commodore 64! IT'S ALL HAPPENING ON THE INTERNET! Free games, free demos, free utilities and much, much more!!

You never have to buy, look out for or swap a Commodore 64 game ever again!! All the games you will EVER need for your Commodore 64 are on the Internet! AND THEY ARE FREE!! If like me you have a cable (thanks Mike) that attaches your Commodore 64 disk drive to your PC, you can download any game you want and transfer it to a C64 floppy so that you can play it on your good old C64! You will require a program called STAR COMMANDER which converts the file so that the Commodore 64 can read it, but that program is FREE TOO! There are some MEGA web sites which hold most of the Commodore 64 games that were/are available.

Demos are also a big thing on the Internet and they are ready available at the press of a button. All up-to-date demos which have been uploaded to demos web site on the same day that they were created!

Thanks to my good friend Frank Gasking, I have been introduced to yet another outlet for the Commodore 64 which is part of the GREAT Internet. "IRC" which stands for Internet Relay Chat is a GREAT way of getting in touch with current (and old) Commodore 64 contacts for help, advice and programs. It's easy to do, just log on to the Internet, load up IRC and select 1 of the 1000s of sites such as "#c-64" and start chatting. You will find people like myself, Frank Gasking, Jason Kelk (from Commodore Zone fame) and even F4C programmers!! Once you get chatting (you can chat to anyone, anywhere around the world for the price of a LOCAL telephone charge) you can swap programs to each other down the telephone line while still in chatting mode!! It's GREAT fun and you can learn LOADS! Before you do start logging on using IRC, there are a few rules you should know about such as FLOODING the channel, which will get you kicked off by another user!! It has happened to me LOADS of times (hasn't it Frank?)..... it's GREAT fun!

If that isn't enough to keep you going, there is also a web site which has been created by yours-truly! If you do have the ability to connect to the Internet (and how lucky you are) then connect to [HTTP://WWW.MAINOLFI.FREESERVE.CO.UK](http://WWW.MAINOLFI.FREESERVE.CO.UK)

There is up-to-date news, views and reviews for all you Commodore 64 users out there. The site is quite new, and will get bigger and better as life goes on.

So how do you get to use ALL these WONDERFUL services? Well, you can do it the expensive way and get a BRAND NEW PC costing around £900.00 and then get an Internet provider who is going to charge you about £10.00 a month. A cheaper way is to get a second hand PC which isn't such a high spec (I have a crappy old 486SX which runs on the Internet like a treat!) and get an Internet provider such as FREESERVE who will charge you NOTHING to log on!! (It's TRUE, I am one of their users).

The cheapest way and probably the best way is to look out for the NEW "WEB-IT" - Commodore 64 machine which should be at your local Dixons store (so we have been led to believe by the NATIONAL PRESS) for Christmas. This machine should retail at about £299.00 and will get you surfing on the Internet and playing all your Commodore 64 games!! I CAN'T WAIT!!

So then, if anyone tells you that the Commodore 64 is dead, tell them to surf the Net and see just how ALIVE the Commodore 64 really is!! It REALLY is happening on the Internet, so try and get connected as soon as you can and join in on the fun.

Are there really any Commodore Scene readers out there who would like to know that I am still around ?!!

To return your views, please e-mail me at [VINCENZO@MAINOLFI.FREESERVE.CO.UK](mailto:VINCENZO@MAINOLFI.FREESERVE.CO.UK) or write to : Hackersoft, The Red Door, 38 Elmhurst Close, Furzton, Milton Keynes, MK4 1AP.

"Keep 64ing"

Vinny (Vincent Mainolfi)

#### Interlace

An interlaced picture is where two pictures are formed into one. It is a bit like the Spice Girl's two becomes one, as two things become one. The interlace effect on some demos or pictures shake at \$d016 and \$d011. There are programs, which can produce interlaced pictures, such as Chromanc's ECI editor.

#### Muzax, Muzak, MSX, Samples

This one is pretty easy to remember. All these are music's, which have been composed. Demo groups use this jargon- because they think that it is pretty cool.. To some people, it would sound particularly stupid.

#### Raster Bars

A raster bar is a colour bar, which takes part of the border and also part of the background along with it. You would notice that a split routine would be used to form these very useful bars. \$D011 and \$D012 are mixed, which therefore makes these beautiful colour bars. These were invented in the compunet era, by Ian & Mic of Triad (I think). Mainly demos and notewriters use these.

#### Colour Washing

A colour washing routine is where the colours cover the text and change after a few milliseconds. Some of these colour washing routines stand out extremely well. XL.C.US games uses these routines for the scores. They are the simplest to code in assembly language. This will be looked at in a future issue of CS.

#### Colour Rolling

A colour roll is where the colours are rolling up or down in the text or outside it. Programs, such as the Shoot 'em up construction kit involves this sort of thing. Demos and utilities sometimes use these handy routines.

Real-time answer is not really, as real-time and plasma, etc... would be very tricky to program, but in the future, you would never know what would happen next. All these demo groups really work hard to produce their own demos and some people like them. Well, I think I'll call it a day now and check out

the really awesome Tales of Mystery demo, as I am impressed with it.

Real-time is where a few sprites are joined together to form a shape or object. These objects then move about, such as rotating and can form into different shapes. It is similar to doing CAD drawings. Take XL.C.US's Commodore Scene demo #2 for example, you see a rotating cup and skull. It is clever,



what people come up with for their productions.

Well, if you are wondering, do I do that sort of thing? The answer is not really, as real-time and plasma, etc... would be very tricky to program, but in the future, you would never know what would happen next. All these demo groups really work hard to produce their own demos and some people like them. Well, I think I'll call it a day now and check out the really awesome Tales of Mystery demo, as I am impressed with it.

#### NEXT ISSUE:

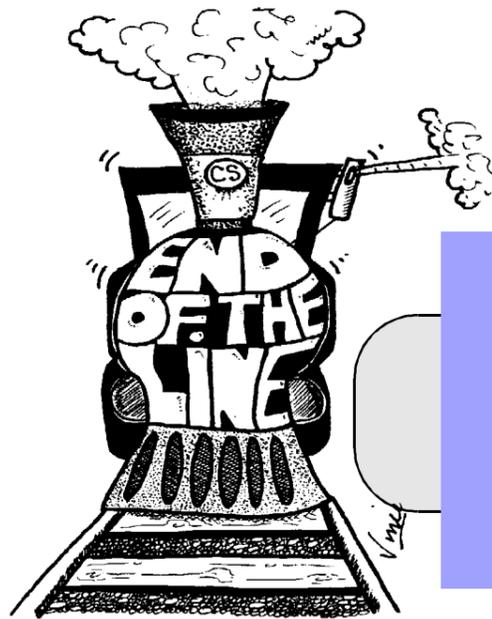
I will be talking to all the C64sters about crunchers, packers, linkers and which are the best ones to use. Also I'll be explaining to all you readers about PD utilities and which are hot and which are not. I may decide to include a PD cruncher, which should be good enough for you to keep your disk files compressed. I will be comparing these and not review them, just compare them. Fast Cruel will also get a mention.

Tune in next issue !

If you have any queries, please send an E-Mail to me at:

[Shbilib@Hotmail.com](mailto:Shbilib@Hotmail.com) and also check out my web page, which is at:

<http://www.geocities.com/SiliconValley/Sector/3562/index.html>



the final sequence which I grabbed with my PC (oo-er!!).

The overall effect of the end sequence is nice, but not much to e-mail home about! All in all a nice little display and worth - 60%



It's been a few issues now since the last "End of the Line", so I thought I would put fingers to keys and reveal yet another game ending for you.

This issue presents the End of the Line for an unreleased CODEMASTERS shoot-em up (kind of!) game called "BEE 52". The game was made available by the author Nick Taylor, but only by mail order (I ordered it and receive a VERY unconvincing scruffy old tape with a poor excuse for a label). The aim of the game is to produce honey which is an obvious thing when you are a Bee! The game is VERY colourful and fun to play (pity Codemasters stopped releasing C64 games!).

So what of the game ending. Well, to tell you the truth, I have got a cracked version which asks me if I would like to skip levels by pressing the Commodore key. Being the CHEAT that I am, I pressed the Commodore key until I got to the final sequence. I could have lied and told you that it took me 3 hours to complete, but what would be the point! Anyway, after pressing the Commodore key for the final time (on my PC emulator it is the ALT key!) I was presented with the words "CONGRATULATIONS, you have completed the game" (little does it know that I cheated!). Also on the screen is a honeycomb effect which looks very nice. At the same time, a QUEEN BEE (I think!) flies from the left of the screen to the centre and bobs up and down.

Hopefully The Ed has included a screenshot of

If you are looking for a copy of BEE 52, then send me a blank disk and a 1st class stamp, and I will send you a copy (the cracked version). If you want a D64 format (for PC-64 emulator) then send me a blank 3.5" disk and a 1st class stamp or e-mail me at [vinny@commodore.u-net.com](mailto:vinny@commodore.u-net.com)

Drop me a line at HACKERSOFT, The Red Door, 38 Elmhurst close, Furzton, Milton Keynes, MK4 1AP. You can also e-mail me on : [vinny@commodore.u-net.com](mailto:vinny@commodore.u-net.com) or view my website which is : [www.commodore.u-net.com](http://www.commodore.u-net.com).

HAPPY CHEATING, and look out for the next END OF THE LINE instalment.

Vinny ;)



# SUPERSCRIPT

## PREPARE NEW DISK - SUPERSCRIPT 128 TIPS #3

### PREPARE NEW DISK :-

Press F1 d(ocument) u(utility) p(prepare) and follow the prompts.

You will be asked to enter a New Disk Name, so type this in lower case up to 16 characters only and then the ID of 2 characters (R)

New disk will be formatted with your existing Defaults Printer File on it. You can then continue to use this disk, all existing files having been erased so that you have a completely clear disk ready for filing onto.

### SUPERSCRIPTS HIDDEN WEAPON - Using a Second Screen!!

#### USING SCREEN 2:-

This is done by pressing F1 g(o) c(hange) and then you are into a new screen which is normally empty, it definitely is empty if you are using it for the first time. You can use the Shift-F1 to load the directory of a disk, in drive 8 or 9 . If you are using one drive only (Drive No.8), then you can load any other file on that disk into Screen two, or put in another disk, load the directory and select the file you wish to copy from.

Using Screen 2 alongside Screen 1 is very handy, you can copy anything from Screen 2 and insert this into your document on Screen 1.

Details of how to Mark, Move, Duplicate and Replicate blocks of text are explained in SS Tips 5.

If you have my Machro Defaults Print file for the Star LC10, you will know that using Run/Stop 9 will change you to drive 9 because you will obviously be working in drive 8 originally, so files you may wish to use will be in drive 9. It is then easy to change from one Drive to another by typing:-

Run/Stop 8 to go back to Drive 8 if currently working in Drive 9

Run/Stop 9 to change from Drive 8 to work in Drive 9

If you do not have this, then these are the commands you require:- To select the Drive unit - F1 d(ocument) u(tility) u(nit) and you will be asked in the Sub-Menu to choose between 8-unit or 9-unit, choose and press (R) If you chose 9, then when you have finished, do the same command again but this time choose 8 to return to your Main Drive 8.

Move from Screen 1 to Screen 2 by Typing :- F1 g c or Screen 2 to Screen 1 by once again typing F1 g c.

#### EASY MOVING ON SCREEN

##### SOME SHORTCUT KEYS FOR MOVING AROUND THE SCREEN

To Move to:-

TOP OF DOCUMENT      Press F1 g(o) s(tart)

BOTTOM OF DOCUMENT      Press F1 g(o) e(nd)

Resume of Commands Noted above:-

F1 d u p      Prepare (Format) a used or blank disk for Superscript.

F1 g c      If in Screen 1, changes to Screen 2 and visa versa.

F1 d u u      Change from one disk drive to another.

F1 g s      Go to Start of Document

F1 g e      Go to End of Document.

(C) These notes G.Potter 1998

## PUBLIC DOMAIN LIBRARIES

## Alternative Software

Heath Kirby-Miller, RMB 221, Sunraysia Highway, Victoria 3478, Australia  
Tel : (03) 54 999 250

## Eagleware PD

Eagleware International Productions, De Fazant 42, 7905 HD Hoogeveen, Holland

## CLUBS &amp; ASSOCIATIONS

## Woombug

Scott Roseboom, PO Box 213, Woombye, Queensland 4559, Australia

## REPAIRERS / SUPPLIES / MAIL-ORDER / HARDWARE

## Creative Micro Desisgns

- New hardware & software, Commodore World magazine, help & advice  
PO Box 646, East Longmeadow, MA 01028, USA

## CMD Direct Sales

- Mail order service  
Postfach 58, A 6410 Telfs, Austria

## Data House Dittrich

- Unknown supplies  
Weimarer Weg 7, D-34314 Espenau, Germany  
Tel : (0) 5673/925010  
Fax : (0) 5673/925099

## Elektronik-Technik

- Unknown supplies for C64/C128/C+4/C16/116 & Spectrum  
Tannenweg 9, D-24610 Trappenkamp, Germany

## Korella Trading

- Unknown supplies  
1/505 Pacific Highway, Belmont, 2280, NSW, Australia

## Scantronik

- New hardware & software  
Nugraver GMBH, Farkstrasse 38, 85604 Zorneding Poering, Germany

## MAGAZINES &amp; FANZINES

## Atta Bitar

Syregatan 7, 151 45, Sodertalje, Sweden

## GO64!

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

## Commodore Fever

Brad Wightman, PO Box 143, Panania, NSW 2213, Australia

## Commodore Unlimited

Eagleware International Productions, De Fazant 42, 7905 HD Hoogeveen, Holland

## Commodore Unlimited / Commodore Fever

Alternative Software, RMB 221, Sunraysia Highway, Stuart Mill, Victoria 3478, Australia

## Commodore World

Creative Micro Designs, PO Box 646, Eastlongmeadow, MA 01028, USA

## Gatekeeper

610 First Street, Liverpool, NY 13088, USA

## Secret Service

PO Box 21, 00-800 Warszawa, Poland

## The Big Mouth Magazine

Adam Wade, 13 Howard Grove, Ridleyton, Australia, SA 5008, Australia

## Twin Cities 128/64

Parsec Inc., PO Box 111, Salem, MA 01970-0111, USA

## DISKZINES

## B-Soft

Mike Witschi, Henning Str.13, 21337 Luneburg, Germany

## Commodore Gazette

Christopher Ryan, 5296 Devonshire Road, Detroit, Michigan, MI 48224-3233, USA

## Loadstar

J&F Publishing, 606 Common Street, Shreveport, LA 71101, USA

## SOFTWARE

This column will be updated at a later date



## DIARY OF A DEMO - DOING THE PARK

by Wayne & Helen Womersly of the Art Ravers, with help from Andrew Fisher

*Fridays nights will never be the same again, now that the newest cult cartoon has finished it's current series on Channel 4. I'm talking about South Park, and the latest demo from the Art Ravers is inspired by it..*

## SATURDAY 22ND AUGUST

*Wayne: Just after 9:00am I began the lengthy process of putting Stan and his chums onto our beloved 64. 15 minutes later I'd hauled my 64 setup downstairs (disk drive, computer, TV) and set it up at the side of the normal TV/video we have.*

*Then I set the video going (by pressing PLAY!) until a useful picture came on and I paused the video to begin drawing.*

*I did my usual trick - I imagined the picture I wanted to draw as shapes. South Park characters are mainly round, so I drew a circle and filled it pink for the head. Once I'd done my first character, STAN, I copied the basic features across, changed the colours and details to produce KYLE.*

*I then tidied up the details and saved it out. Next I decided to do KENNY (mmm, mmm, mmm!) I deleted Kyle, copied Stan across to the middle and altered the details. Helen was just coming in from work as I finished Kenny. Cool! With 2 graphics done, I hauled everything back upstairs. The whole event had taken 2 and a half hours. BUT when I got upstairs the ghosts on the telly I draw on downstairs became VERY apparent. I decided to smooth things over with Stan and Kyle; this took another 20 minutes. I loaded Kenny to show Helen, a big light bulb appeared over her head and I left her alone. Half an hour later an even better Kenny was present onscreen.*

## TUESDAY 25TH AUGUST

*Wayne: I came home and did some additional work on STAN and KYLE; yet another hour passed and finally I was happy. Helen's work on Kenny is so good I needn't do anything. Another project completed! (Or so he thinks...)*

*Helen: This is an experimental project. If we get a GOOD response we may consider further pictures like this..*

## MONDAY 28TH SEPTEMBER

*Wayne: Went back to Stan and Kyle to tidy them up. I want them looking really good, spent about an hour on them. Helen's also mentioned going back to improve/alter Kenny!*

## TUESDAY 29TH SEPTEMBER

*Wayne: Did some more improving on Stan and Kyle (half an hour), and then decided to do CARTMAN (the fat g\*t). I deleted Kyle, copied Stan to the centre of the screen and altered the colours and proportions of him (fortunately you don't need a widescreen TV.. Andrew) and he slowly began to take shape. After about 2 hours CARTMAN is ready.*

*Loaded Kenny, decided to touch him up (oo-err mis-sus!) I'm letting Helen put in the final finishing touches and that's it.. well, not quite.*

*It only dawned on me yesterday that Saturday is the Arndale bash in Leeds. These graphics MUST be right since the general public are going to see them - ART RAVERS have a reputation to think of!*

## WEDNESDAY 30TH SEPTEMBER

*Wayne: I went back to the graphics (again) after a load of grief - our new computer chair won't fix up right. I did improve Cartman, though - about 1 hour's work.*

## THURSDAY 1ST OCTOBER

*Wayne: Took the chair back and got a new one - this one is fixed up ready to go. Hooray! We both jumped on the KENNY picture and finished him - he looks really good!*

## SATURDAY 3RD OCTOBER

*Wayne: We went to the Crossgates Arndale Centre in Leeds today. It was a long day 'cos Helen's been working since 7am and she finished after 11. Then we grabbed a bite to eat and jumped on the train.*

*Response to the 64 stand was so-so, when we started putting the SOUTH PARK graphics on, about 1pm, kids walking past immediately recognized the characters. Overall Nibbly 92 and Starforce were the main crowd grabbers, but it was nice to get some attention and a few people did mention either owning or previously owning a 64. Several young people took an interest, so Helen and I did our best to promote our gorgeous beige beasty!*

## WEDNESDAY 7TH OCTOBER

*Andrew: This morning I got TWO packages marked DO NOT BEND shoved through my letterbox. One contained the rather excellent South Park pictures drawn by the Art Ravers. Having already agreed to do a couple of slideshows for them, I figured they would want me to do the same for these.*

**THURSDAY 8TH OCTOBER**

Andrew: Wayne and Helen use THE ARTIST, I use VIDCOM. It's purely a matter of taste. Load it up and decide to do an extra picture - the South Park sign. It just so happens the Sci Fi news catalogue arrived this morning, complete with some South Park merchandise in it, and a neat picture of the sign. Using that as a basis, I draw the green mountains with snow on top, a "simple" rectangular shape for the body of the sign and the post. Next came the cross lines (meant to be planks) on the main part of the sign and finally the writing. At the last minute I decide to add the road and some snow around the mountains.

**FRIDAY 16TH OCTOBER**

Andrew: Decided to add yet another picture! Taking the excellent KENNY picture, I used ADVANCED ART STUDIO to turn it into.. (drum roll) ..ZOMBIE KENNY! One major difference in using this program rather than Vidcom is that you can add colour anywhere; however, Vidcom's way of handling colour means you avoid situations where you try to put more than three colours (plus background colour, which is fixed for the whole picture) into one character block. The end result in AAS is that you get pixels changing colour, or a clump of one colour suddenly becoming the background colour instead.

As well as the stitches and nasty patches, the finishing touch is a gravestone saying RIP KENNY. It takes just under an hour to create this new picture.

The final task for today is to use an excellent utility from LOADSTAR to compact the pictures. The FIVE pictures for this demo crunch down from 200 BLOCKS in Vidcom/Koala/OCP format to just 50 BLOCKS! This will save disk space AND loading time.

Andrew: There is a two-week gap while I try and track down some sheet music or guitar tab for the theme music. Wayne lent me a video, but I was unable to compose the music just by listening to it. Sorry, Wayne.

**FRIDAY 30TH OCTOBER**  
to **MONDAY 2ND NOVEMBER**

Andrew: Now we get down to the hard work! I've spent about 8-10 hours this weekend working on the actual code for the demo. First up are a couple of simple intro-screens done in the standard character set. The OZONE one mimics the classic Triad intro, the ART RAVERS one based on an old Compunet text screen. A simple SYS calls them up. A later addition is a similar credits screen for the end. Most of the code is already written. A ROL-scroll (character definitions moved through sprites using the ROL command) will sit in the bottom border. Each file will IRQ-load from disk (thanks to Danny Tod) and then decompact invisibly (using some code from Loadstar that I have modified). One good thing is that all the screens are on the same background colour, making it easier to display them.

6510+ ASSEMBLER allows you to "write" machine code as a BASIC program, linking in extra bits when you need them. After a lot of hassle with character definitions, a bug in the ROLscroller that corrupted every 255th character and the lack of South Park music mean that I will only be able to send Wayne a "beta-test" version. Hopefully he'll get it for his birthday..

**THURSDAY 5TH NOVEMBER**  
(WAYNE'S BIRTHDAY!)

Andrew: One last, long phone call and I'm happy to say the Art Ravers liked the demo.. apart from one major complaint. I keep spelling their surname wrong! It only takes five minutes to fix using the Monitor in Action Replay. For the last time I load up the word-processor and finish off this diary-of-a-demo..

So, what do you think of the finished demo? Wayne, Helen and I all want your comments, ideas and offers of large sums of money (only kidding!) You can write to us at the following addresses..

**WAYNE & HELEN WOMERSLEY (ART RAVERS),**  
10 WINROSE CLOSE, WYKE, BRADFORD, BD12 8PY

**ANDREW FISHER (MERMAN OF OZONE),** 30  
RAWLYN ROAD, CAMBRIDGE, CB5 8NL

Victoria Road, Shifnal, Shropshire, TF11 8AF  
Tel : (01952) 462135  
**XLCUS**  
- Original software  
Flat 24, St. Peters Court, St. Peters Street, Northampton, NH1 1SH

**MAGAZINES & FANZINES****8-BIT**

Brian Watson, 39 High Street Sutton In The Isle, Ely, Cambridgeshire, CA6 2RA  
Tel : (01353) 777006  
Fax : (01353) 77766

**8T2**

Chic Computer Club, PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP

**Adventure Probe**

Barbara Gibb, 52 Burford Road, Liverpool, L16 6AQ

**Classix**

James Waddington, Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP

**Commodore Faction**

7 Glyme Close, Woodstock, Oxon, OX20 1LB, United Kingdom

**Commodore Scene (UK)**

Allan Bairstow, 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ

Tel : (0113) 2861573 - Between 9.30am and 9pm

Fax : (0113) 2861573 - 24hr

E-mail : allanbairstow@compuserve.com

**Commodore Unlimited / Zine 64 (back issues only)**

Computer Scene (UK), Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

**Commodore World**

CMD Importing Service, 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ

Tel : (0113) 2861573 - Between 9.30am and 9pm

Fax : (0113) 2861573 - 24hr

E-mail : allanbairstow@compuserve.com

**Commodore Zone**

Binary Zone, 34 Portland Road, Droitwich, Worcs., WR9 7QW

Tel : (01905) 779274

**geoNEWS**

J.Moore, 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS

Tel ; (0181) 2038868

**U64F**

Dean Sadler, 20 Memoir Grove, New Rossington, Doncaster, DN11 0RX

**DISKZINES****Avalon**

Hal 2000, 14 Bromsgrove Road, Halesowen, West Midlands, B63 3JL

**Disk '64**

Alan Crossan, 14 Cairngorm Crescent, Barrhead, Scotland, G78 2AW

**Eternity**

Computer Scene (UK), 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

**SOFTWARE****Adventure Probe Software**

52 Burford Road, Liverpool, L16 6AQ

**Commodore 64 Software Hire Club**

3 Briarbank Avenue Porchester Lodge Estate, Nottingham, NG3 6JU

**Computer Cavern**

9 Drean Street, Marlow, Buckinghamshire, SL7 3AA

**Computer Scene (UK)**

35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

**Connect Software Limited**

3 Flanchford Road, London, W12 9ND

**CMD Importing Service**

14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ

Tel : (0113) 2861573 - Between 9.30am and 9pm

Fax : (0113) 2861573 - 24hr

E-mail : allanbairstow@compuserve.com

**Gala Publishing**

7 Glyme Close, Woodstock, Oxon, OX20 1LB, United Kingdom

**Roy Cross**

76 Castle Drive, Neath, West Glamorgan, SA11 3YE

CSE Scotland

Alan Crossan, 14 Cairngorm Crescent, Barrhead, Scotland, G78 2AW

**DTBS**

18 Norwich Avenue, Rochdale, Lancashire, OL11 5JZ

Tel : (01706) 715028

**Games Finder Service (CS)**

Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP

**High Street Micros**

20/24 High Street, Crewe, Cheshire

Tel : (01270) 580964

**Megatronix Software (Amiga & PC only)**

Unit 3, Meeting Lane Industrial Estate, Off Brettell Lane, Brierley Hill, West Midlands, DY5 3LB

**Post Haste**

11a Burgate Lane, Canterbury, Kent, CT1 2HH

**Retrogames**

61 Baccara Grove, Bletchley, Milton Keynes, MK5 3AS

Tel : (0181) 2038868

**Shinjitsu Software**

21 Conquerors Hill, Wheat'mstd, Hertfordshire, AL4 8NS

**Supportware**

9 De Grey Road, Kings Lynn, Norfolk, PE30 4PH

Tel : (01553) 760012

**Watchdog Home Entertainment**

40 Queen Street, Wolverhampton, WV1 3Jw

Tel/Fax : (01902) 313600

**XLCUS**

Flat 24, St. Peters Court, St. Peters Street, Northampton, NH1 1SH

**E-MAIL**

Allan Bairstow

allanbairstow@compuserve.com

Frank Gasking

m00xbs00.@mcm.com

Richard Bayliss

shlib@hotmail.com

**C64 WEB SITES**

This column will be updated at a later date, for the time being just type 'C64' in the search menu.

**COMMUNICATIONS & BULLETIN BOARD SYSTEMS****Chic BBS**

Dial : (01753) 890111

- Weekends ONLY

**Lentil BBS**

Dial : (01483) 834626

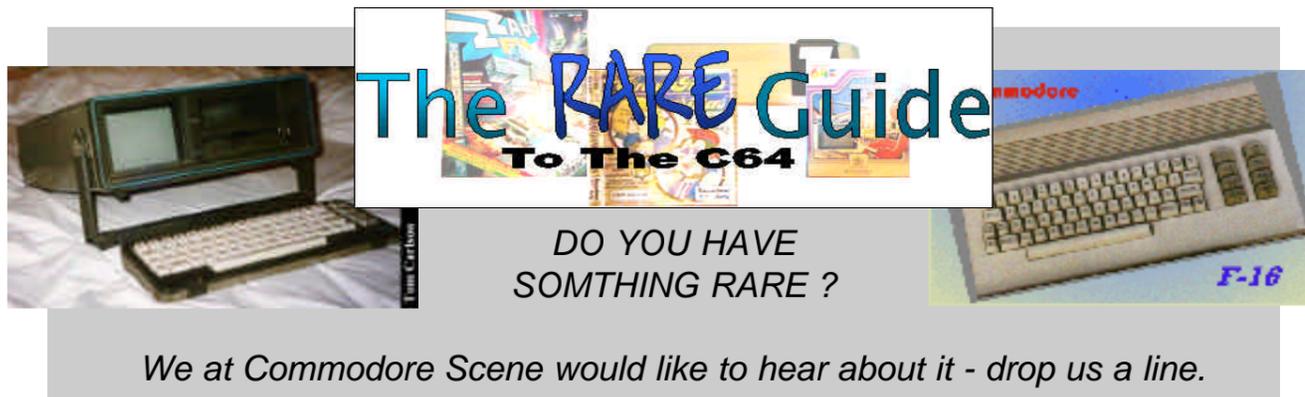
Sysop : (01483) 834606 - voice

**Midnight Express BBS**

Dial : (01384) 865626

**Tiger BBS**

Dial : (01753) 672520



**The RARE Guide**  
To The C64

DO YOU HAVE SOMETHING RARE ?

We at Commodore Scene would like to hear about it - drop us a line.





## ADVICE

**Allan Bairstow**

- General, GEOS, CMD, Commodore Scene  
14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ

**Mike Berry**

- Programming  
6 West Bank Street, Hindsford, Atherton, Manchester, M46 9AQ

**Richard Bowen**

- General  
35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

**Frank Cassidy**

- GEOS  
55 High Bakn Road, Droylesden, Manchester, M43 6FS

**Chic Computer Club**

- General  
PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP

**Andrew Fisher**

- Technical, GEOS, Music  
30 Rawlyn Road, Cambridge, CB5 8NL

**Paul Kubiszyn**

- Programming  
Flat 24, St Peters Court, St Peters Street, Northampton, NN1 1SH

**Vincenzo Mainolfi**

- General  
38 Elmhurst Close Furzton, Milton Keynes, MK4 1AP

**Arif Perez**

- General  
128 Parkville Road, Withington, Manchester, M20 4TY

**George Potter**

- GEOS  
34 Dutton Avenue, Skegness, Lincolnshire, PE25 2HR

**Brian Watson**

- General  
Harrowden, 39 High Street, Sutton In The Isle, Cambridgeshire, CB6 2RA

## PUBLIC DOMAIN LIBRARIES

**Scene PD / EBES PD / Megatronix PD**

Computer Scene (UK), Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, ND16 1DN

**Binary Zone PD**

6 Sturton Avenue, Goose Green, Wigan, WN3 6SZ

**Ipswich PD**

61 Springfield Lane, Ipswich, Suffolk, IP1 4EW

**KDPD**

9 Fairford Place, Kilmarnock, Scotland, KR3 1UJ

**Kingsway PD**

72 Glencoe Road, Sheffield, S2 2SR

**Mega Mania PD**

9 Enler Gardens, Comber, County Down, Northern Ireland, BT23 5DS

**PLPD**

40 Winsor Avenue, Whithead, County Antrim, Northern Ireland, BT38 9RX

**Supportware**

Jon Wells, 9 De Gray Road, Kings Lynn, Norfolk, PE30 4PH  
Tel : (01553) 760012

**Utopia PD**

10 Cwmaman Road, Godreaman, Aberdare, Mid Glamorgan, CF44 6DG

**Wizzbugs PD**

PO Box 4029, Worthing, West Sussex, BN11 1TG

## CLUBS &amp; ASSOCIATIONS

**British Association Of Computer Clubs**

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

**Chic Computer Club**

PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP

**Commodore 64 / Amiga 1200 Software Hire Club**

C. Statham, 3 Briarbank Avenue, Porchester Lodge Estate, Nottingham, NG3 6JU

**geoCLUB UK**

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

Tel : (01353) 777006

Fax : (01353) 777471

**Simulation Club**

S. Allen, 21 John Shepoy Street, Hyde, SK14 4HN

## REPAIRERS / SUNDRIES / MAIL-ORDER / HARDWARE

**CMD Importing Service**

- New hardware & Software, Commodore World magazine, help & advice, Commodore Scene magazine

14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ

Tel : (0113) 2861573 - Between 9.30am and 9pm

Fax : (0113) 2861573 - 24hr

E-mail : allanbairstow@compuserve.com

**Combined Precision Components Plc**

- Unknown supplies

Faraday Drive, Fulwood, Preston, PR2 9PP

Tel : (01772) 654455

Fax : (01772) 654466

**Computer Scene (UK)**

- Sundries, 2nd hand hardware & software, magazines, diskzines, help & advice  
Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, ND16 1DN

**Datel Game Products**

- Hardware

Tel : (01785) 810800

**DTBS**

- Unknown supplies

18 Norwich Avenue, Rochdale Lancashire, OL11 5JZ

Tel : (01706) 715028

Mail Order : (01785) 810818

**Heath Computers**

- Repairs (@ C64 for £35.00)

Unit 3, Speedwell Trading Estate, Kings Road, Tysley, Birmingham, B11 2AT

**High Street Micros**

- Repairs, software

20/24 High Street, Crewe, Cheshire

Fax : (01270) 580964

**Needmore Limited**

- Repairs

Tel : (0151) 5212202

**Officeland**

- Unknown supplies

10 Sterte Close, Poole, Dorset, BH15 2RT

Tel : (01202) 666155

**Oasis**

- Repairs

14 Ridgeway Road, Salisbury, Wiltshire, SP1 3BU

Tel : (01722) 335061

**Ribbons & Things**

- Printer ribbons and consumables

8c Treefields, Buckingham, MK18 1BE

Tel/Fax/Answer machine : (01288) 817217

Ribbons Unlimited

- Printer ribbons and consumables

PO Box 7, Belper, Derbyshire, DE56 1AD

Tel : (01283) 734050

Fax & answer machine : (01283) 734051

**Trading Post**

- 2nd hand hardware & software

Firstly may I apologize for the article which I wrote for CS#22. It was nothing short of mammoth - sorry!

With restricted space let's go straight into some results; First of all I would like thank you must go to Thomas Moore for his encouraging letter and his offer of the game instructions for request AL22.4. If the mystery person responsible for this request would like to contact me then I can arrange for the instructions to be sent on.



Another thank you must go to Mr Jones (AL22.3) who has sent me an e-mail with the code changing chart. Unfortunately, I was unable to read the table in the e-mail itself though the code attachment was fine when it finally reached my PC via the C64. I have had word from Allan to say that he has in fact found a code sheet amongst some CS paperwork. I will check with Allan and, if needs be, pass the e-mail on. Thanks again Mr Jones.

Ok here we go with new requests:

AL23.1 Thomas Moore would like the instructions for a Star LC10 colour printer, if anyone can assist then please let me know and I will pass the information.

AL23.2 Here's one of my own, does anyone want a brand new colour inkjet printer. If so then it may interest you, I have a brand new (albeit for a few test pages) Lexmark 1020 inkjet printer with colour cartridge, lead and software. This printer only works in colour with the PC hence sale. The asking price is £130, it may not suit you (the audience is after C64 based) but if you hear of anyone looking for a printer for their PC then pass my details on.

AL23.3 We have a poor soul who requires some new rolls of printing paper for the Commodore 1526 - Anybody ?

Don't forget that apart from AL22.4, the requests from Issue #22 are still outstanding so if you can help please get in touch ASAP.

This response shows exactly what AL should be doing and I hope that it continues to help everyone. If you haven't registered yet remember all you have to is drop me a line with a cheque for at least £1 (this isn't a fee - it is always yours) and you will be registered and can start to receive AL updates between issues of CS. Don't miss out, even if you have nothing to sell and you don't have any desperate need at this time, please register because AL is based upon 100% commitment, if there is no commitment then Al will return to its old format. In short a positive start but a little way to go yet.

To register please send me a letter (just a hand written note will suffice) including your name, address, phone number, fax number (if available), e-mail address and how you wish to receive AL (i.e. post, e-mail or fax) please make this clear. And don't forget your opening balance.

If you would like any information or clarification please don't hesitate to contact me. Remember that anything which you would have sent to Allan for Action Line, Classified Ads or Techno Corner now need to be directed to myself, my contact details follow:

Postal Address: Mr M C Vowles, AL Correspondence, Wychwood, 73 Rush Hill, Bath, Somerset, BA2 2QT.

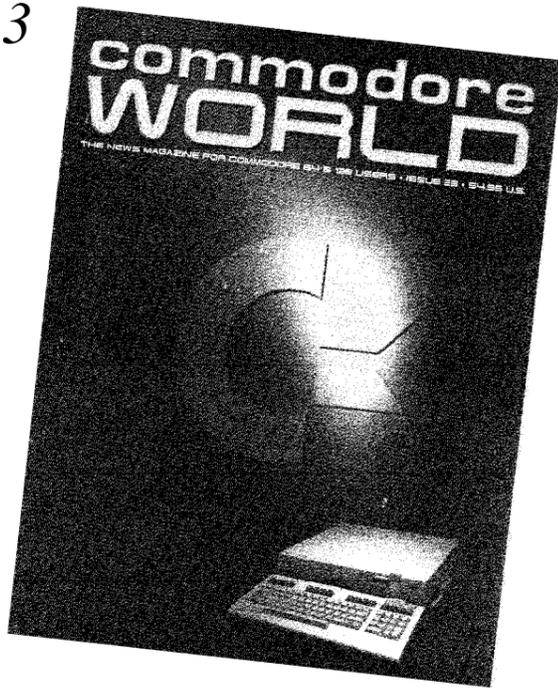
Phone/fax: (01225) 318818

e-mail: Vowles@lentil.org

I hope to here from those who have yet to register very soon. I suppose that even though it is only October, by the time you read this it will be heading towards Christmas so I'll wish you a Merry Christmas and a Happy New Year!

Mark Vowles

# COMMODORE WORLD #23



Reviewed by Arif Perez (c) 98 for CS

In the last issue of CS I looked at issue#22 of Commodore World, which is a feature packed magazine for the C64/128 from the USA that is now available in the U.K through CS. This time round I take great pleasure in reviewing issue#23 of CW. Before I begin I would like to remind our readers that back issues of CW are still available and further details can be had by writing to the Editor of CS.

Issue#23 definitely burns rubber with a world first full review of WHEELS, the controversial new 90's upgrade for the ageing C64 operating system GEOS V2.0. WHEELS will appeal both to the beginner and dedicated GEOS enthusiast. You're probably thinking how good it is and if you really need it? Well, let's take a closer look. Although GEOS V2.0 was a programming achievement in itself the system on the whole was limited and unable to cope with future hardware developments. This was partly remedied by the subsequent emergence of various software patches to the GEOS Kernal. But these patches in some cases caused various applications to crash unexpectedly. Today we have WHEELS V4.0. This is designed to handle the latest hardware and expand with your systems needs. The minimum requirements in order to use WHEELS are: a C64, GEOS 64 V2.0, 1541 disk drive, mouse(or joystick?) AND some form of RAM Expansion! (128K or greater). According to the review, WHEELS is relatively straightforward to install and can be booted from any drive (device 8-11) and any

partition of your Hard Drive (If you own one that is!). Once WHEELS is up and running a menu appears at the top of the screen and a new file handling system called the Dashboard becomes active. This even allows resizable window options for each active drive. Maurice Randall, the author of WHEELS, not only replaced the Desktop and Configure programs, but rewrote the O.S Kernal as well. Summing up, WHEELS appears to be THE upgrade every GEOS owner has been waiting for. It offers many improvements over the original GEOS V2.0 system to make it a worthy investment!

Next up is an interesting article that provides you with a modular programming system called GOFA for your C64. GOFA is a program management system that allows a group of BASIC programs to occupy memory at the same time and interact using special GOTO and GOSUB calls. Full instructions and a BASIC machine language loader listing is provided. On top of that a useful aid to entering listings from CW called CHECKSUM is also included. CHECKSUM is a program that proof-reads your typing when you enter any listing from the magazine. User friendly or what?

This is followed by a short software review of a new Bulletin Board Service (BBS) package for the C128 called "Centipede 128".

After this is a beginners guide full of handy tips on handling Commodore disk drives. The next feature concerns GEOS and the Y2K problem (The Millennium Bug!). The GEOS clock is examined and some solutions are put forward. More Bulletin Board news for the C64/128 follows. Various boards and telecom software are reviewed. The final article is dedicated to CMD's Super CPU and shows you how to program the 16 bit 65C816 chip through further machine code examples.

In every issue of CW there is a regular section called Commodore Trivia. This includes trivia questions to tax your brains and of everything Commodore and answers to the previous issues are thoughtfully provided. I look forward to reviewing the next issue of Commodore World.

May I wish every reader a happy Xmas and a great New Year!



By the time you read this it will already be too late !

What on earth am I on about ?

Well, when CS finally reaches you (in December) the last ever issue of the geoClub newsletter will have been printed and sent out, the geoClub UK will have ceased to exist. Another one bites the dust.

This newsletter used to contain news, views and varied articles from all over the world. It had a good following and I myself relied on this newsletter for much of my new information from the GEOS world. Some of the articles were quite funny at times and made excellent reading no matter what the subject was. Reading some of the back issues that I have, it made me realize what a small world we live in, many of the articles relayed concerns and solutions to problems that we all have had with GEOS - I knew it couldn't have just been me !

Not only will the newsletter cease to be, but Frank Cassidy has taken the unusual step of disbanding the geoClub library, that means that all those valuable disks will be lost - FOREVER.

I have personally tried to reason with Frank to allow me to at least store the library for him, I even pleaded with him and offered to go and pick it up personally. All to no avail.

Here are some snippets from a recent letter to me from Frank,

<< Hi Allan ..... if anyone requested any disks from the library I'll just send them the originals >>

Well there you have it, to lose such a fine newsletter is a crashing blow, but to let the library slip from our grasp is out right sacrilege and a disgrace, because it could have been avoided and preserved for the future.

<< I have given Commodore Scene a mention in my 'editors comments' and will give you another mention in the last issue of geoNews, you deserve to succeed and I'm sure you will to some extent. I found the problem with GEOS users at least, is that many are very reluctant to spend money on software and that is what feeds the programmers. I think your biggest plus is going to be that if you can continue to keep the C64 users together in a group they can all help each other and in the years to come that will probably be all important. >>

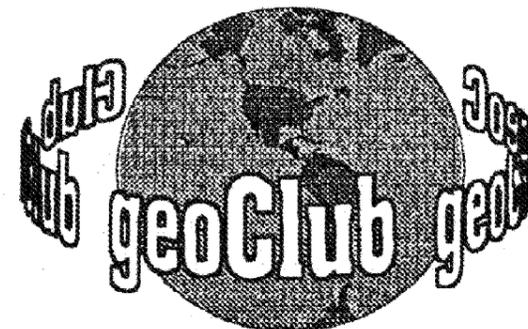
Thanks for the support and your kind words, Frank. I will continue to support the C64 through CS for as long as it is viable and does not cost me too much, with the demise of so many C64 areas I hope to increase the readership to CS to a reasonable level which should ensure the future of CS. At the time of writing there were only two 'converts' from the geoClub !

As regards people spending money - yet again it is the same old story. The simple answer is 'if people want new software and hardware then they will have to pay for it', there is no point in complaining about the price. There is plenty of new stuff to buy and those people who don't purchase the odd new item are missing out on so much.

It may be that some people think that there is no future for the C64/128 but let me tell you that there is ! This great little computer of ours is capable of so much more, it has achieved much more than anybody would have ever thought possible in recent years and I feel that it will continue to do much more.

I would like to thank Frank for all his help over the past few years and I wish you all the best in the future - Goodbye geoClub UK, you will be missed.

Allan Bairstow



FAREWELL to the geoClub UK



# RETROGAMES

A Review By Mark Vowles

Retrogames is a bimonthly publication which looks back at the 'good old days' of home computing. Currently on its 16th edition, it boasts twenty one pages, fourteen for the magazine and 7 for the hardware/software listing. No doubt you want to know exactly how much of that is C64 related, well about 4 pages or a fifth of the available space. This may not (and probably won't) be the same in the next issue. To be honest, you are not going to find masses of C64 related information simply because this is not a dedicated C64 magazine and because the editor may not have the in depth information or support which other publications have.

The magazine's scope is vast, it includes handheld units and consoles such as the Atari Lynx and Sega Mega Drive. This leads me to think that the term 'retro' can be applied to anything which isn't bang up to date. The magazine is though an eye opener, certainly for me. I have been wrapped up in the C64 for years and have really taken no notice of any other machine or it's following. Having read the magazine I feel that we (the C64 owners/users) are just part of a much larger group of people all of whom resist the throwaway society we live in.

The layout of the magazine is a good mix of text and relevant pictures. This issue looks primarily at the origin of home computing. Through a number of articles, it introduces the roots of home computing, the Odyssey which was an early TV console. The magazine also features a letters page and a few smaller articles including one which looks at rare computers.

Retrogames is a good publication, the print quality is not up to that of CS because it is photocopied which makes the pictures a little unclear. This is only a minor thing and one which does not detract from what is a very well written magazine. How would I rate this magazine? I will list a few criteria which I value in a publication and give a rating with an

explanation:

Written content; 9/10, very well written with a suitable level of detail notably including those bits of information which make the articles interesting and informative rather than just conjecture.

Picture/Text ratio; 7/10, on occasions a few too many pictures and too little text though to be fair I only noted one such instance in this issue. For the most part there was a good balance and the pictures are clearly relevant to the subject and tied neatly in with the text.

New or old hat?: 8/10, clearly any retrospective production will find fresh articles and news hard to come by. The magazine covers both new development, admittedly in the SEGA style world where there is considerably more commercial activity. The retro articles which were featured in this issue felt fresh, perhaps because they covered material which I have not come across before but in any case, they are packed with details and appear to be well researched. That said, the C64 section was a review of 50 games which is something which has been done time and again, so on this front, nothing new. This may leave the impression that either this is the extent of the C64 coverage or that this was just a good space filler. A glance at the back page though reveals that 4 of the back issues have 64 features. What you need to remember is that this is a publication for many different machines. In summary, a whole new view on the retro scene though nothing new for the C64.

Feed Back/Participation: 9/10, the letters page included some good letters fitted tightly on to the page, not a space waster.

Services: 9/10, a comprehensive list of hardware/software, many items, from one column I counted 129 games and by multiplying this by the number of columns for the C64, I came up with the estimate of 845 items (some duplicates, i.e. multiple copies available at different prices due to condition). This excluded the computers available at the beginning. Prices range from 50p to about £5 for tape games with disk and cartridge titles from about £2.

Overall: 8/10, an informative read which is sure to open your eyes to a bigger picture, as the Q-T advert says: 'Try it, you might like it'. I think that it is certainly worth a look.

Subscription offers three options, 1, Retrogames, one year subscription (6 issues) for £14. 2, Retrogames and Gamefinder Extra, one year (12 issues) at £20. 3, Gamefinder Extra, one year subscription at £6. For further details or to order you should contact J Moore, C/O: 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS or phone 0181 203 8868.



# SERVICES

As part of the increasing commitment that Commodore Scene wishes to provide for its readers, and the C64 scene as a whole, here are some of the services that Commodore Scene currently supplies.

### Commodore Scene - the magazine.

Quite obvious really but worth a mention anyway as without this magazine there would be no services at all!

Don't forget to request the current version of the 'Writers Pack' if you want help producing those masterpieces for CS!

### CMD Importing Service.

This service is provided to help you get those new items from the USA. It is run on a

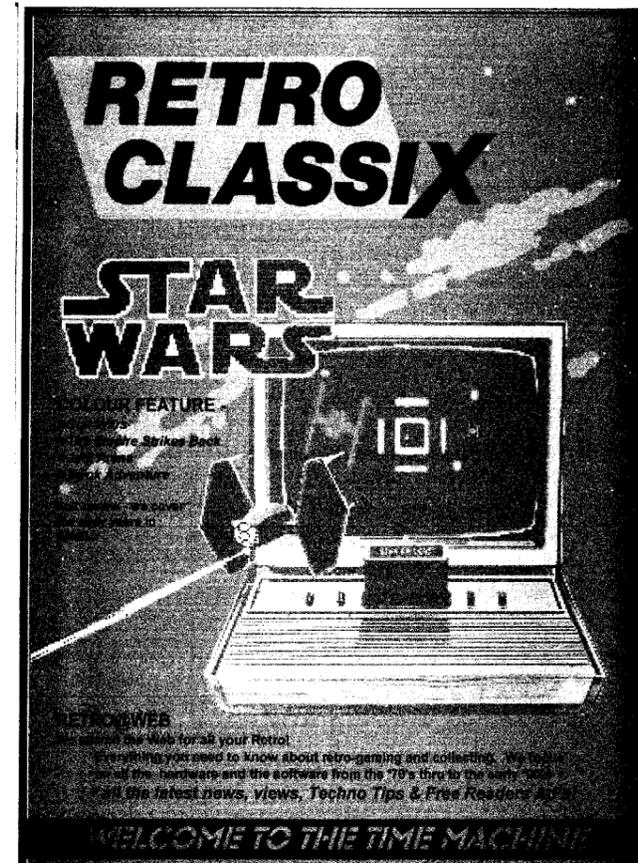
non-profit making basis, hence, the prices are as low as possible.

### Commodore Scene - back issues.

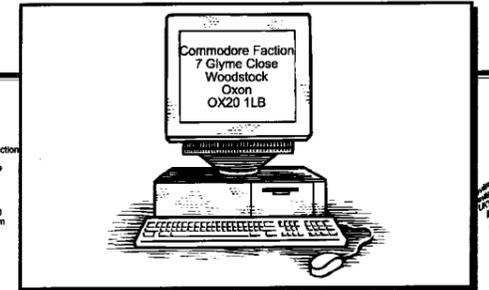
Many of the back issues of CS are now out of print and the cost of reprinting prevents them being reprinted in small numbers. With the recent purchase of a scanner it is hoped that in the future, all the back issues of CS will be available on disk or printed out from the computer.

### New & used - hardware and software.

Many items are kept in stock from a vast array of goods here at CS, if there is something that you are looking for then just drop me a line.



See page 34 for more details



Commodore Faction  
Monthly  
Commodore  
Magazine  
e-mail:  
faction2000  
@yaho.com

THE  
COMMODORE  
COMPLEX  
WINTERVIEW  
ALEX BARRON

## C64 RELAUNCHED HERE AND NOW!

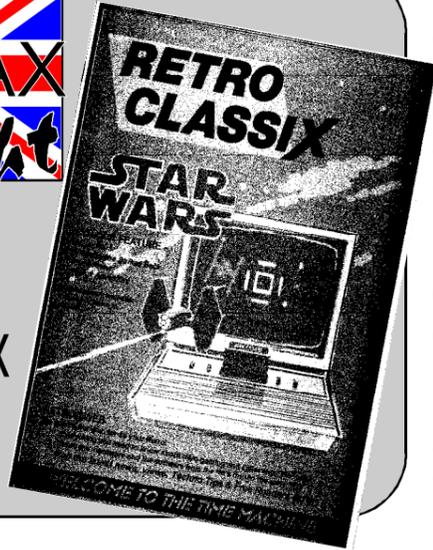
For the full story read **Commodore Faction**

- FACT: Commodore Faction had a whopping 88 A4 pages of news and views last month!
- FACT: Commodore Faction is a non-profit making magazine from a professional company!
- FACT: Commodore Faction has the best writers and is dedicated to the C64!
- FACT: McRat/Zinj Complex on coverdisk this month!

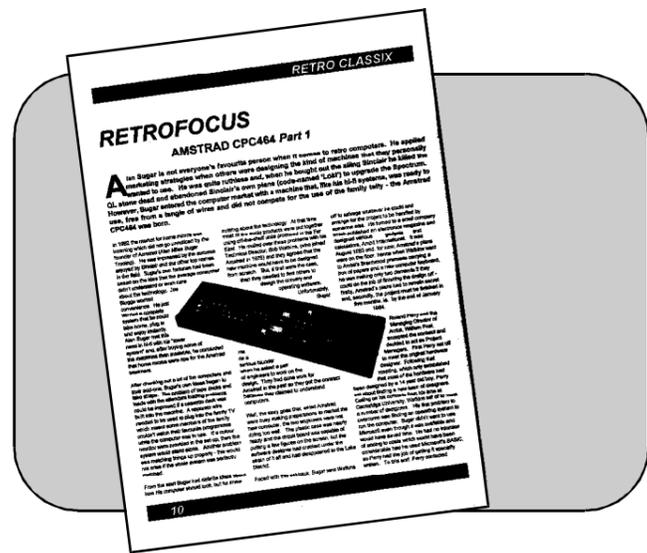
See page 35 for more details



# RETRO CLASSIX



Reto Classix is a monthly publication, (the issue reviewed had 24 pages), 6 month/issue subscription is £13.00 or a 12 month/issue subscription is £25.00. Contact : Retro Classix, c/o 4 Chatterton Avenue, Lincoln, LN1 3TB, United Kingdom. Make payment payable to : G Howden



## Retro Classix Issue #13

Reviewed by Arif Perez (c) 98 for CS

Hello readers. This issue I bring all 8-bit veterans an extra treat as I cast an eye upon a fanzine called Retro Classix. As its name implies it is a fanzine dedicated to computers and game systems from the early 80's such as the CBM

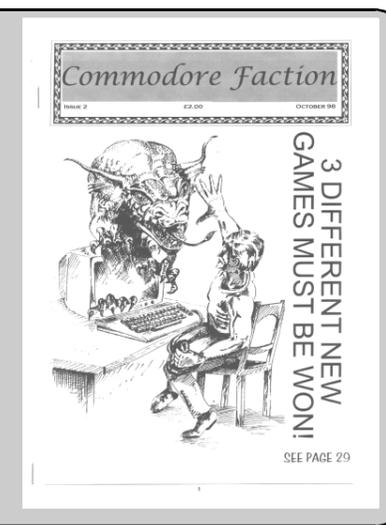
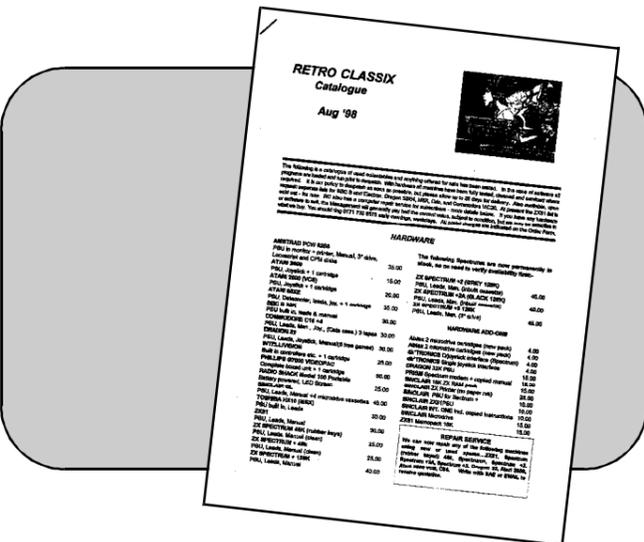
Vic-20, Sinclair ZX-Spectrum, Amstrad CPC464 and Atari 2600 VCS.

Games and programs for these and other machines are reviewed with a deep sense of nostalgia and vigour. The fanzine is put together quite well and the screen shots help maintain interest. There is an interesting insight into the history of the Atari 7800 console and the Amstrad CPC464 which owners of such machines will no doubt find entertaining.

In the centre of the issue was a special colour feature on STAR WARS games which kept my attention for a while. There are regular sections such as Adventure, Techno Tips and the customary Letters page which are present in all good fanzines nowadays. A list of contacts is included to help all those 8-biters obtain sundries for their respective machines.

This issue was also supplied with a separate Retro Classix Catalogue full of software and hardware for many 8-bit machines. The catalogue also boasts a repair service to help revive your pride and joy, however, there is no indication of how much it will set you back.

Overall a valiant effort which will greatly appeal to owners of old (classic?) computers and consoles. I worked my way through a number of 8-bit machines until I encountered the C64. In my opinion the C64 is THE best 8-bit games machine ever developed with features years ahead of its competitors. If you want to experience a slice of true classic gaming action then look no further than the C64. Every other 8-bit machine ever released simply pales in comparison to the mighty C64.



# COMMODORE FACTION

After the last issue of Commodore Scene were I did a none too flattering review the first ever issue of Commodore Faction, I thought that maybe Dave Connolly might not speak to me again !

Well, he did and he even sent me the second, third and fourth issues of Commodore Faction to review - brave man. What's changed then ?

In a word - EVERYTHING !

This magazine has now got over its teething problems, the writing is clearer and better laid out, the pages flow together and all in all the magazine shows a lot of promise for the future.

I wont be giving you a blow by blow account of every page (as I did last issue) as I believe the magazine is worth a look at in its own right. There are 40 pages of reviews, news, interviews, etc. and the actual paper is slightly thicker than it was before which has the overall effect of making the magazine 'feel' better than it did. Colour, there is some colour about the place but it is used only here and there and mostly for highlighting the headlines on some of the pages - which is nice, it must be made clear that this magazine is not billed as a 'colour' magazine therefore any colour is purely a perk for the reader. The problem with colour is that it is very expensive to produce, at the moment this magazine is produced on Dave's laser printer and the limited use of colour is understandable.

I have to say to Dave - well done mate, you have done yourself proud and you have made a 100% improvement from the first issue. All in all it is quite a good read and I hope that you get the subscribers that you want. I wish you all the best for future issues.

Commodore Faction is brought to you by Gala Publishing, 7 Glyme Close Woodstock, Oxon, OX20 1LB.

It is a monthly publication and costs £2 per issue, further details of subscriptions and disks are in the magazine itself.

## GALA PUBLISHING

I have to admit that when Dave first contacted me and discussed his plans for a new c64 magazine I was a little sceptical as he wanted to do it in full colour and he was expecting that subscribers would be flooding in, I now think that he realizes that the c64 scene is not the place to be if you want to make money ! The magazine has a splattering of colour at the moment but I think this may disappear all together if the number of subscribers increases as the cost of full colour printing (no matter how it is done) is very costly indeed.

The other area we talked about was the fact that Gala Publishing has now taken over the UK arm of Crystal Software's distribution. This will include any software releases that will be forthcoming in the future. At the moment there are some software titles available from Gala Publishing via the magazine, one such title is 'It's Magic' which is price at £7.50, this game did very well at the recent exhibition in Leeds which Commodore Scene attended. The only gripe here is that any commercial software should (for the asking price) come with colour packaging and instruction book. Even with this, I have to say that it is over priced. We used to pay this sort of price years ago and I don't think that people will pay this price nowadays, no matter how good the game is.

I hope that everything goes well for Gala Publishing and I have to say to Dave that you must make sure that the pricing of any future commercial software is realistic - I know that your hands are tied with the amount that some programmers want, but if they want too much money - just walk away - something is always better than nothing, if the programmers don't understand that then I'm afraid they are a lost cause.

Reviewed by Allan Bairstow

Note : CS has a small stock of 'It's Magic' for £7.50.