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ISSUE 12 NOW AVAILABLE

The awesome 12th issue of Commodore Zone features 60 jam packed pages! This issue is packed with essential info including details of a brand new C64 which is due to be released soon and we also take a look at a new MIDI synthesiser unit based on the C64's 'SID' sound chip! Tim Follin talks to us in an exclusive interview, Kenz goes demo crazy in a special 7 page PD Zone and we have yet another generous helping of game tips and another great 'Covenant' music article from Waz Pilkington. Andy Roberts continues with his quest to convert 'Mayhem in Monsterland' onto the PC and he also begins a brand new C64 internet feature. This issue also contains great features from Frank Gasking, Sean Connolly, Robert Bernardo and other familiar faces from the C64 world!

The optional covermount for this issue is a real beauty! It contains TWO brand new (and previously unreleased) full games from Jon Wells, there's also the previously unreleased Alf Yngve game 'Flight Of The Albatross 2', the Tim Follin Music Demo, a new ickie game from Matt '4-Mat' Simmonds and the wicked 'Jukebox 64 Part 2' music demo by Matt Grey. The covermount also contains a new look 'Get a life' program from Jon Wells + more!!

CZone issue 12 costs only £2.20 for the mag + £1.00 if you would like a tape or disk covermount. An emulator compatible covermount is also available for use on the PC (Price £2.00). A six issue subscription to CZone costs £17.00. (Please make Cheques / Postal Orders payable to 'Binary Zone PD').

COMMODORE ZONE
34 Portland Road, Droitwich Spa, Worcs. England. WR9 7QW.
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Commodore scene

25th ANNIVERSARY ISSUE

The next issue of Commodore Scene will be the 25th Anniversary issue FREE gift for every reader MP3 upgrade for GEOS reviewed Wheels128 benchtested All the usual features and much, much more!

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 - Games
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INCLUSIONS
 CMD order form
 Stop Press Information
 CS ordering slip
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 Coverdisk(s) Sleeve(s) - optional
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Clearance Sale

Yes, it's true, due to increased second hand hardware for sale on the C64 market and so less demand for a specialist C64 hardware retailer, several bad stories published in one or two C64 magazines and the fact I am probably moving to a much smaller house (without two rooms spare for C64 software/hardware), Commodore Highway has to close it's doors for one last time.

The discounts we are offering are unbelievable, meaning us making a loss on almost every single item we sell to you! For full details of the discounts see below. Consider this a gift to my loyal customers.

As soon as our stock is down to a reasonable level, we'll try flogging the lot!

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Please ask for a separate sheet by sending an SAE to our usual address			
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Like I promised, here is the new hardware that we have recently purchased. Among the list of new hardware is 1571 Disk Drives, A couple of C128Ds with 64k of Video RAM, Several new printers, unfortunately only 1 512k memory expansion as well as many other bits and bobs, not all of which is in this price list. I am hoping to get a number of 1901s in the near future, so look out for these brilliant monitors! Please note, again, contrary to the belief of many that don't understand why we could possibly hold off of much - ALL OF OUR HARDWARE IS IN STOCK AT TIME OF WRITING!!!!

Anyway, here come the conditions of sale:-
 All products, except in the case of printer ribbons are genuine Commodore originals. All Hardware is reconditioned and fully working (unless otherwise specified). Despite this however, it is unavoidable that the odd case may have a scratch on it or be faded. Cheques should be made payable to C. Holgate and sent to Commodore Highway, 45 Wheatlands Road, Paignton, Devon, TQ4 5LX, England. Other ways of contact include e-mail at Commodore@highway.clara.net or telephoning 01803 401357. Products are available for purchase anywhere in the world, but customers outside the UK will have to pay the extra postage, P&P is included on all UK orders. If a product will take several weeks to arrive, we will still cash the cheque to avoid confusion on your bank balance and to assure it clears all right. If a product is permanently out of stock then we'll send your cheque back. If we have paid in a cheque and then decide the product will never arrive then you will receive a return cheque, made payable to the one who made the order, unless otherwise specified, if there is a very near alternative of equal or better quality then we will offer this to you, but not send it unless you agree.

Due to problems we have had with the Royal mail, delicate items will be sent through a special carrier, who, unfortunately charges twice as much. If hardware is broken upon receipt then a replacement will be issued, provided the hardware is returned within 30 days.

All hardware is held in stock and so therefore most of the orders are usually dispatched within 48 hours, but if we have a problem with it (i.e. we have sold out or it is not in stock) then please in extreme cases, allow up to 46 days for delivery. It is unavoidable that some of our hardware will come without a manual, but if a manual is necessary for the operation of the hardware (i.e. Action Replay cartridge) then you can be sure that they'll be provided. All hardware comes with appropriate leads - i.e. An 80-column monitor will come with a 80-column lead, a 40-column lead and power connector. Also note that our disks are actually ex-software, but are 100% guaranteed error free. They are in ABSOLUTELY PERFECT condition, better quality than many new disks (The disks were manufacture overruns - i.e. They made too many).

They are sold with labels and sleeves, but are not boxed. If you would like to check up on an item before you order then please phone me, Chris on 01803 556044 for confirmation. Commodore Highway is willing to buy or part exchange any of your old hardware or software, in any condition. Please WRITE with details to the above address. Finally, if you want an item that you don't see in the list, please write in as it is possible that we have it or can get it for you!

Commodore Highway condemns piracy

tinue. If it does then this publication should do well. What I would say is that having a go at people regardless of what you may know is unprofessional and in many cases won't do anyone any good. Such action could lead to mass decent and in fighting which is exactly what we don't want in our scene because it would spell the end. I'm in favour of warnings against people out to rip others off but there are ways of doing things without launching all out assaults. The general feel of the magazine is one of being preached to, I felt that some of the articles were written from deep seated anger and frustration being thrown at people who probably have little idea what they can do or could have done to help the situation.

The issue of bad language is of paramount importance and in particular, consistency with respect to its editing. How can it not be acceptable to print a letter on the basis of it being too rude for a family publication but fine for an sub-editor to used two strong swear words on three occasion in 1 column? Your target audience won't take it for long.

Provided this publication deals with a few problems then this could become a fine magazine. It must, in particular, venture out from all things Crystal, it must drop swearing and it must make better use of the space. I'm sure fewer pages with smaller font size and much smaller titles would go down a treat with the readers. It would also relieve the

printing cost pressures, fewer pages, same content more tightly arranged equals lower costs, more readers and a better publication. Once you have done this, you expand again - start small and humble and grow.

I hope I haven't been too harsh with my review, I really don't enjoy pointing out people's mistakes because I know that I couldn't do much better. My only hope is that through pointing things out, improvements can be made resulting in a better publication for the reader's enjoyment.

Mark Vowles.

longer they had to run. I suppose this is my fault really as I have never mentioned it before, but if you look at the label on the envelope that this copy of CS came in (hurried sounds of people scurrying in the rubbish bins !!), you will see something like this '23-27,D5' or '24' in the top right hand corner. What this means is that your subscription (if you have one) will run from 23 to 27 and the 'D5' means you will receive the 5 1/4" coverdisk (D3 is the 3 1/2" equivalent), hence '24' means that you ordered and will receive just issue 24 of CS with no coverdisk. This will be on every label (and has been for some time now), so that everybody can tell at a glance how long they have to run before they need to re-subscribe. There is more information on this in the letters pages.

Some things did not make it to this issue for one reason or another, here are a few of them: CCS64 on disk - it was thought that a whole disk containing just one small program was a bit of a waste of a disk, so this is what has been planned instead - the disk will be saved for future use and included on the disk will be files to help you make various things such as the X1541 cable and cables for connecting other Commodore items to the PC, along with these files will be programs such as PC-GEOS, SIDPLAY and some other emulator related files. When the disk is full it will be issued as a 'special' coverdisk. The 3 1/2" coverdisk also did not make a return this issue, to put quite simply - there was no feedback - good or bad. The offer still stands though, if you would like to have the coverdisk on 3 1/2" then drop me a line to let me know. The 3 1/2" coverdisk WILL be a permanent option from issue 25 onwards.

I have made some new friends recently, most notably at the CEX and Retro Classix Magazine (which is nice), As an added bonus to CEX stocking CS on the shelves (which is selling quite well - thanks guys), I have been asked to write (and will be doing) a regular C64 column in Retro Classix from now on which will extol the virtues of the C64 to the readership of that fine magazine. There 'may' even be a dedicated retro exhibition of some kind sometime in the future which I hope to attend if it comes to fruition - fingers crossed.

And finally

..... there are many people without whom CS would never come into being, they are all listed to the left under 'contributors'. A lot of work goes into making each issue of CS and there is a lot of work behind the scenes that most people never see, such as travelling about, lengthy telephone calls, etc. However, I would just like to thank the following two people for their outstanding efforts recently.

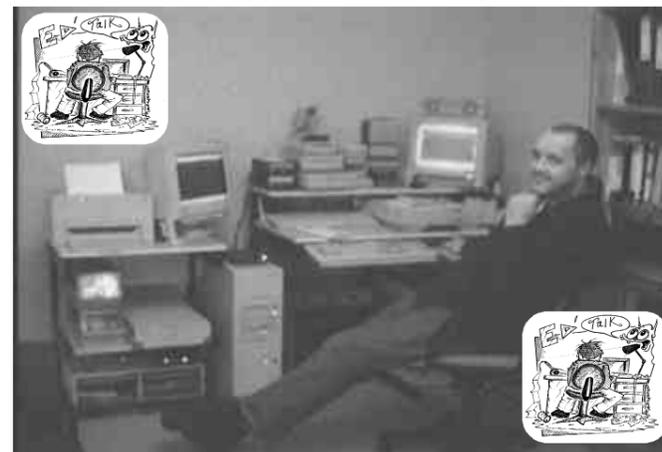
Robert Bernardo : for the 'flood' of information that he sends me from the USA, and also Dave Elliot : for rescuing the geoClub Disk Library (now the CSL).

Everybody else also deserves a pat on the back and a 'big hug' from me for their sterling work for each issue - thanks guys*.

I would ask you all to read the note on page 13 as I feel that it is very important.

Until next time, I bid you farewell, Allan

*There are currently no female contributors at the moment, come on, I know you are out there somewhere - make yourself heard, contact me at the editorial address.



Hi there !

Well, its changed again, hasn't it ? - Do you like it ? I hope so because it has caused me quite a few headaches ! This issue was going to be 40 pages long with a colour cover, this was to help me to find some time for myself and my family. As you can see it actually crept up to 44 pages with an all new 8 page GEOS section (thats 52 pages all told !). Well, at least the finished result was worth it. The next issue will be more in line with the results from the survey carried out from last issue (see page 13 for more details). Apart from all the happenings here at CS, the PC decided to call it a day - again - which led to a delay in CS being produced as the computer was down and away for repairs for about two weeks. My C64 was working fine throughout the ordeal !!

A distinct lack of reader reviews and game reviews was in evidence last issue, for which I received some criticism, well I thought that was a little unfair as I can only put on the pages of CS what I get sent into me. The simple fact was that there are NO new games about and there were no reader reviews to put in these pages. I would like that to change, so please send in your scribblings about your favourite game or utility. I also received a comment about the actual contents and layout of issue 23 (again), well, as you all know, CS covers all topics of C64 use, that includes emulators, GEOS and the rest. So I would urge everybody to read all the articles in CS because many people do various things with their C64's and I think we can all benefit and learn from the varied applications that exist to us. I have stopped trying to please the minority as I feel that the last issue was well received (only one complainant so far - and I think you know who you are !). I feel that CS is still going from strength to strength and I am happy with the way the magazine is progressing, as are 99% of the readership. Sales speak louder than reviews !

Quite a few people have asked what I and some of the staff writers look like, well as you can see from the shot above, I am in desperate need of a shave ! In the future it is hoped that each staff writer and contributor will get a picture of themselves printed in a 'new look' contents page. And for the person who ask for a 'natural' shot of me - its not that sort of magazine ! The picture above was used because the drawing that was being done from this picture was not completed in time for inclusion in this issue.

Another query that came about from several people who were asking about their respective subscriptions and how much



CS FILE 1

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CS & coverdisk	£3.00	£4.00	£5.00
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Currently available back issues are 8,9,10,12,13,14,15,16,17 & 18

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CS FILE 2

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All advertisement rates are negotiable. There is an advertisers information pack if anybody requires one, just drop my a line. All paying advertisers will recieve one complimentary copy of that particular issue.

GENERAL CONDITIONS

All material recieved by Commodore Scene will be regarded as 'printable' unless specifically stated otherwise. Swearing and foul language will NOT be printed.

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
25 (Anniversary Issue)	7/5/99	1st June 99
26	6/8/99	1st Sept 99
27 (Millennium Issue)	12/11/99	3rd Jan 2000

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.

Polo shirts £15.00	T Shirts £13.00	Sweatshirts £15.50	Baseball caps £7.00
-----------------------	--------------------	-----------------------	------------------------

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.



Commodore Scene

This fine magazine

Commodore Scene Library - CSL

The now defunct geoCLUB disk library

CMD Importing Service

This service is provided to help you get those great items from the USA.

Commodore Scene - back issues

Some issues are still available see page 42.

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.

C64 CHARTS

I thought it was time that I put together a Commodore 64 Chart for all you game players out there. It IS an interactive Chart, which means that it relies on YOUR votes to keep it active. To VOTE for YOUR ALL TIME FAVE ToP 10 GAMES, Top 5 music and demos, either choose a game/music/demo from the list below, or pick your own and e-mail them to me.

TOP 10 COMMODORE 64 GAMES

Comments on current ToP 10 : 10th February 1999 - ELITE is STILL there at No.1 (Thanks to Allan Bairstow).

1. Elite

"A masterpiece of coding" - Mike Berry
"Looks like you're right there Mike!" - Vinny
SCORE : 59

2. Paradroid

Andrew Braybrook makes his entry into the ToP 10 with this superb game. Will it be No.1?
SCORE : 39

3. Boulder Dash

"ahhhhhh" - Simon Reece
SCORE : 34

4. Mayhem in Monsterland

Mayhem in Monsterland by the Apex guys (This has been our No.1 a few times).
SCORE : 33

5. Armalyte

Armalyte used to be No.1, and now?
SCORE : 32

6. Creatures 2

YET another GREAT and FUN game by those APEX lads.
SCORE : 31

7. Creatures

Crumbs, this one keeps going UP & DOWN, but NEVER hits No.1!
SCORE : 30

8. The Sentinel

Firebird Software are back into the ToP 10.
SCORE : 29

9. Ghost & Goblins

A WONDERFUL platform game programmed by Chris Butler.
SCORE : 24

10. Wizball

"What a FAB game and GREAT graphics too!" - Vinny
SCORE : 22

Games on the side lines - Dropzone (20), Buggy Boy (16), Head over Heels (16), Turrigan (16), International Karate + (13), Nebulus (13), Iridis Alpha (13), The Last Ninja (11), Turrigan 2 (10), Toy Bizzare (10), Misfortune (10), Football Director (10), Frankie Goes to Hollywood (10), It's Magic (10), Total Eclipse (10), Dumi (9), Hall of the Things (9), Mr Do's Castle (9), I.O. (9), Flying Ace (9), Riddles & Stones (9), Arkanoid (8), Sheep in Space (8), Thrust (8), McRat (8), Super Dogfight (8), The Last Ninja 2 (8), California Games (8), War in Middle Earth (8), Packmania (7), Summer Games (7), Java Jim (7), Paradroid Competition Edition (7), Bart Vs The Space Mutants (6), Reckless Rufus (6), The Zinj Complex (6), Exploding Fist (6), Interlaced Pairs (6), Flip & Flop (6), Encounter (5), Thing on a Spring (5), Impossible Mission (5), Hypersports (5), Gribbly's Day Out (5), Myth (5), Slayer (5), The Mars Saga (5), Psycho Pigs UBX (4), Delta (4), Magiland Dizzy (4), Spy Vs Spy (4), Powerdrift (4), Bug Bomber (4), Shamus (4), Bounty Bob (4), Astro Chase (4), Jumping Jack 3D (3), Suicide Express (3), Super Nibbly (3), Blitz 3000 (3), Freddy Hardest 2 (3), Shadow Fax (3), Bruce Lee (3), Security Alert (3), Who Dares Wins 2 (2), Lemmings (2), Space Gun (2), Bristles (2), Salamanda (2), Maze Mania (1), Hybris (1), Scramble (1).

VOTES FROM : Myself, Frank Gasking, Alex De Vries, Mike Berry, Jason Kelk, Jason Mackenzie, Simon Reece, David Connolly, Danny Todd, Richard Bayliss, Bob Lavers, Heath Pender, Bill, David Marsh, Steve Pearson, Allan Bairstow.

Vinny Mainolfi

Page 13 brings us an article from Alex de Vries. A fairly dense page with three columns, three totally inappropriate swear words and not very much more in between. I find swearing objectionable at the best of times but when swear words are used liberally and put on paper they gain an extra strength. Many people have to have swearing around them at work and it becomes the norm and they can, to a greater or lesser degree, ignore it. When such words are printed however they cut, leave a bad taste and tarnish a publication. I am surprised and shocked that this has come from the sub-editor and even more shocked that the editor allowed it to be printed. The words are not even used to put across a very strong feeling, here they are just part of normal sentences. Believe me if such words ever appear in CS (and I am convinced that they won't) Allan will be receiving a phone call from me that will leave his ear ringing.

Pages 14 & 15 update the readers about promised games, in short advertising, the first page of which gobbles space again.

Pages 16 - 18 feature an interview with Allan. Before any sharp-eyed readers point out, Allan does swear though it is blanked out (I can only imagine by Allan rather than anyone else's editing process) AND the use of the word is understandable. Obviously I would have preferred the absence of such language but the subject of cracking is an emotional one, it certainly has threatened the very survival of the C64 games market and no one should be in any doubt that it is an important issue. Apart from that these pages are well laid out. The interview ends with a message from Allan that co-operation is the key, I agree and that is the reason this review is so difficult to write, I don't wish to offend, put down or snub but I have to write a fair and truthful review.

Page 19 brings the news that 'You could win a prize worth £1000, Tell us what you really think!'. What I really, really think is that a whole page of A4 for this message and the title 'Competition of the year' is excessive. This introduces a survey which covers the next two pages and concludes on page 22 with page 19. What? Yes page 22 is identical to page 19! I would point out that the prize is WORTH £1000. Given that the clear message expressed through out this

publication is that the printing costs are not covered by the cost of the magazine, I find it VERY HARD INDEED to see where such a prize is going to come from! An informant of mine has told me that nothing will come from no where (would you look at that bad English!) instead the prize is an opportunity ...

Page 25 It would appear that Binary Zone, some CDs, some CD-ROMS and the internet may or may not have had a collision! This article probably relies on a previous article however it appears to be a reply from Chris Abbott who has a web site for C64 music. The accusation is that Binary Zone is selling, on CD, for £4 what is free to download from the net. The reply states that if this is the case then no profit is to be made and he considers it advertising for his 'Back in Time' CD available from his web site. The Internet theme crossed over to page 24 where the history of Commodore is rolled off the net on to the page. Again 1/3 of the page is header in common with the previous page.

Page 25 - A list of Fanzines. Here we have CF's contact details just in case you missed them on the lower half of page 11. These are followed by CS's details and those for Commodore Zone, Update 64 and the back issue #10 of 'Zine 64.

Pages 26 & 27 feature an article from Cursher who gives us the story about crackers. A history and a moan, not exactly uplifting stuff.

Pages 28 & 29 feature previews for two games from the First Star Software's Greatest Hits and that's from Crystal Software (who guessed?). The third preview is not actually a preview only an introduction to a preview to be featured in the next issue.

Next, Page 30, which is basically CS Action Line, combined problems and solutions and adverts, looks OK. A selection of hardware and media available - good.

Page 31. Not so good, do we really need a one page guide informing us of how to interpret percentage ratings in game reviews? The whole point of percentage ratings and marks out of 10 is that they can instantly be compared and they actually mean something to people.

Four reviews follow on the next 4 pages. The rating (that is the percentage score (out of 100!)) for each game occupies 1/3 of a page per review. The reviews do however make good use of the remaining space utilizing two columns. A good top but excessively sized bottom! The 4 games are, as you may have guessed, from Crystal. The two high scoring games are available to buy. The other two, which fared less well in the ratings are on the cover disk. This leads

to the interesting scenario, there is praise for having the gumption to give low ratings and not hype everything. However the fact that these two games are on the cover disk brings the quality of the cover disk into question. I don't have the disk so I won't comment further.

Pages 36 & 37 feature a much more detailed review of a game not from Crystal. This review certainly

fills the pages nicely and beat the other reviews with 95%

The remaining three pages feature adverts, two A4 spreads for The Legend of Kyril, one in B/W and one in colour and an A4 advert for CS.

To sum up. I'm sure that it is an improvement on previous issues and I hope that this improvement will con-



Commodore Faction

Issue 4 - reviewed

May I start with a quick introduction to this review which, I hope, will put it into context. This review is a

follow up to Allan's review of CF issue #1 and is therefore a follow up review. It may be worth while re-reading Allan's review in CS#22 page 36 and Allan's update in CS#23 page 35. What I present here is what I feel is a fair and hopefully constructive review. I should also state that I have not seen any other material from CF except this issue and the preview sheet included with CS. I was torn between a page by page review and a general overview and have opted for the more detailed page by page review. One of the main reasons for this choice being that it will be easier to compare with Allan's review.

Lets make a start, the front cover is bright and colourful with colour screen shots, a cartoon style picture and some text advertising the games from which the screenshots came. Opening the magazine reveals a double page spread of adverts, one from Chris Holgate (note: CS#23 page 9) and one for Crystal Software & Electronics (CS&E) who claim to be 'the affordable choice in computing'. Being the official UK distributors for CS&E an advert isn't a surprise though the prices may well be. The prices range from £16.25 to £35.95. I have to agree with Allan, these are the sort of prices I would pay for GEOS applications or other software like Novaterm or Big Blue Reader but not on a game. One other point, any list of products should have a separate column for the prices otherwise it becomes very difficult to read.

On to pages 4 & 5: If you have read Allan's review then this comment may sound familiar, yes its space and just too much of it. Most of the information is squashed into two columns one on each page. The remainder of the pages are used to highlight items with quite extraordinarily large headings and page numbers.

Moving on to the editorial on page 6. Here is what, at first at least, looks like a well formatted page, no gaping holes and a glance at page 7 holds the impression up. The editor, David Connolly starts the editorial by admitting that he has received complaints about his opinions in previous issue. He therefore decides to confine his opinion to the editorial, taking the view

that this is his space. Quite right too though unpopular comments, whether expressed in the editorial or on the back page will still reach and potentially upset the readership. The readership being the only thing which keeps this space available to him in the first place.

David then launches into an attack on Richard Bowen including accusations that he ripped us off when he gave Samber 90% in a review. The accusation is that it was a ploy to make a fast buck. I don't know what did or did not happen, all I will say is that I agree that Richard could have handled his departure better beyond that I simply can't comment because I don't know the facts.

Before we move on, my attention can't help but fall on the side column entitled 'What have you been saying about C64 Fraction?'. 'Very good indeed' was apparently what Thomas Moore said. 'Couldn't fault it' - Allan Bairstow. Wow! Hold it! I'm sorry, when I read this I sat staring at the page, I simply could not imagine Allan saying this. I know that Allan would not say this about CS let alone any other publication. Allan is of the opinion that improvements can always be made. Let's be honest, with out this sort of critical approach a publication would become stagnant. It was only when I re-read Allan's review in CS22 that I found the quote. The quote is correct, Allan wrote these words, only not about the whole publication. It in fact they relate to and only to the interview on pages 14-16 of issue #1. I find it totally unprofessional and misleading to put this quote here when the impression given to readers is that these comments relate to the publication as a whole. I feel that the presence of this quote puts the validity of the others in question.

Page 7: Here we meet a few C64 celebrities, the first being Allan. Just to note that the editorial claimed that personal opinion was to be confined to just that, and here we have a page of personal opinion the most blatant being the word 'lamer' as the only entry next to Richard Bowen's name. Back to Allan and I find what appears (at least to me) to be a be-

littling joke about Allan's job (On further investigation it turns out to be a private joke between Allan and

David, perhaps best kept that way if others won't get it.). This is closely followed by another 'joke' which refers to rumours that Allan works at Oxfam on Sundays. I've obviously missed something somewhere (and I'm not alone), what rumours and (even if they exist) why put them here - I for one don't care. Oh, before we move on, Allan has NOT saved GeoClub and he hasn't saved the library, he has however negotiated with geoNut (Dave Elliot) who now holds the library in order to make it available once again through CS.

Pages 8 & 9 bring us the NewsDesk. Which is heavily dominated by news from Crystal Software.

Next up are the letter pages. I will mention that the quote from Thomas Moore is here and indeed relates to Issue #2 as a whole, so this quote is fine however I still maintain my earlier point. The space issue arises again why 1/3 of a page for the editorial address?

Page 12 - Subscriptions, again lots of space being taken. The page does however feature 12 reasons for subscribing to CF. The first is a matter of opinion, whether CF is a quality publication. The third is just not accurate. CF is NOT cheaper than its main rivals. Can I assume that CS is a main rival? If so then we are comparing the £2.95 for CF with the £4.00 of CS with cover disks from both. Oh CS is more expensive!!! Hang on, this isn't fair, CS is quarterly and has 68 pages compared to 40 (it also crams more in but we'll forget about this for now). So lets find a fairer comparison: Lets compare per page, for CS#23 each page cost 5.88p compared to 7.38p per page for CF. OK what about the CS subscription of £15, well that beats the £29.50 for CF. The only way one could argue this point is on page cost over one year, 480 pages of CF for £29.50 = 16.27p per page and for CS, each of the 272 pages you would pay 1.86p more at 18.13p per page. I'll leave you to decide what's value for money. I could go through the other reasons but I haven't the space and one of the other main ones will pop up later anyway.



RICHARD BOWEN
the 'founder' speaks !

Well then, all those of you who have outstanding orders and money or cheques awaiting for cashing with Richard Bowen (Computer Scene) need not worry.

I spoke to Richard recently from his new home in the Channel Islands. Richard and his family have moved there to start a new life and business venture.

This does not mean, however, that he is giving up his passion for the C64, far from it. Richard plans to restart his C64 as soon as time allows and that includes maybe writing a little something for future issues of CS.

Richard is as honest as the day is long, so do not fret that your order has not been completed yet because it will be finished ASAP.

GALA PUBLISHING
COMMODORE FACTION

Not so surprisingly, there are some changes afoot in Commodore Faction camp. Here are some recent communications from David Connolly.

15/January/99 : Apparently there is a 'surprise' up David's sleeve which will be revealed in either issue 5 of CF or issue 25 of CS

21/January/99 : Gala Publishing are taking legal action against Epic Marketing regarding an infringement of copyright over a very old game on a CD compilation of C64 games. Make of that what you will ! - ED

9/February/99 : Sadly there are not enough readers to continue printing Commodore Faction professionally. The

price for CS is subsidized to help meet the printing costs (I actually help out aswell - ED). Issues 5,6 & 7 will be photocopied in black & white - not printed. The price for issue 5 will be £2. All those people who paid £2.95 will receive their 95p back. This decision has been made due to lack of readers and support for the magazine as a whole.

David still plans to go ahead with his Survivor 64 magazine though - more news when we get it.

On a brighter note David informs us that he is now selling the following products : Web'it 64 £299.99 inc VAT and delivery (which he promised CS can review when it arrives - can't wait), DCT-II Challenger CD-ROM interface with demo CD £44.99 or £39.99 if you do not want the lead that can be bought from your local electronics store, It's Magic £7.50 (CS has some in stock as well), Riddles and Stones £7.50, Commodore Faction 5.6 & 7 £2 each (CF6 is out on 10th March), Loadstar £3.99

See Contax UK for ordering details.

VINNY MAINOLFI

Vinny's web site never seems to stay the same from one minute to the next. I constantly get various update e-mails from Vinny, so here are all of the recent changes that he has mailed me since the last issue.



COMMODORE SCENE
IMPORTING SERVICE

There was recently a very nasty statement made against this FREE service for C64 users in the UK. Please read page 13 for details.

Wheels Update

After some lengthy testing by myself and other people, it appears that Maurice Randall has solved the PAL / 1541 disk driver problem that some people were experiencing. Everybody who registered their copy of Wheels will receive an update through the post - very soon.

U64F

Dean Sadler recently sent me his latest issue of his fanzine - U64F (15). The A5 sized, 8 page photocopied booklet has various information in it regarding the C64. If you would like a copy please contact Dean. See the Contax UK section for details. The price is currently £1 per issue or £10 for a subscription.

COMMODORE
WORLD

Issue 24 is now out and there have been some big changes to its look and feel since the last issue. Most notably the colour cover has gone ! The cover is now in black & white but the paper still has the glossy feel to it which gives it an air of quality. Another change is the number of pages, there are now less of them as it is now down to 32 + the cover pages. The articles inside still remain up to a high standard. The magazine still manages to cling to its 'best of the bunch' status with the quality of the contents. It can be obtained from the CMD Importing Service or directly from CMD themselves. All details are in the Contax WORLD section

COMMODORE ZONE

Yet another fanzine arrived at CS recently. After some delay in contacting each other, Kenz and I eventually communicated. There were no hard feelings after the slightly unfair statement that I made in the last issue. Kenz had been very busy and it was a little unfair to print what I did, sorry Kenz!

Anyway, issue 12 of Commodore Zone is up to its usual high standard with many interesting articles. Details are in the Contax UK section.

Among the flyers that came with CZ were several offers, one that caught my eye was for the Sound Interface Device 4, a compilation CD of SID music. I will run a review of these CD's (if I can afford them all!), next issue.

FRANK GASKING

Everybody involved in CS is always very busy and Frank is no exception. Apart from all the sterling work for CS he has also been updating his web site (see Contax UK for details). When (if ?) things calm down a bit Frank hopes to get back to doing a bit of coding. Also in the pipeline from Frank is something very special for CS readers, I can't say what it is yet as it is still under negotiation but I guarantee that it is VERY, VERY good.

KEN ROSS

He of ICPUG fame. Well ICPUG is no more but Ken didn't want to let all the hard work from the many years that ICPUG was running go to waste. I have said to Ken, and everybody else as well, that if they want to run their libraries, etc then I will let CS be a focal point for them, after all, that is what CS is here for isn't it?

Ken is currently sorting through vast amounts of boxes full of disks and he requests that anybody want-



ing disks from him to be patient, which is fair enough I think. There is still the web site to look through if you need up to date information. See Contax UK for details.

Recent updates are as follows : C64 books on floppy - C64 service manual, 1541 service manual, 1571 service manual and the C64 programmers reference manual. One new item is the 'Mapping the C64'.

LIBRARY NAMES

What have the following got in common ?

Commodore Scene Library, CSL (Ken Ross's library) and the Commodore Scene Library ? Yep thats right, they all have CSL as their initials. By the time the next issue comes out I hope to have had a chin wag will everybody concerned so that we can arrange some new names to avoid any confusion.

CHRIS HOLGATE & COMMODORE HIGHWAY

I have Chris's word that he has sorted all the problems that he has been having recently. However, if you have any doubts then please ring to confirm availability of any items prior to ordering.

Chris informs me that lots of the items on his list that appears in this issue have been selling fast - another good reason to ring first.

NEWS FROM THE USA

TOPDESK v3.3 is now available, this is an enhancement to GEOS64 and 128, it is compatible with CMD's SuperCPU and RAMLink. Available from MegaCom Software, Brita Grim, Legenfelder Hof 1, D-78652, DeiBlingen. Tel : 07420-1324. FAX : 07420-2608. Or check out the web site at http://home.t-online.de/home/megacom_soft

Now that Maurice Randall has finished (?) Wheels he hopes to move on to his next project which is to upgrade and update geoProgrammer.

Matthew Desmond, author of Desterm has moved his web site, it can now be found at <http://members.home.net/mdesmond/desterm/desterm.html>.

Dale Sidebottom and Roger Lawhorn tried to demonstrate the German program "CD-ROM Commander" which allows the C64 to read a SCSI CD-ROM drive via CMD's hard drive - it didn't work, but both Dale and Roger assured the crowd that it had worked earlier.

Loadstar 128 is to continue for the time being (the next 3 issues). After these three issues have been produced a decision will be made on its future.

The JiffyPRINT printer interface from CMD has had to be shelved for the time being. This interface is a serial - commodore compatible and was to have up to 1Mb of buffer memory. The decision has been made to halt research and development because of poor commodore sales.

There are some updates to GoDot out at the moment, these are to help support more picture conversion formats. More details from <http://members.aol.com/howtogodot/welcome.htm> when you get there click on the svr.Koala link to be sent to the FTP area where all the

Disk '64
Alan Crossan, 14 Cairngorn Crescent, Barthead, Scotland, G78 2AW
Eternity
Computer Scene (UK), Update coming soon

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)
Update coming soon
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 Cairngorn Crescent, Barthead, Scotland, G78 2AW
DTBS
18 Norwich Avenue, Rochdale, Lancashire, OL11 5JZ
Tel : (01706) 715028
Games Finder Service (CS)

Sherwood Lodge, 15 Drummond Road, Boscumbe, 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

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C64 WEB SITES
Frank Gasking / Cyber Systems
<http://www.fgasking.freemove.co.uk/>

Gala Publishing
www.zyworld.com/faction2000
Vinny Mainolfi
www.mainolfi.freemove.co.uk
Commodore Zone
<http://www.bzpd.freemove.co.uk/>
Creative Micro Designs
<http://cmdweb.com/index.phtml>
Ken Ross
<http://members.tripod.com/~petlibrary>
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



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 & ASSOCIATIONS

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

REPAIRERS / SUPPLIES / MAIL-ORDER / HARDWARE

Creative Micro Designs
- 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+/C16/116 & Spectrum
Tannenweg 9, D-24610 Trap-penkamp, 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 & FANZINES

Atta Bitar
Syngatan 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



ADVICEAllan Birstow

- 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
Update coming soon.

Frank Cassidy

- 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 LIBRARIESScene PD / EBES PD / Megatronix PD

Computer Scene (UK), Richard Bowen, Update coming soon

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 & ASSOCIATIONSBritish 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

????????

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

Tel : (01353) 777006

Fax : (01353) 777471

Simulation Club

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Fax : (0113) 2861573 - 24hr

E-mail : allanbirstow@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

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

- Paper, labels, ribbons, etc

10 Sterte Close, Poole, Dorset, BH15 2RT

Tel : (01202) 666155

Oasis

- Repairs

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3BU

Tel : (01722) 335061

Ribbons & Things

- Printer ribbons and consumables

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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

Victoria Road, Shifnal, Shropshire, TF11 8AF

Tel : (01952) 462135

XLCUS

- Original software

Flat 24, St. Peters Court, St. Peters Street, Northampton, NN1 1SH

MAGAZINES & FANZINES8-BIT

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

Tel : (01353) 777006

Fax : (01353) 777666

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

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

Fax : (0113) 2861573 - 24hr

E-mail : allanbirstow@compuserve.com

Commodore Unlimited / Zine 64 (back issues only)

Computer Scene (UK), Richard Bowen, Update coming soon

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 : allanbirstow@compuserve.com

Commodore Zone

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

Tel : (01905) 779274

Retro Classix

4 Chatterton Avenue, Lincoln, LN1 3TB

Retrogames

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

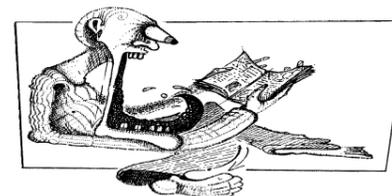
Tel : (0181) 2038868

U64F

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

DISKZINESAvalon

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



updates can be downloaded.

When Dale manages to the CD-ROM Commander program working, he hopes to transfer the entire LUCKY disk library to CD-ROM.

COMMODORE SCENE COVERDISK

Danny Todd, who now compile the coverdisk, kindly requests the following from anybody submitting programs for inclusion on the disk, could everybody who writes programs that come on more than one file to be set to read the current device and to use the custom routines instead of anything special. Also, if they could avoid any programs that require direct sector access the this would also be helpful. I think that this is because we now want to offer the disk on 3 1/2" disk and these are not always set to device 8, I am right Danny ?

DERBYSHIRE RAM

There is a new contact address for DR and the 'Official Release List' that he offers - 10 Hallfield Close, Wingerworth, Chesterfield, Derbyshire, S42 6RP. He has recently past the 150 mark with the releases.

WANT SOME MORE ?

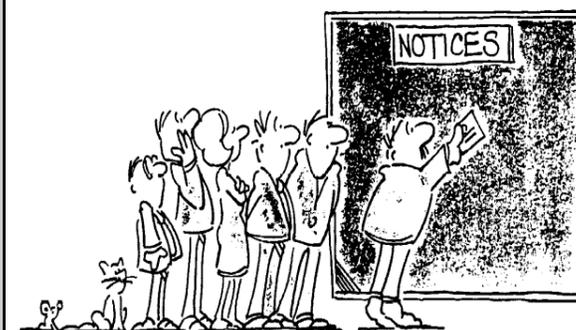
If you have any information that you would like to share with the C64 community in the UK then drop me a line and let me know what is happening.

**BULLETIN**

I new it was too good to be true ! The gremlins have struck twice so far this issue. Firstly there has been a massive computer crash which cost me a few hundred pounds to repair / upgrade, this had the effect of stopping work on this issue for over two weeks. Secondly, I did an interview with the Art Ravers for this issue, only to find that the tape recorder had been accidentally knocked into 'mute' mode, so the entire two hour interview was not recorded. I have had to substitute the interview with another feature, the Art Ravers interview will be in the next issue - Sorry about that Wayne and Helen - and it was a good 'chat' we had as well, ah well, these things are sent to try us.

There appears to be a new web site devoted to the SuperCPU, check it out at :
<http://come.to/supercpu>
It has some useful information along with some listed software that runs with this device.

#

**Ooops !**

I had a smug smile on my face with last issue as I thought that I had ironed out all the gremlins.

Shock !, Horror !

When I turned around, I noticed that the tub containing all the gremlins had a hole in the lid, they had escaped and some found their way into CS23. Dam and blast !

Luckily there were only a few minor (spelling) mistakes but one complete line of text was all squashed up into a little ball.

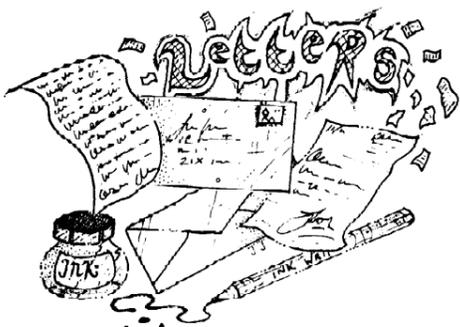
I refer my right honourable ladies and gentlemen to page 60, question 8, line 9.

It should have read 'SCPU quite compatible with most existing software.'

Sorry about that.

Apart from that, there were no complaints and I am quite happy with the overall output of CS23 - any comments ?

Allan



Hi everybody, here we are, back again for another 'busting bagfull' of letters, I'm sorry if you didn't make it into this issues letters page but space was heavily restricted, maybe next time - ED

Hi Allan

I have been thinking and I was wondering if you every wish to use my old efforts that I wrote in geoNews, you can, obviously they are mostly geos related but I could add some graphics etc. Plus I am going to do an article on MegaPatch (MP3) and wondered if you are interested, I am currently Testing the Demo for the 64... I am also Active on the Internet using a C=128 and if you have any suggestions for Articles, Q & A etc I would be more than pleased to help. I don't know how many subscribers to CS are on the Net using a C=. What do you think....Cheers.

Colin J Thompson, UK.

Thanks for the offer Colin. And, yes I would love to see some new articles appear in CS along with some of your previous scribblings. Colin has written a very interesting article on connecting to the WWW using his commodore, see elsewhere in this issue. - ED

Dear Allan

Thankyou for issue 23 of CS with the two covers disks. Great

to see the GEOS disk, just what the doctor ordered, as for the stop press when and if the GEOS library is again available it would be a good idea to carry on the review of each disk. I was going to suggest that we should all send you a list of the library disks that we hold and when required send you a copy so that a new library can be formed, however there now seems to be no need, we hope. Please find enclosed my cheque for four pounds to cover issue 24 with coverdisk, also my advertisement and completed survey form. Having very little time myself for computing outside of work and home etc I do appreciate your difficulty in getting the job of CS done. I wish you all the very best. Keep the good work going.

All the best Tom, UK

I knew that somebody would appreciate the GEOS coverdisk, but I think that in the future it will have to be a 'selective' disk i.e. only those that state they would like it will receive it. This is because many people don't actually use GEOS so the disk is wasted, this will also apply to the 3 1/2" version of the coverdisk. Anyway, it is nice to be appreciated, thanks.

Happy New Year Allan

I hope you had a great Christmas and New Year. I must apologize for my tardy reply to your packages but I wasn't actually here during the run up to Christmas and um well I can't remember much else about the festive season (if you know what I mean - hic). Many thanks for the two copies of CS you sent me. I'll make sure I review the most recent issue that I have received when I review your mag in the next issue of CZone. I have en-

closed a copy of the latest CZone for you to peruse. The printers messed up this issue by printing it all far too dark for my liking but I'm sure you know all about the fun you can have producing a mag. Anyway I hope you like it. There is some great stuff lined up for the next issue which I'll send you as soon as it is ready. I'm not sure if you have tried to email me before now but I haven't received any email from you in the past. My email address is printed at the top of this note.

Must dash now, thanks again for the mags.

Have fun, from Jason (Kenz) McKenzie, UK.

Good to hear from you Kenz. I know what it is like trying to reply to everybody - there are just not enough hours in the day. I hope the advertisement for CZ on the back cover helps to make up for the comment that I made last issue ? Thanks for the copy of CZ - a good read. I look forward to talking to you some more in the future, good luck with CZ - ED

Dear Allan

Many thanks for CS23, it was up to its usually high standard. I noted from the magazine that you wanted all correspondence to be put onto disk, and to that end I have put a couple of items you might consider worthy of publication in future issues of the magazine. All the items, including this letter are on the disk. So that you see and read the letter and the items, I have written them using the Word Processor called 'Tasword' and have included a copy of that programme at the start of the disk.



It's not every day that review a web page, but this page has really stood out over the last 2 months! Vinny Mainolfi now has his own page after getting connected with Freeserve! After a bit of tinkering around, Vinny has managed to create a GREAT web page! The main attraction of Vinny's page, is the amount of changes and updates there are, almost every day! This makes this page hard to review, but Vinny's page is laid out very neatly, with a side frame with all the options and places to go on the page.



One of the first sections of the page is the NEWS. This section gives a few snippets of news which is happening on the scene, including plenty on the new C64 which has recently been released and on other C64 subjects. Its like a news section in a magazine, and there are screenshots for each topic. Vinny next offers a GREAT service for you emulation users, where you can request a conversion of a C64 game onto the PC. As long as you supply the game by snail mail, you will get your PC version sent to you by e-mail soon after the game request is received. It's all free, and no profit is made, so no one can tell Vinny off for it.]

Vinny has chosen to review CS and CZ as they come out as part of his web page, and currently at the time of reviewing this site, there are two reviews per magazine. Vinny has put his views across about each issue, and a screenshot is supplied of the covers with each review.

People who want to see what Vinny has done on the C64 in the past, can sample some of his programs that he's done on the C64 on the SOFTWARE section. You can find most of the Famous Sprite Shows and the VERY funny Jet Set Willy demo here in emulation format! Not all of Vinny's work is on this page, but I'm sure Vinny will get round to this one day, and there is plenty here to have a look at anyway! Vinny next up gives a profile of himself, telling you more about him and what he likes. We are all nosy people, so I expect a lot of people will like to have a good read about Vinny!] And if you have never seen a picture of Vinny before (And if not, then you obviously haven't been reading CS for long!), then Vinny has placed a picture of his ugly mug on there! (Only joking Vinny!)

Vinny has also transferred his famous Cheat and Beat corner, and has quite a few decent home-made cheats to try out, along with some of reset pokes to try out. Some of the reset pokes are also new, and not copied out of a magazine, so this page is worth looking at if you are a cheatster!



Another CS familiarity makes a digitized entrance in the form of IAN TURNET in brilliant colourvision! A great cartoon strip which is as good or better than the ones in the papers!

End of the line is also resurrected by Vinny and has been caught up in the WWW craze. Check out game endings and its review to describe the endings of some well-known C64 games. Great for those who have wondered what the ending of a certain game looks like! The usual links section is included to check-out other C64 related sites, such as EZPD or Mike Berry's page etc. But to accompany the links, there is another section where you can contact some C64 supporters for advice or a chat etc. So it is like a pen pal exchange type thing!

There is a GREAT charts page, where you vote by e-mail, your top 10 games, top 5 music and top 5 demos. There is a good points system involved, and with many different submissions for the page, the top 10 is becoming very interesting. There are no screenshots for each game, but this is good, because the loading of the page would take ages.

Why not come down to the C64 mart and see if there is anything C64-ish that will tempt you? A page dedicated to selling second hand / new C64 goods, such as games, hardware and magazines. You can submit your own things to sell etc, making the page like a mini free-ad. The good thing is that people who read your entry, will more likely be interested in what you have to offer. Have something good, or nasty? to say about Vinny's Empire? Then say it here, and have it displayed for others to see what other people think of the site. Some strange entries in their at the moment! It's a bit like a web-site Guest book.

Then its off to a bit of a controversial section, where Vinny spreads his views on the scene at the moment. There is some very valid points made, which I'm sure other people will agree with. There are topics on Seuck, Emulation, and other C64 subjects. Also you can read other people's opinions on each subject or even submit your own views.

To treat all you visitors of Vinny's page, there is a great competition page to win certain C64 goodies. This might be a regular section, which adds another sparkle to Vinny's page!

Finally there is a part which takes a break from the C64, called RICH AND FAMOUS. Here, Vinny tells us of his encounters with well known actors and actresses, and if you don't believe Vinny, then he has photographic evidence to prove it!



Over all this page is great to read, and also to watch over every day looking out for all the various updates which are made. It makes this page one of my most viewed pages, because I check for updates every day. There are plenty of nice colourful GFX for each page, with easy to read fonts and all nicely laid out in a cool menu system, so it all feels like an on-line diskzine! This page keeps growing and growing by the day, with more and more visitors, which could make Vinny's page one of the more popular C64 sites on the net!

Content - 93%
Interest - 94%
OVERALL - 94%

The RARE Guide To The C64

Just a point of interest, I found a picture of a 1551 disk drive on the internet with an expansion port connection. I didn't get anything more than this because it was my first time online. What I would like to know is how rare are they I have to say that it looks beautiful, do you agree or have I lost it ?

Mark Vowles

ED : Well Mark, afraid the answer is 'yes, you have lost it !'. Seriously, it looks great and I have to say that I have not seen it before - has anybody else ? Do you have one ? Can CS borrow it for testing and photographing for a future issue ? Call me and we can arrange something - all costs will be met by me. Allan



me and we can arrange something - all costs will be met by me. Allan

X 1541

You want to transfer files from your PC to a Commodore disk drive and vice versa? Then you'll need this!

This is a description of the X1541 adapter cable which is required for connecting your Commodore disk drive (C=1541, C=1571 and any drive that uses the serial bus) to a PC. The cable connects the PC's parallel printer port (LPT) and the usual serial port of the Commodore drive.

Building the cable...

...is not difficult. Really! You just need a soldering iron, some solder and the following parts:

- 1 x DB25 plug, male (for your parallel printer port)
- 1 x case for the DB25 plug.
- 1 x 6 pin DIN plug, male (for your C= disk drive). You can see in the schematic below to see what the plug looks like.
- 1 x case for the DIN plug.
- 1 x cable with 5 wires. If you buy a shielded cable (somewhat more expensive but helps to minimize interference), it just needs 4 wires (because the shielding is used for the GROUND-line, see below). Don't make your cable too long, 1-2m (or 40-80") should do.

Soldering together:

Now you just have to solder the right pins together, following the schematic below (pin 3 of the Commodore plug goes to pin 1 of the parallel port plug and so on...).

Some important hints:

Don't forget to connect the pins 2 and 15 of the parallel port plug.

Yes, pin 1 of the Commodore plug is not used.

Use the shielding for the GROUND line (pin 2 of the Commodore plug) if you have a shielded cable!

The schematic shows the inside (solder side) of both plugs!

Another important hint:

Never connect PC and Floppy while they're turned on! Always first switch off, then put the cable in. You'd better not use an on-board parallel port, you should use a separate, cheap IO card instead.

The software

You can now connect the disk drive to the PC (first turn off the devices, see above!) and start using your favourite soft-

ware: If you know the Norton Commander, then 'Starcommander' is something for you. If you prefer Borland's TurboVision style (like me), use 'Trans64'. You can get these programs at my connections to other machines page.

It does not work?

If something doesn't work, verify that your cable's pinout complies to the schematic and that it's not too long. There are some other possibilities as well:

The drive motor always spins and the red LED is on:

Cut the reset line. Most programs work fine without this line.

Errors during transfer / blinking red LED:

Make sure your software is correctly configured and your disk drive is OK.

Maybe the distance to a monitor (or to another device) is too small (better get a shielded cable).

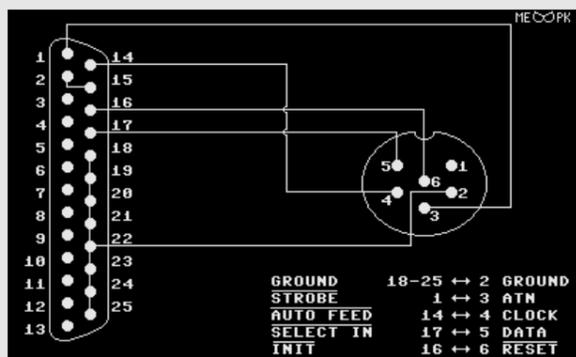
Or the cable is too long (mine is about 1,1m long and works fine).

It doesn't work at all:

Does your parallel port work? Eventually try a new (cheap) I/O card with parallel port.

In the BIOS set-up of newer PC main boards there's a possibility to choose several other parallel port modes besides the 'SPP' mode (which is suitable for the X1541 cable). There you should turn off 'EPP', 'ECP' or 'Enhanced'. You should turn on one of the options 'SPP', 'Compatible', 'Normal', 'Standard' or 'PS/2' instead.

© 1997 Christian Janoff. This page is part of PK's Commodore 64 Page!



In future issues of the magazine, I wondered whether it would be of interest to publish the number of subscriptions to date, and the number of individual sales of any previous issues of the magazine.

Another suggestion for a future cover disk would be to ask for favourite programmes used by the readers and then a cover disk of these programmes could be compiled. It might be worthy of an issue of the magazine which would use written reviews of these programmes by contributors.

Speaking for myself I am not enthralled by games on the computer, but enjoy programmes that do something, such as disk copier, word processors, spread sheets etc and enjoy trying to adapt some of these types of programmes for my use.

In closing thankyou for using some of my previous work, it was nice to see it in print, and for using the programmes on the coverdisk (no 23), with the items for creating disk sleeves and labels.

Many best wishes, David Walker, UK



Thanks for those words David, there are some valid points made here, let me take them one at a time : (1) letters do not need to be on disk, only articles and submissions for inclusion in CS. Letters are typed in to allow for editing to be done, (2) I don't really see any benefit in publishing past sales of CS and to be honest it would take time to compile - which I don't have I'm afraid, maybe for the millennium issue though !, (3) Favourite programs for the coverdisk, not a bad idea, come on then readers,

let me know your fave program (and write a little bit about it) and I'll compile a disk for a future issue.

Thanks for your comments David, maybe we will see some of them implemented in future issues - ED

Allan

I just opened a package from my friend Dave Elliott and found inside a copy of CS 23. My compliments on your fine magazine. I was surprised and pleased to see my own clubs newsletter. The Zero Page, mentioned on page 11. In his letter, Dave says that he have given you his copies of The Zero Page along with our club disks. Speaking on behalf of the Commodore Users of Wichita, we would be flattered if you would reprint any of our articles. Please use any that you feel would be suitable for inclusion in CS. Dave and I have been corresponding and swapping disks for some time. I've tried to keep him up to date with all of the geoPublish sources for The Zero Page on disk. Dave said nothing about supplying you with these disks (only the Disk O'Quarter). If you need electronic copies of any of the articles, please let me know.

I wish you and CS all the best.

Dale Lutes, Commodore Users of Wichita, USA



Hi Dale, good to hear from our friends in the USA. I am glad that you find the magazine interesting - we try our best ! I will be contacting you in the future for your help with electronic versions of some of your articles, thanks for the offer. Check out the GEOS section of this issue for more news on Zero Page - ED

Greetings Allan

I have enclosed my survey form I hope it will be of help, I would like to make a comment on it, but first thankyou for taking on what must be a very difficult and time consuming task, editing CS. I hope it is very rewarding to you personally, you deserve all the credit and praise you that can be given, no words I can think of can express my thanks. Please could you let me know when my subscription is due, as I have lost track and I do not want to miss an issue. I have filled out the survey form marking the most expensive, but I wonder, if this was to be your eventual choice would it prevent some people from being able to afford the magazine, and so reducing the number of people subscribing, it may be better to reduce the size and price to get a bi-monthly magazine, as long as you don't choose the last option (No magazine at all) what ever you decide, so long as it is for the good of Commodore Scene will be ok with me.

I am at the moment starting to learn Geos, so the Geos disk is very welcome and any articles you can fit in. I was following your series before you took over as editor and this is what aroused my interest. I have also met George Potter who has become a very good and dear friend through his articles in CS.

Well I will not take up any more of your time, you must be very busy. I would just like to thank your family for allowing you to spend so much time for the benefit of others, when it could be spent with them. God Bless you ALL

Yours, Derek, UK

I seem to be saying 'thankyou' quite lot recently, which is nice. There seems to be an overall 'happy' feeling with C64 users in the UK who get CS - I wonder why that can be ?

Completing an issue of CS is very rewarding in deed, but to compile and edit it is a real nightmare, I could really do with a few people around me (in the same room) to help me compile it, but that is not going to happen so I will do my best by myself. The survey form was a tester to see what people wanted from future issues of CS and to help me to devote more of my time back to my family, increasing the price of CS was not an option really but I included it just to see what the feedback would be. As for subscriptions, everybody has their personal subscription details on the label on the envelope that CS came in, it is quite easy to follow but if anybody has trouble understanding it then let me know and I will explain it in a future issue - ED

Dear Allan,

Thankyou for CS23. I like it, I thought the colour would not be worth the money, but it is, it is eye catching. Please keep on doing the good job that you are doing. Thankyou Elizabeth for your help in producing this wonderful magazine for All Commodore Users.

From the many things with the magazine that which has more taken my fancy is a utility on the disk called Jacket Lister. I have made 20 jackets so far and all is fine, just what I needed.

Jim Crumley, UK

Well Jim, what can I say ? So far the only person that has had to pay for the colour cover is myself, but from this issue onwards the colour cover is permanent and will be included in the cost of the magazine, although the price will remain the same. My wife does put up with a great deal and thanks coming from the readers make it that bit easier for me to continue. I am very glad that you like the program that was supplied on the coverdisk - thanks go to Mr Walker for that little beauty ! - ED

Dear Mr Bairstow

Firstly, congratulations on a SUPERB magazine. It's the best one I've seen for the C64 since the

demise of 'Commodore Format' and it looks very professional. 'Commodore World' and 'Commodore Zone' come close but I tried 'Commodore Faction' and I have to say I wasn't very impressed ! The editor is too opinionated, (some might say big-headed) for my liking and he seems happy to accept foul language in the magazine. Also it seemed bulked out with a lot of empty space - something that yours, thankfully, is not.

I thought your colour cover was GREAT - the images are incredibly crisp and clear and really glossy, was it done on one of the new 'photo-quality' printers for the PC ?

Yours sincerely, AG McLellan, UK

More praise ! Maybe I should leave now before I can't fit my head through the door !

It is good to know that so many people like the magazine, I am obviously going in the right direction, thank goodness.

As for Commodore Faction, I have been hearing many bad reports about this magazine and the is-



- LIGHTS -
- CAMERA -
- ACTION -

The C64 has appeared in several films and shows on the television. Quite recently it has been spotted on daytime children's programmes on BBC2 as well as the famous RED DWARF series.

Wayne and Helen Womersly wrote to me to inform me that the c64 and its stable mate the 1541 drive were both used in the film 'The Time Chasers'. When our hero emerges from his time machine he then retrieves a disk from an old style 1541 drive, the c64 makes an appearance later in the film.

Which other films and shows does it appear in ? Have you seen it ? Let me know and we will see if we can get a 'snap' of it in action.

TRACK 1	TRACK 2	TRACK 3
00 00	00 02	00 02
01 00	01 02	01 02
02 00	02 01	02 02
03 00	03 01	03 02
04 00	04 01	04 03
05 00	05 01	05 03
06 00	06 01	06 04
07 00	07 01	07 04
08 00	08 01	08 03
09 00	09 01	09 03
0A 00	0A 01	0A 04
0B 00	0B 01	0B 04
0C -END-	0C -END-	0C -END-

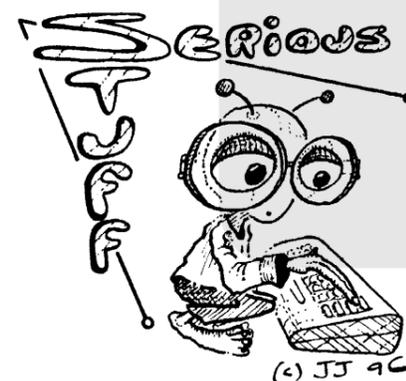
-END- is triggered by Shift and E.

As you can see, there have been a lot of changes with what has been done in the track editor. The -END- prompt loops your tune to '00'. If it is -STOP- instead of -END- then the music will not continuously play. It will stop instead.

Now that you have edited the track editor, highlight '00' then press Shift and Return to enter the sector editor, then do as follows. Once sector 0 is finished, go on to sector 1. Here is what I want you to do for each sector.

SECTOR:00
00 DUR.03
01 SND.01
02 C-2
03 GATE (Triggered by the 'pound' sign)
04 —
05 —
06 C-2
07 GATE
08 —
09 C-2
0A GATE
0B C-2
0C GATE
0D C-2
0E GATE
0F D-2
10 E-2
11 GATE
xx
42 END

Now highlight the flashing bar at '02' (in the sector editor), press the up arrow



key, to copy the location, then drag your cursor to '12' and press @ to paste. Next, highlight '22' and then paste with @ again, but this time change (from 22-41) any C's into F-2 and D into E-2 and then E into D-2.

Next change sector 1, which is where the drums go.

SECTOR:01
00 DUR.06
01 SND.04
02 E-4
03 SND.05
04 E-4
05 SND.06
06 E-4
07 SND.05
08 E-4
xx
41 END

Now copy from 01-08 and then paste at 09 then keep pasting until you reach 41.

Sector 2 is blank so set the sound and then duration. The duration is 06, then leave everything blank and then set the -END- marker.

Sector 3 is for our new instrument, so enter sector 3 and do as follows.

SECTOR:03
00 DUR.06
01 SND.09
02 C-5
03 C-5
04 C-5
05 C-5
06 C-5
07 D-5
08 E-5
09 E-5

Copy 02-09 then paste at 0A. Next we move on to 12, in the same sector, but we change the notes a bit.

12 F-5
13 F-5
14 F-5
15 F-5
16 F-5
17 E-5
18 D-5

MUSIC SCENE

continued from page 29

This issues 'Music Scene' has had to be split between pages 29 and 35 due to technical reasons, sorry for the inconvenience.

19 D-5

Do the copying once again and then paste at 1A then set the -END- marker at 22.

SECTOR:04
00 DUR.06
01 SND.00
02 G-4
03 —
04 F-4
05 E-4
06 —
07 D-4
08 C-4
09 —
0A C-4
0B —
0C D-4
0D E-4
0E —
0F D-4
10 E-4
11 C-4
12 F-4
13 —
14 F-4
15 F-4
16 —
17 F-4
18 E-4
19 D-4
1A F-4
1B D-4
1C F-4
1D —
1E F-4
1F F-4
20 G-4
21 D-4
22 -END-

When you have finished doing this, press 'F1' to play the music and everything should hopefully be well done. However if you are too lazy to play around with the sample, which I have done here, then I have enclosed a file on the Commodore Scene cover-disk. Please note that it is a .DMC format.

Article by Richard Bayliss

Dated: 7th January 1999



Written by Frank Gasking.

X98 has been over for a while now, next up was the PARTY 98 in Denmark and would we see any better efforts than at X98? Lets have a look into the party bag and see if there is anything shocking to gloat about to big machine users...

First of all, here are the end results of the competition, unfortunately I couldn't get hold of the Oxyron and Crest entry and also THE QUARK kept crashing at the beginning and I've tried several other copies and no luck. I apologize for those who want to know what those demos are all about, but you should get a rough idea by comparing their positions in the final results...

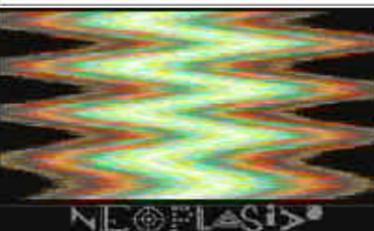
- 1) TRIAGE III (Smash Designs)
- 2) The Quark (Breeze)
- 3) Coma Job 2/3 (Oxyron & Crest)
- 4) Despair (OXYGEN)
- 5) "We hate PC's" (Spiders-Crew)
- 6) 8 Bits (Neoplasia)
- 7) Brak (MZ1453, Boris Bahrhof)
- 8) Jamaica Dream (WOW)
- 9) A Smooth-Scrolling debut (Jinx)

TRIAGE III (Smash Designs)

This demo starts up in the style of a space movie, showing a building getting blown up, along with this are the greets. Onto the next part, there are some spinning plasma shade bobs which is the best way I can describe them. A Smash designs logo is then placed on the screen, which then has a cool light source effect move over the top in different forms to give a cool lighting effect. Another picture follows in the form of a cool looking alien with the words TRIAGE in logo form. A smooth flame effect comes up next, which looks like it surrounds a planet, and the flames really do flick. A picture of a satellite then is displayed with more story added.



A 3D-square textured tunnel effect follows this, which spins back and forth and is quite fast and nice to look at. Another picture is then displayed with metallic links, and in the centre, a 'closing door' effect occurs. This leads onto a tunnel effect similar to those from Mathematica etc., and after a bit of zooming, the tunnel expands and a blocky gold vector triangle appears in the centre of the tunnel and spins inside it. The camera then goes off and bounces into the edges of the tunnel. Two white hollow squares are then placed on the screen, one large and one small, and in both squares appear a donut vector, also like seen in Mathematica. One is blocky, and one is more defined, but both move very smoothly and look great. The next effect is a tiled effect, with each tile featuring a twisting and turning effect, where



tiles start to change colours, the effect is impressive because of the amount of times the twisting effect is going on! Now its time to turn the disk and load the next part. More text to the story is loaded in for you to follow, and then a cool effect follows where you seem to 'fly' through a network of cubes, like flying through scaffolding. Its fairly smooth, and looks nice. Another picture follows, this time of a great looking clock picture. A simple plasma effect follows, nothing you haven't seen before. Then its ANOTHER picture, this time of a bridge in a city. Onto the part after that, the light source effect comes back, but with a bigger bang, hovering over a swirl shape (Like the chocolate hazelnut you get in Roses). Next is more part of the story, in the form of a picture again, with a little animation to liven it up a little. A smoke style tunnel then comes next which works really well and is visually stunning. A 3D-globe is one of the next-cool features/highlight of the demo, which swirls, twists and turns on the screen and looks very impressive. Its quite big too. Another light source in the form of a star shape, which moves over a logo I can't quite make out. The next part is all I can describe as spinning bars in a tunnel sq way, which look like 3D-rasters which turn and brist, the whole effect isn't blocky and is very smooth too. Next is an object, possibly a ball, which spins around over a textured surface, a bit too blocky to make out, but again very smooth. Two small squares are produced again to feature two rotating floor effects while the greetings are displayed. 4 plasma style blobs move around the screen next, merging together and separating again. More pictures! this time a picture of a colony as more of the story unfolds. Ship animation like Independence Day then blows up the earth spectacularly using a plasma ray trace style effect which looks VERY stunning. A credits bar then scrolls from left to right up the screen over the explosion to signify the end of the demo. Overall, the GFX is well done, and the music is pretty good too. Some effects seem to be used again with only slight modifications, but the demo is impressive to watch with the odd new effect, especially the globe and explosion at the end. This is well worth 1st place, but it didn't make me want to load it up again to make sure I wasn't dreaming!

GFX: 93%
MUSIC: 86%
TECH: 94%
OVERALL: 94%

DESPAIR (Oxygen)

The screen borders flash and the screen fades and then an 'Oxygen' logo is literally drawn onto the screen using hi-res mode. A hi-res picture of horses follow to introduce the demo with some text. A small square vector joined with a larger square 'glass' vector graces the next part, an old effect but still a looker. Next is a picture of a man on a horse with a lance to prepare for the next part... Very blocky plasma twists grace the next part, followed by less blocky plasma to look at. The screen then 'bounces' away and another 'Oxygen' logo, with circles zooming in and out in a circular spin, caters for the next part. A poor chessboard picture all busted up with a small square with a vector on a swirling background in the square is our next part, the part a bit slim, and nothing too impressive. Two more pictures follow, one hi-res interlaced and another just in hi-res with the demo credits. Following them, is a plasma shade effect in blue, which runs very smooth and is nice to look at. Slow shaded bob effect comes next, which surprisingly are found much faster in older demos with this old effect. Another hi-res picture follows, this time with a Manga girl in colour. The next part features a small box with zooming aliens in tile format, a bit slow and not too impressive compared with other attempts. Yet another Manga girl is displayed on a blue background with an oxygen logo spurning dots with gravity effects on them. Planet animation is the next part, with a static grey planet and other 2 planets flying around it, nothing at all impressive, just a few sprite routines tried and tested. Greetings finally come, with a random pixel plotter in the background before going onto the next part featuring some colourful squares which are zoomed into and out again. Light source over an Oxygen text all in blue follows this, a bit jerky but good to look at and an impressive effect being used a lot recently.

Finally, many zooming chessboards within a little square start zooming towards us, like Radio Nepal, then its the end of the demo. Overall its a good demo, but with nothing really new to offer in effects but a good viewing neather the less.



FOR SALE
Amiga 1200, internal hard drive, unknown specification, some software, no PSU - Offers, contact the editorial address.

FOR SALE
Games / hardware for C64, Vic20, C16 and Plus4 for sale. Send SAE stating computer to T. Moore, 3 Highfield Avenue, Benfleet, SS7 1RY. Also new Spectrum list available.

FOR SALE
128 computer, manual, 1570 disk drive, 803 printer, 1084s colour monitor, datacassette, leads, joysticks, disk, etc - £65

Ditto, 801 printer, philips colour monitor - £55

C64, 1541, 1525 printer, green monitor, joysticks, disks, leads, manuals, cassette - £35

1541, manual, leads & disks - £18

Amiga 500+, colour monitor, 2nd drive, printer, manuals, boots disks, some software, video adaptor - £60

BBC master 128K, colour monitor, twin drives, printer, manuals, leads, joystick - £50

BBC B 32K, single drive, 40/80 column monitor, printer, manuals, leads, disks, etc - £35

Send or ring for lists of games etc.

Pat Bryant, 59 Beechwood Avenue, Ruislip, Middlesex, HA4 6EQ
Tel (01895) 472795

FOR SALE
C64c with Datasette & manuals £25, Star LC10 £30, Epson

FOR SALE
C128D, 1750 REU, Modem, 1571, 1541 (110 volts), C64 (x2), printer, Datasette (x3), 3 1/2" and 5 1/4" disk, two large boxes of manuals, etc - offers - Tim Scrivens, Tel : 01285 655090

FOR SALE
SwiftCalc 128 £20, Word Writer 128 £21, all boxed and in original packaging, George Potter, Tel : 01754 767694

WANTED
User manual for Star LC200 printer, the front cover and the paper guide, will pay any reasonable price, Derek Fowler, Tel : 01254 389737

WANTED
Stop Press (DTP) database, Dragonworld and Shadowkeep adventures by Trilium. T. Moore, 3 Highfield Avenue, Benfleet, SS7 1RY. Also new Spectrum list available.

WANTED
Hardware / any information at all on Datel's EPROM system, contact the editorial address.

WANTED
PSU for Amiga 1200, contact the editorial address.

WANTED
Daffy Duck by HiTech, Tyger Tyger by Firebird, Cliff Hanger by New Generation Software and Raster Runner by ? - please contact the editorial address.



Creative Micro Designs

FD2000
Well, where have you been? Everybody should know this device by now, it can emulate 1541, 1571 and 1581 disks so that all your existing software will run okay. This drive can also format your 1.44Mb PC disks allowing you a vast storage capacity on sturdy 3 1/2" disk media. These are very powerful drives with many features.



Gone on, you know it makes sense.

EX2+1
Need more room for all those cartridges sticking out the back of your C64? Unlike other cartridge port expanders this one will allow you to completely switch out an individual cartridge without causing any compatibility problems. Saves wear and tear on the cartridge port.



UK SELECTION

Well we have some good news and some bad news this issue. First the good news, my local (and only) supplier of 5 1/4" disk drive cleaners sold me 11 cleaning kits the other day.

So whats the bad news then? Well, my local supplier can no longer get any more of these items which means that the 11 kits I have are probably the last I will see for a very long time to come.

I will continue to find a new supplier but the simple fact is that nobody in the UK makes them anymore - if you know different then please let me know.

This is not a joke or a sales ploy.

I would strongly urge anybody who does not own a cleaning kit to purchase on before they disappear altogether.

The price will not change it is simply a matter of first come first served.



IMPORTING SERVICE

listing number10



Accelerators

SuperCPU 64	£	1	4	0	0	0
SuperCPU 128 & MMU adapter	£	1	8	0	0	0
CPU MMU adapter (for C128/C128D)	£	3	0	0	0	0
SuperCard 64 or 128 - 0Mb	£	5	5	0	0	0
4Mb Simm (for SuperCard)	£	C	A	L	L	UK
8Mb Simm (for SuperCard)	£	C	A	L	L	UK
16Mb Simm (for SuperCard)	£	C	A	L	L	UK

JiffyDOS

128 Kernal	£	2	7	5	0	0
128D Kernal (metal case)	£	2	7	5	0	0
128D System (metal case)	£	3	6	0	0	0
C64 Kernal (24 pin)	£	1	6	5	0	0
C64 v4 Kernal (28 pin)	£	1	6	5	0	0
SX 64 System	£	3	3	0	0	0
ROM's for disk drives	£	1	7	0	0	each

(When ordering JiffyDOS, state make / model / type & serial number of your equipment)

RAMLink (J)

RAMLink - base unit (no RAMCard II)	£	1	1	5	0	0
RAMLink jumper clip	£	2	0	0	0	0
RAMCard II - 0Mb, no RTC	£	3	8	5	0	0
RAMCard II - 0Mb, with RTC	£	4	4	0	0	0
RTC add-on for RAMCard II	£	1	6	5	0	0
1 Mb simm (for RAMCard II)	£	C	A	L	L	UK
4 Mb simm (for RAMCard II)	£	C	A	L	L	UK
Back up battery	£	2	2	0	0	0
Back up battery cable assembly	£	5	5	0	0	0
Parallel cable (RAMLink to HD)	£	1	6	5	0	0

Reus

CMD 1750 - 512k cartridge	£	6	5	0	0	0
CMD 1750XL - 2Mb cartridge	£	8	5	0	0	0

HardDrives-JiffyDOScompatible

HD-40 (42Mb capacity)	£	2	1	0	0	0
HD-100 (160Mb capacity)	£	2	4	5	0	0
HD-500 (540Mb capacity)	£	3	2	5	0	0
HD-1000 (1Gb capacity)	£	4	2	0	0	0
HD-2000 (2Gb capacity)	£	5	3	0	0	0

3 1/2" Floppy Drives (J)

FD-2000 (800k & 1.6Mb) no RTC	£	1	3	5	0	0
FD-2000 (800k & 1.6Mb) with RTC	£	1	3	5	0	0

FD replacement mechanism	£	4	0	0	0	0
FD instruction manual	£	1	2	0	0	0
RTC add-on kit (existing owners)	£	2	4	0	0	0

5 1/4" Floppy Drives (J)

1541	£	6	5	0	0	0
1541 with device switch for 8/9	£	6	5	0	0	0
NEW 1541 II - no PSU	£	30.00				
1571	£	7	5	0	0	0

Replacement Power Supplies

CMD hard drive	£	3	3	0	0	0
CMD FD series & RAMLink Mk2	£	1	7	0	0	0
FD series & RAMLink Mk2	£	2	0	0	0	0

Input Devices

Lightpen 170C	£	7	0	0	0	0
Smartmouse (1351 compatible)	£	3	8	5	0	0
Smarttrackball (1351 compatible)	£	5	0	0	0	0
Gamepad (megadrive style)	£	2	2	0	0	0

Port Devices And Cables

3 way USER PORT expander	£	2	7	5	0	0
USER PORT extension cable	£	2	5	0	0	0
EX3 cartridge port expander	£	2	9	5	0	0
EX2+1 cartridge port expander	£	3	3	0	0	0
Expert Mk1 cartridge v3.2r	£	1	5	0	0	0
Expert Mk2 with ESM v4.1	£	1	8	0	0	0
Expert system disks*	£	1	5	0	0	0
* state disk required - 2.1 / 3.2 / 3.2r / 4.1	£	1	8	0	0	0
geoCable II (with pass thru port)	£	2	2	0	0	0

Telecommunications & MIDI

ScanLynx2000 (geoFAX)	£	2	5	0	0	0
56Kbps modem (Novaterm)	£	8	5	0	0	0
ZOOM modem (geoFAX & Nova)	£	8	0	0	0	0
Turbo 232 modem interface	£	3	3	0	0	0
Modem cable (DB9 to DB25)	£	1	1	0	0	0
Novaterm v9.6 (5.25" or 3.5")	£	2	9	5	0	0
SID symphony stereo cartridge	£	3	3	0	0	0
Digimaster (software)	£	2	7	5	0	0

Magazines / books / etc

CMD product catalogue	£	1	6	5	0	0
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Anatomy of the 1541	£	8	5	0	0	0
C64 science & engineering	£	8.50				
C64 tricks & tips	£	8.50				
C128 computer aided design	£	8.50				
C128 BASIC training guide	£	8.50				
Commodore World Magazine - single issue (current - 24)	£	4.00				
- in stock - 9,11,12,17,18,19,20,22 & 24 UK	£	4.50				
- subscription (8 issues)	£	5	0	0	0	0
Compiler design & implementation	£	8	5	0	0	0
GEOS programmers reference guide	£	2	5	0	0	0
Graphics book for the C64	£	8	5	0	0	0
Hitchhikers guide to GEOS	£	2	5	0	0	0
Ideas for use on your C64	£	8	5	0	0	0
Printers book for the C64	£	8	5	0	0	0
Mapping the C64	£	8	5	0	0	0

GEOS software

GEOS 64 v2.0	£	3	3	0	0	0
GEOS 128 v2.0	£	3	8	5	0	0
Wheels64	£	3	3	0	0	0
Wheels128	£	C	A	L	L	UK
Gateway 64 v2.5	£	1	6	5	0	0
Gateway 128 v2.5	£	1	6	5	0	0
geoFile 64	£	3	3	0	0	0
geoFile 128	£	3	8	5	0	0
geoCalc 64	£	3	3	0	0	0
geoCalc 128	£	3	3	0	0	0
geoProgrammer	£	3	8	5	0	0
geoPublish	£	3	3	0	0	0
geoChart	£	2	2	0	0	0
geoBasic	£	1	6	5	0	0
geoShell	£	1	6	5	0	0
geoMakeboot	£	1	1	0	0	0
geoFax v2.1	£	3	8	5	0	0
Desk pack plus	£	2	2	0	0	0
Font pack plus	£	1	6	5	0	0
Font pack international	£	1	6	5	0	0
Colette utilities	£	1	1	0	0	0
GEOS companion	£	1	6	5	0	0



TURBOCOPY.

Turbocopy is a Public Domain programme and as the title suggests it is used to copy programmes from a disk. To use the programme, after loading the user is met with a menu, and selection of items is used by means of the 'Function' keys. By using 'F7' engages the Turbocopy programme.

Inserting the disk to be copied into the disk drive, the programme ask the user to enter 'Y' to copy and 'N' to avoid a particular programme on the disk. After selecting the programmes to be copied, the items are copied into memory, then transferred onto a blank formatted disk. Use of the copier is straightforward and very easy. I came across the programme before getting an 'ARC' and the copier is as good as the one with the 'ARC'.

David Walker

YELLOW PAGES

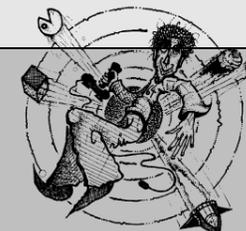
This programme is again Public Domain and allows the user to arrange his disk directories into some form of order. Many reader, when buying Public Domain disks will find that the programmes on the disk are sometimes not in any order and that instructions for a particular programme is found lower down the directory, and not above or underneath the particular programme.

'YELLOW PAGES' is the answer. The programme when loaded shows the directory on the left side of the screen, by pressing the 'Return' key you transfer the programmes from the left to the right, and can arrange the position on the new directory by scrolling up and down the old directory with the cursor keys. To separate the programmes from each other, use the space bar, this allows a line to be placed under each set of programmes in the right hand side showing the new directory.

When all programmes have been transferred from the left to the right in the new order, the press 'W' fro writing the new directory.

The new directory is written to the disk together with the programmes segregated by lines showing which programmes are together and which are the ones who stand alone. Plain and simple to rearrange your disk directories before printing them out onto a hard copy.

David Walker



C64 CHARTS

VINNY'S COMMODORE 64 CHARTS TOP 5 COMMODORE 64 DEMOS

Comments on current ToP 5 : 10th February 1999 - We have a NEW No.1!! MATHEMATICA moves into the Top Spot while Krestology settles for No.2!

1. Mathematica - by Reflex
"Amazes me every time I see it!" - Jason Mackenzie
SCORE : 19

2. Krestology - by Crest
"A visual feast!" - Jason Mackenzie
SCORE : 16.5

3. Reanim8ted - by Hitmen
"Superb animation" - Vinny
SCORE : 16

4. Radio Napalm - by Reflex
Voted by Frank Gasking and Myself
SCORE : 6

5. Nine - by Reflex
Voted by Alex De Vries as his No.2 FAVE.
SCORE : 4

123 DIRECTORY PRINTER

This is another Public Domain programme that allows the user to take prints of up to three disk directories at any one go. The programme reads the directory of a disk, then allows the user to print that directory as a hard copy of the contents of the disk. At the start of the programme you are asked 'How many disks you want to print the directory'. The programme then reads the disk directories of the number of the disks entered. The it asks that you switch on the printer. By entering 'Y' it then starts to print the number of disk directories required.

The directories are listed as would be seen on the screen using the 'LIST' facility of an 'ARC'. These are printed across the page in up to three lists, and is ideal for cataloguing programmes on particular disks.

The programme is very functional and easy to use. I have used it to itemize all programmes on my disks for ease of seeing at a glance what is on the disks.

David Walker

WE'VE GOT IT COVERED FOR YOU

Last issue was the Christmas issue of Commodore Scene, but the cover-disk hardly had any Christmas stuff, but that does not really matter. There were two C64 cover-disks instead of three. This is because Michael Berry has been working very hard on his Savage Platforms game and the game was still unfinished. You readers would have found that there is a new menu system on the cover-disk, which is by Danny Todd of Cage. It is good, but the joystick control does not work. He may need to sort out the joystick controls. Anyway, using the cursor keys will do the trick, as it worked for me. Anyway there is not much for me to review this issue. Well I do not review my creations, as it is unfair. I'll let Andrew Fisher (or whoever wants to review my games) do this.

Turrican 3

Yes, that is right, there is a Turrican 3. But this game is a playable preview, where you have to guide your Turrican around a large atmospheric planet, collecting gems and blasting the living daylight out of the evil aliens, which roam about, trying to kill you. The actual game play is very good indeed. The music is good as well, but there is a drawback to this preview. When game is over, the computer halts. Whoever, made this fab preview should have made the game jump back to where it started from. I have not actually played Turrican & Turrican 2 by System 3, but this game sure is brilliant.

Rating: 94% - Marvelous

Shlibbledon '98

I almost had to scrap making this game, until Allan Bairstow kindly put the demo of the game on the cover-disk. Unfortunately, it was not as good as I thought. Well, I have been mostly busy with my HND Computing assignments, but this will not effect my contributions for Commodore Scene.

You play either Snodge the biblet or Candy the biblet, challenging each other to a game of tennis, but it plays a bit like a previous cover-disk game, called "Lunch".

This Sucks!

Beavis & Butt-head hit the C64, in this cool demo. First they start blinking and moving their eyes around, then mentions how things suck, next they start to head-bang. After they had a good head-bang, they mention more about how people in the demo scene sucks. Next the music turns off and Beavis & Butt-head decides to end the demo, by showing off their buttocks. This demo is quite amusing, but it is too quick. The rock music by PRI/TIA/Oxyron stands out very well.

Rating: 86% - Cool!

Eufrosyne

This is another dentro, but again it is too short. The music is awful (I mean what I say about techno music, it's crap). The demo is pretty good, but the effects have always been the same.

Rating: 45% - Seen it all before.

AntiqueTech

This is a great demo from a new group, called Retro 64, based in the UK, I think. The presentations are really good, but the jokes used in this demo are ever so old. The demo's music is okay to me. You can select a demo part, which takes your fancy by using the cursor keys. Once you select the part (by pressing return) the demo part will decrunch.

Rating: 79% - Clever

Article by Richard Bayliss

Date: 7th January 1999

C64 CHARTS

VINNY'S COMMODORE 64 CHARTS

TOP 5 COMMODORE 64 MUSIC
Comments on current ToP 5 : 10th February 1999 - Allan Bairstow's vote didn't make a difference to the No.1 slot, but ARKANOID moves up 1 place to No.2!!

1. Sanxion Loading Music - by Rob Hubbard
"The BEST Commodore 64 tune EVER!" - Jason Mackenzie
SCORE : 14
 2. Arkanoid - by Martin Galay
"It's kinda crunchy!" - Jason Mackenzie
SCORE : 8
 3. Ocean Loading Music - by Martin Galway
"My 2nd FAVE peice of Commodore 64 music!!" - Vinny
SCORE : 7
 4. Game Over - by Martin Galway
Voted as Frank Gasking's ALL TIME FAVE piece of C64 music.
SCORE : 5.5
 5. Terra Cresta Title Tune - by Unknown!
Voted by Mike Berry
SCORE : 5
- Music on the side lines - Doomsday Demo (5), Zeppelin Theme (5), Blue Angel 69 (4), Driller (4), Wizball (4) Intro to Mayhem in Monsterland (4), Pinaball (3), Rambo Loader (3), Zoids (3), IK+ (3), Crazy Comets (2), Thing on a Spring (2), Hunters Moon (2), The Last Ninja (2), Monty on the Run (1), Mega Apocalypse (1), Ghouls & Ghosts (1), The Last Ninja 2 (1), Astromine Theme (1).
- VOTES FROM : Myself, Frank Gasking, Alex De Vries, Jason Mackenzie, Mike Berry, Allan Bairstow

AN IMPORTANT NOTE FROM THE EDITOR OF COMMODORE SCENE

It is my very sad duty to relay to you that something disturbing has been brought to my attention. Accusations about the CMD Importing Service that I run have been made against me and slanderous lies have been printed on the internet about the way it is run by myself and the things that I 'claim' to be the truth.

The accusation went along these lines - " All CMD Importers/Dealers get up to 50% discount on goods, therefore Allan is lying when he says that he makes no profit from his importing service, take it from me because I know ! " - well I'm afraid that you DO NOT know Mr X, because all the things that I say about the importing service are TRUE. It may be that you do offer a CMD service for c64 users, and if you feel justified in making a 50% profit from customers then on your conscience be it - I will never do such a thing as it is immoral and greedy.

For the record - CMD offer me up to 5% discount on some items, this discount is not up lifted on to the list price, but instead it is actually past on to the buyer. This is why the prices are so low. I have never made any secret of it, and this has always been the case. I am not a CMD dealer, I am just somebody who 'collates' orders to send to the USA. Hence I do not receive any favours or huge discounts from CMD.

I really do not have time for this sort of banter as it does nothing for the C64 scene in the UK and it is a complete waste of a page. The people who make these false accusations are not true C64 enthusiasts but people who are after a quick buck out of the good people of this country and the only way they can do this is to 'rubbish' other peoples honest commitment to the C64 scene. These same people have already tried (and failed) to stamp their 'authority' over other peoples C64 activities. All I can say is this - " I told you in the beginning that you could not make money from the C64, I hope you are satisfied that you have now alienated yourself from those people who you needed in the first place ? "

I was extremely annoyed and hurt by these claims and there simply was no need for it, my telephone number is well known, you could have rung me to ask how I run the service as I have never kept it a secret from anybody and I would have gladly discussed it with you.

I run an honest and very fair service for those who need it, if my word is not good enough for you then I am sorry but it is good enough for all the good readers of this magazine - they trust me and they know that I DO NOT lie to them.

You know who you are and you now know that you came very close to loosing the one person who still supports you in your ventures. If you want my continued support I suggest you get your facts right before printing such slanderous remarks.

I know who these people are and if ANYTHING like this happens again I will print their names, addresses, telephone numbers and e-mail addresses for everybody to see.

Allan



I have to admit that the response to the survey was quite poor ! I honestly thought that more people cared about what might or might not have to happen to CS in the future, ah well, here goes. I would like to thank all those who took the time out to fill in and return their questionnaires - thank you all.

Because of the poor response I have decided to give the results out as a percentage mark rather than how many votes were cast and I will make various comments where necessary.

The results are in the same order as they were asked.

Page size	A4	98%
	A5	2%
Number of pages	20	0%
	30	18%
	40	20%
	50	22%
	60	15%
	68	16%
Regularity	Monthly	22%
	Bi-monthly	50%
	Quarterly	28%
Price	£2.50	5%
	£3.00	18%
	£3.50	51%
	£4.00	20%
	£4.50	6%
Colour cover	Yes	76%
	No	24%
Colour pages	Yes	57%
	No	43%

The last question was a multiple choice on various suggested formats for the magazine. The most votes (25%) went to both the current format (68 pages all black and white) and also (25%) for £3.30, 30 pages, colour cover, b&w inside pages and bi-monthly.

Well there you have it, the results seem to be quite decisive. There is certainly enough there to allow me to make a decision on the future format of CS.

I HAVE A DREAM

As from issue 25 the 'new look' CS will start to take shape.

It will have a colour cover.

The inside pages will be black & white.

The price will remain at £3.50.

For the time being it will remain quarterly.

There will be a minimum of 40 pages.

I would appreciate it very much if everybody who did not send in their survey forms would do so now as there is still time to make a difference.

Allan



RETRO CLASSIX issue 17 dropped through the door the other day here at CS, which was nice !

Seriously, I really enjoy this fanzine very much as it covers all aspects of retro computing from the common place 8-bit's to the down right obscure machines.

Graham Howden (editor) does a marvellous job putting together a fanzine that is truly riveting throughout and a great read, I always

read it from cover to cover - just to see what everybody else is getting up to !

Further in are various articles but one that took my fancy was the one about the VECTREX, I never knew that there had been so much done for this machine.

The fanzine is £2.00 per issue. The contact details are in the CONTAX UK section.

Buy it - now !

Allan

In a month that saw hurricane force winds hit Britain, killing eight people, also saw after 86 years, the death of James Cagney. In London, Buckingham Palace announced the engagement of Prince Andrew and Sarah Ferguson.

However in every High Street a more successful event was again happening with the release of a certain magazine...

A ZZAP FROM THE PAST!

WRITTEN BY KEVIN EVANS

ISSUE NO. 11 - MARCH 1986

Heralded by yet another excellent piece of artwork by Oliver Frey, the latest issue of Zzap 64 hit the streets.

Mercenary from Novagen had the challenge of leading the reviews for the latest issue, and it carried off the task with great aplomb. A landmark game in many ways, Mercenary had the looks of old, but the wireframe graphics were top of the range in 1986 and set the pace, along with Elite, for many years to come. Looking at the screenshots now it is hard to believe that the game is or ever was very good. It is very likely the most poorly represented game ever in that respect. But with playing it, the attitude changes dramatically. However I am sure that you do not need me to tell you that, because I cannot believe that there is any 64 owner who does not have a copy of this 98% classic game.

Glossing over one of the then controversial and sexist adverts (this time for the game "Legend of the Amazon Women"), the next game for review was titled Arc of Yesod, a sequel to Nodes of Yesod. Involving the platform leaping escapades of many a game, this involved you controlling a little spaceman around a series of flick-screen levels. Worth, they said, 91%, but I do wonder.

Deathwake provided a mixed response from the Zzap team, with Gary Penn disliking it dramatically, but Julian Rignall and Gary Liddon, happy to give it the benefit of the doubt. A similar game to the Beach Head pair, they finally opted to give it 66% and keep everyone happy.

Kane from Mastertronic received 63%

for the variety of challenges lying therein, from Baddie shooting to Birdie shooting it was a jolly little cowboy affair, and the sequel, inventively called Kane II, was not bad either.

Dragged kicking and screaming from the Spectrum, Nightshade was sluggish and boring on the 64 and received the sentence of 54% from the team. Yabba Dabba Doo, starring the most famous Flintstones was little better at 60%, but fans might like it, they wrote.

Kung Fu Master, reviewed on page 31, would likewise thrill those players who were after the latest fighting game, but at 79%, it may not have pleased everyone.

Hardball, however was excellent, even if you did not understand Baseball. Featuring an extremely realistic design and superb graphics, this was one sports simulation to have. Julian Rignall wrote "Hardball is an absolutely incredible sports simulation!!! The animation on the strikers and pitchers is the best yet, from a distance it looks like it could be a televised game". "A truly realistic sports simulation which sets new standards". Overall 93%

Dragonskulle from Ultimate was a disappointment, an arcade adventure of 49% standards, worth missing. Over the page though was the wonderfully titled One Man and his Droid, with a high quality game to go with it. A good game, topped off with excellent music from the king Rob Hubbard gave it 81%.

In the adventure section, Borrowed Time from Activision was receiving a Zzap Sizzler for its efforts, 90%. Souls of Darkon and ZZZZZZ... (sounds familiar!) were not so worthy, with 40% and 38% respectively.

Game Maker was up for a test on page 88, a utility enabling you to, eh..., make games! In review it was decided that it did indeed let you make games, but not, overall very good ones.

Phantasie (87%) and Germany 1985 (97%) were two excellent strategy games reviewed in a special section on page 95-97. And then it was onwards to page 100 for a little bit of history.

Uridium from Hewson had arrived, and welcome it was too. I am sure I need not tell you much about this excellent game. "Uridium is surely the best arcade game yet to hit the 64", "The most impressive thing about Uridium is the incredible graphics", "Uridium is truly an impressive game, immaculate in both its execution and conception", were just some of the comments. Overall 94%.



On page 108 there was a return to reviews of the past, as Zzap neared its first anniversary, it looked at the first high scores. The list to look for was:

AIRWOLF - 88%
BOUNTY BOB STRIKES BACK - 89%
CAULDRON - 87% ELITE - 95%
LORDS OF MIDNIGHT - 91%
PASTFINDER - 85%
SHADOWFIRE - 91%
SPY HUNTER - 87%
SUPER HUEY - 87%
TIR NA NOG - 87%

Overall the Zzap team felt that only Bounty Bob and Pastfinder were underrated, and that all the others were over-rated, some significantly, especially Spy Hunter and Tir Na Nog.

And so came to an end, yet another issue of Zzap 64, leaving the team to prepare for the next. And now I shall also depart, I thank you for reading, and shall see you again next issue. Until then, bye!

* See back cover to see what all the fuss was about! - ED

SUPERSCRIPT

TABS / INDENT / RELEASE - SUPERSCRIPT 128 TIPS #4

Other commands to make life easier are:-

SETTING AND RELEASING TEXT INDENT

INDENT is very handy because you can indent text so that everything you type will start at the Margin Designated by The Indent Commands. To use this feature, you Must set a Tab to move the Cursor to the correct position for the FIRST line of the following text, all other text automatically starts at the Tab Point you nominate.

Let us do an example of an indent of 4 Characters. To do this, you must always add Two (2) Spaces to the original indent to set the Tab. So if we do an indent of 4, then the Tab must be set at 6. This is how to do it:

FIRST CLEAR ALL TABS - Use F1 t(ab) c(lear). Tabs vanish.

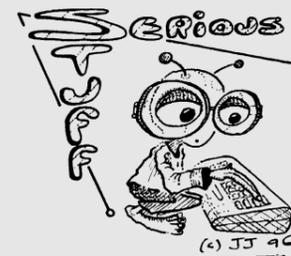
SET A TAB:- Use the cursor to move to C6 (look at right hand top for the character position) and then press F1 t(ab) s(et) New Tab appears on Tab Line.

SET TEXT INDENT:- F1 l(ef) m(arg) i(indent) type 4 as an example. You will see a Highlighted * and in4.

The Next Line of Text actually starts typing at the 6th character position as you can see, (Use F5 to View - F3 to return to Edit) because the prog allows for a Left Margin Release of Two Characters. A Left Margin Release (F1 l r) has not been used. So to indent and start at left margin- type:-

RELEASE LEFT MARGIN:- Put the Cursor on the First Character of the line and Press F1 l(ef) m(arg) r(elease) and you will get the highlighted Left Arrow '<' - type what you wish here, Usually l. or a. etc, and then press F7 to move to 6th. character position and then type your text. All following text will be printed at the 6th character position. (Press F5 to see how this works - F3 to cancel viewing mode).

You may wish to put a bit of text here, as a Header, so just type your text and then do a (R). The next text you type will automatically begin at the sixth (6th) character position on that line.



Resume of Commands Noted above:-

F1 t c	Clears all tabs on the tab line
F1 t s	Sets a Tab at the Cursor position.
F1 l m i	Sets the text Indent factor.
F5	To View how document will be printed
F3	To return to Edit Mode.

(C) These Notes:- George Potter 1998

JESSE'S JOYSTICK JOURNEY



"Hello, I'm Jesse from the Fast Show. This year I have been mostly playing Commodore 64 games. Here are some of the ones I have enjoyed."

THE SENTINEL..Frank Gasking's retro-review prompted me to dust off the old disk and play it again. The amazing 3D strategy game is so absorbing, and despite the basic sound effects, it has a creepy atmosphere and big chunks of playability. I'm up to level 112 out of 10,000..

POGO JOE..This gem of a game from 1983 is amazing! You control Joe as he hops around the platforms changing their colour, in a similar fashion to Q-Bert. However, Q-Bert didn't have teleporters, smart bombs or the fiendish bonus levels that Joe has to contend with, while the ability to double-jump (i.e. move two spaces at a time) helps with the tricky layouts. Over 100 screens and a helpful options menu are the icing on the cake.

CATALYPSE..Which review do you believe? The ZZAP! one slating it for being a blatant rip-off of Armalyte? Or the Commodore Format one praising it for being the best thing since Armalyte? Confused? Well, I would settle for somewhere in the middle. Yes, it's good, but there are serious flaws - like not being able to choose which weapon, losing your drones when you die and the multiloop. However, the "guns off/on" option, some good graphics and presentation and a tough difficulty level will appeal to the die-hard shump fan.

IT'S MAGIC..So I only played this because I reviewed it. I've kept going back to it, getting a little further each time. A stew of "borrowed" graphics, let's hope the sequel is as good.

STREET SPORTS BASEBALL..One of Epyx's lesser-known games, instead of pro players you pick some of the neighbourhood kids who all behave differently. Some drop catches, others run too slow, but you have to beat the other team. It's a shame the control method (particularly when batting) wasn't slightly better, but good fun in one or two player mode.

SUPER SCRAMBLE SIM..Shaun Southern's Kik Start games were amazing value at budget price, but this full-price scrambling game was less well-received. Clever graphics (with an overhead AND side-on view) and some nice sound are matched with tricky gameplay and VERY tough time limits - stall the bike, fall off or go too fast for the conditions and you lose precious seconds. The REMEMBER re-release, with a variety of cheats, is the one to go for.

COSMOX has to be one of the best games that Electric Boys imported, and one of the best written by Cosmos Designs. Fred, their loveable pink hero, has to clear away the towers that are growing onscreen by jumping on top of them. When a block of four reach the same height, they disappear into the ground. Infuriating but addictive gameplay, amazing graphics and animation plus high-quality music all add up to a great game.

Andrew Fisher



25th Anniversary Edition of Commodore Scene
Due out on 1st June 1999



MUSIC SCENE

In the last issue of Commodore Scene, for this feature I started you all off in composing music. Also in the last issue, I gave you a tune, which was a dance mix. I was not happy with the tune, as it was rather rubbish, so I decided to leave it out for this issue. However, in this issue of Commodore Scene, I am going to show you how to compose better music with DMC V4.0B. I assume that you all have saved your instruments. If you have not then read issues 22 and 23 to create them. This should not be much of a problem for you (I hope). Anyway, lets get started.

Now then what are we going to do today? Well, for a start off, I am going to let you create a new instrument, before we go into serious music. The instrument uses one of these particular effects, where you continuously play a low octave and a high octave. For example: C-2, C-2, C-2, C-2, C-2 and C-3, C-3, C-3, C-3, C-3 makes two octaves each time. To create this sort of instrument, simply load up, what you have stored on disk, enter the sound editor and then do as follows:

ADSR L P SPEEDS LF V1 V2 ## FX
00E8 1 4 444444 00 01 02 1C 00

Now press **Shift** and **Return** to enter the sound creator.

1C 41 00
1D 41 00
1E 41 00
1F 41 00
20 41 00
21 41 0C
22 41 0C
23 41 0C
24 41 0C
25 9A 00

Now that we have created this instrument, press **Space** to test it. Once we have completed this stage, it is now time to do some serious music. So, enter the main track editor and make changes to what you have done in issue 23. To do this, simply press **return** to exit the sound editor, which will take you to the track editor, then change as follows:

continued on page 35

>That's quite a mixture ! <

At times I'm working on 3 keyboards at once - Rick Wakeman isn't in it !

>Back to books - I've read about your plans for service manuals <

The C64 service manual and the 1571 service manual - each on three sides are in the catalogue now . The 1541 service manual is waiting to be shifted onto floppy but should be ready soon . These are in HTML format with a browser , the pictures are in Macpaint format and they come with a viewer/printer on disk . Macpaint files can be printed out on a MPS801 /VIC1525 printer , I've not been able to check out other printers . These files can be found on the Internet for PC use with .GIF file pictures but I felt that they'd be more useful to the C64 community on a format they could use and the choice of Macpaint files for the pictures is because there is printout capability on the C64 and it's a format that's ideal for circuit diagrams being B&W .

>Any other C64 books on your project list ? <

In cs23 on page 63 a reference is made to the rarity of the 'C64 programmers reference guide (1982 commodore)' this will not be so hard to find in future - or at least an E-Text version of it scanned by Project 64 . The only thing missing from it according to it's intro are some pictures but with a printer and any WP it's available on 7 sides from the library . The C64 prg guide can be found on the internet as a single 950k long text file or a chap is working on a HTML version but I've returned the long text file into single pages for ease of use with the original index etc .

> You are a busy chap aren't you ! - any other plans ? <

The website - <http://members.tripod.com/~petlibrary> - has the CBM/PET catalogue on it at the moment along with a news & info page that I update when I can about my Commodore activities will have the C64 software catalogue on it some time soon . My e-mail addy is 'petlibrary@bigfoot.com'

> is it true you're George Clooney's stunt double ? <

No - he's my stunt double !

>have you any final message ?<

Allan Bairstow said recently about e-mail exchanges leading to misunderstandings and this sort of thing recently lead to a major one that I hope should've been corrected soon .

"The C64 Owners Guide To Happiness"

by Arif Perez (c) 1998 for CS

If you're either an old user or someone who's relatively new to the C64 the main problem nowadays is lack of software. So where may you ask can I find some? Good question. Well, first of all don't walk into your local game store and demand some as you might be laughed out of the store! You have been warned. The trouble is that the majority of C64 games have been officially deleted by the software houses concerned. So don't bother ringing any o.k? If you want to improve the quality of your games collection (and let's face it who doesn't) there are a few ways of obtaining C64 software:

(1) Through reputable mail order firms. They usually keep a large back catalogue of old (classic) games e.g try

High St. Micros and Trading Post (see Contax Page).

(2) Advertise for them in "Micro Mart" or the local press. You might be surprised at the response you get.

(3) Through a C64 fanzine such as Commodore Scene. Either advertise for them or play those provided on the cover disk.

(4) Check the computer software / hardware sections in the "Loot". You can pick up a spare C64 for next to nothing and you usually get a load of games bundled with it.

(5) Try visiting a local car boot sale. This may sound amazing but you can pick up some real bargains. I have managed to obtain many games and hardware very cheaply this way.

Don't give up easily! It will take time to find the game(s) you're looking for but it will be worth it in the end.

May I wish you the best of luck. Happy hunting!

Q&A with KR

>I've a number of questions that people may want answering <

O.K. ready when you are

> Where has CSL come from ?<

Well it's origins go back to the early days of Commodore history as it were when the C64 wasn't even thought of in a letter which must have been published in the late summer of 1978 in Electronics Today International. One Norman Fox, in Hertfordshire, asked for anybody interested in forming a group, independent of Commodore, to write to him. Commodore was running their own 'club' at the time but the important feature of Norman's idea was its independence. Those who responded received a letter from Norman in late August including a list of 18 people interested in the group idea. In the September 78 issue of PCW on the Amateur Computer Club page the following appeared : Norman Fox and Tom Turnbull feel that an Independent PET User Group (PUG?) would be worthwhile, and ask for anyone interested to contact Norman _

This evolved over time into ICPUG

> Isn't that going back a bit too far ? <

Well anyway a software library came into being for the PET and as time moved on Commodore produced other machines , some of which were more successful than others

> nuff said ! <

My involvement with Commodore computers came started with a 8032 , 8050 , 4022p ,C2n setup that I managed to get by chance from a college acquaintance who had a summer job with the local council when they were having a clear out

> at this point he points to a machine still in use <

I've added the expansion board so it's an 8096 now but that set up is still in use , because of this background I'm more used to using BASIC 4 disk so there are times when the fact that C64 doesn't use DOPEN , DCLOSE catches me out !

>But what about the software library ?<

I'd been contributing a lot of stuff to the ICPUG CBM/PET software library , and then a few years ago I was invited to take it over as librarian and the major expansion due to a few contacts that I'd started in motion actually arrived back to me for entering into the CBM/PET catalogue disks ! .

>Yes but what about the C64 ?<

Oh yes , I found myself getting involved with C64 stuff by chance due to various ICPUG political and practical reasons that I won't go into .

> Who do you think you are - George Harrison ? <

My plans involved the creation of an 'alternative' C64 library to run alongside the 'official' ICPUG C64 library . I'd started getting things set up in mid 98 for completion in mid 99 but the sudden demise of ICPUG in November 98 (which we members had very little notice about from the committee !) rather threw my plans out

and I'd got to go 'on-line' as it were before I was 100% ready .

> There's a very large box filled with floppies and a huge roll of sticky labels next to it beside him <

I've sort of inherited a couple of collections so the reality is that I've got to sort out this lot and check them for good /bad/ useful/ duplication/ recyclability one at a time as well as do my other day to day things . However CSL welcomes any contributions etc ... (especially if there's any intro note/file on it that I can put straight on to the catalogue disk !)

> How is CSL operated ? <

The library is run the same as ICPUG format (but with no restriction on limits on disks !) - send blank disk with return SAE for catalogue , then blank disks , SAE along with letter saying what is wanted from catalogue - no cash etc. When you see the catalogue please bear in mind that there is still more to be entered after the current last entry .

>I see you've got a section with books on disk in the cat ?<

Ah yes that shows my 8000 background ! , when you've got an 80 col screen and a lot of disk space as on the 8050 some things are more credible than on 40 cols and 1541 , as you know the year of reading is ongoing and I'd planned to have a PR push for ICPUG starting in Jan. 99 with this section but the departure of ICPUG scrubbed the concept at the last moment due to having to re configure plans and events even having to give up a major display for the month of Jan. in a large SW London library .

> you sound a bit annoyed about the closure ?<

You could say that

>why ?<

With no disrespect to anybody we could've been told the facts a lot sooner so instead of sailing blithely on at least a few of us could've manned the pumps or reconfigured things to suit the circumstances , such as using diskzines etc .

> speaking of diskzines what plans have you got ?<

The diskzine branch of the CSL is called '24-7' and is in HTML format as it can be supplied on a few formats although I've got to admit that I'm still experimenting with getting pictures onto c64 version of the diskzine '24-7' - in condition and format I'm happy with though !

> There is a similarity in initials between the library and a certain publication !!!<

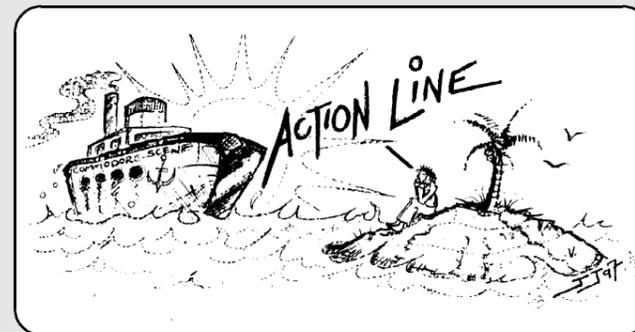
CSL - Commodore Software Library has no connection with the magazine

CS - Commodore Scene other than being a subscriber to it - the name just somehow arose and seemed fitting and the similarity wasn't twiggged until much later

>what machines are covered by CSL ?<

The CSL has C64 software , CBM/PET software

(catalogue disks 2=C64 , 4*4040 or 2*8050 for the CBM/PET range) also some Amiga software (no catalogue disk as yet) and Mac software (catalogue disk being reworked at present)



Welcome to the third Action Line with the 'new concept'. I have to say that it's not working very well. From what I have heard, the readership is in the 100's and only four people have registered, that's less than 4%! What's wrong? May I thank Thomas Moore, Dave Elliott, Richard Walker and Brian Feeney for their letters and e-mails. You four should have received your registration numbers and balances with this issue, if you haven't then please give me a call.

I am quite worried by the response and have decided to try a few alterations which may yield better results. It has to be said that, despite the small number of responses, three have lead to new requests and some solutions. If this quality of response could be received in greater quantities then AL would be well away.

The changes which I have decided on are as follows:

There will be no complicated set of arrangements for distributing AL. I will record phone usage and assign call costs to accounts, this will allow me to phone messages on and I can just fax AL to people as and when.

My fax machine has recently been linked up with an automatic fax switch which allows incoming faxes to be received automatically 24 hours a day so no fiddling with manual faxes.

You don't have to send any money to register though you won't receive intermediate Action Lines.

There are not set times for phone/fax though reasonable consideration is expected.

Here are the outstanding AL items, AL23.2 has been cancelled.

AL22.1 Helen & Wayne Womersley: I know 'William Wobbler' was a Hackers Game, but can anyone share any information on it, such as magazine articles/reviews written at the time of its release? Please help if you can, it's been a long time. I have received information from a fax which Allan supplied. The information is a couple of cheat modes:

Connect your joystick to port 1 and press fire and push down at the same time. Now connect your joystick into port 2 and play the hidden part. Apparently you can also try pressing restore on the title screen. Many thanks to whom ever supplied this information, I hope it helps. If this is sufficient information, could Helen or Wayne contact me and I'll cancel the item - thanks.

AL22.2 Officially solved by Edward himself. Edward,

if you feel that the solution would be of any benefit to other lentil users then please let me know and it can be made public either through Action Line or perhaps Techno Corner. If I wasn't writing this so close to the printing dead line I would have contacted you privately about this but I've been busy with exams so I've got behind.

AL22.4 Thomas Moore has kindly offered to supply the instructions for X-15 Alpha Mission and Spitfire 40. Could the originator of this request please get in contact with me as soon as possible and we can arrange for the instructions to be sent.

AL22.5 Still no information on Cruel Cruncher or Fast Cruel - anyone?

AL23.1 Does anyone have the instruction manual for a Star LC10 colour printer? I can (for an 'at cost' fee) photocopy a manual and return the original in order to complete this request. That goes for any others as well. I own a photocopier and I need only cover the cost of paper and toner so about 3p per double sided A4. So if you have the manual and don't want to part with it that's the solution - give me a call and I'll make the arrangements.

AL23.3 Does anyone know where paper for a Commodore 1526 printer may be obtained? No joy yet, can anyone help?

AL24.1 Dave Elliott has a C128 and 1570 drive from sale at £30, he is willing to pay half the postage. Interested?

AL24.2 Dave is also looking for any RPG of Judge Dredd, names unknown though one believed to be Judgement Day? Can anyone help Dave out?

AL24.3 Brian Feeney would like the manual for Winter Supersports 92 and he is also looking for a book entitled Corish's Computer Games Guide and is willing to pay a reasonable sum for this. If you are in a position to supply then please send me details of your offer and I'll pass them on.

AL24.4 Another unknown person has requested some Compunet demos, Metamorphs by Spidey, any of the Babylon demos and Indiana Jones Picture. Can anyone supply these?

Well that concludes AL for this issue. I'll end by saying that this is the real test of us sceners, can we help others? If you can then don't leave it 'till later because you'll forget - I do the same. I'm doing all I can to make AL as efficient and user friendly as I can, please support me and your fellow sceners by doing your best to help solve the above.

Mark Vowles

Post: Mr M C Vowles, Wychwood, 73 Rush Hill, Bath, Somerset, BA2 2QT.

Tel/Fax (01225) 318818

e-mail vowles@lentil.org

The Compleat Jon

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. The Complete Dave as expected comes into that category.

This disk comes with a collection of 11 games by Jon Mattson, on loading you are presented with a directory of the games on the disk. Use the cursor keys to select, +/- to change partitions, D to change drive, infact the normal easy to use main menu normally associated with Loadstar. The first file on the disk is an introduction to Jon Mattson the programmer, you can load the doc file or the game from the menu by simply choosing and pressing return.

Each program comes with it's own documentation and scenario to get you into the game. To make things a bit easier and to stop me from repeating myself, I have come up with a legend to represent the various control functions.

A==1 player
B==1 or 2 player
C==joystick Port 1
D==joystick port 2
E==adventure
F==arcade game
R==returns main menu

Enough of the waffle, on with the review.

DARKHOLD. E/B/C/D/R

Once loaded, you are presented with the choice of combatants. Port 1 for the Warrior or Port 2 for the Wizard (sounds familiar). The plot revolves around the retrieval of a mystical talisman, an amulet of great power that can hold back the forces of evil. Stolen by a demon lord, it up to you to enter the underworld and retrieve the amulet. Just to make things that bit more interesting, the amulet has been broken into 4 pieces. You must battle your way past orgres, goblins ad trolls. Each combatant has his own strengths and weaknesses. It is up to you to choose ?. The documentation and scenario is well written, but if you are a seasoned campaigner, you will probably want to jump straight in and start. The game loads with a black flashing castle before the main menu appears with scrolling text awaiting your command. there is a slight delay whilst the game sets up, followed by the 1 or 2 player option. (funny how todays games bare a striking resemblance to the controls of a 10 year old computer game) The game plays really well and be prepared for a few surprises.

ROBOT RESCUE. F/A/D/R

This is a small but effective game, with full documentation. The game centres around the race to build the perfect computerized droid. Eventually Mandor II is created and exceeds all expectations. But artificial life being what it is decides to go independent. Relishing that the government cannot control this new species, decides to hire Mandor for various missions. The mission you are faced with is to free a group of kidnapped ambassadors on the planet Vorda. Just to complicate

things, diplomatic relations between Earth and Vorda are far from cordial. The first screen to load is compulsory and where you can have a bit of fun. You must construct your droids (you are allowed 3) with various qualities, like strength, speed, durability etc. You are of course only allowed so many points, and you must choose up to the value allowed. Then it is on with your mission.

MAZE GAME. F/B/C/D/R

When you hear of the disaster on Megalith IV, it seems to good to be true. Zip down whilst there is no one about and grab yourself loads of lovely jewels. Of course nothing ever goes as planned ad have you ever had that feeling you are not alone. there are 3 levels to negotiate against the clock the computer picking the first level randomly. A 2 player game with split screens, player 1 to the left and player 2 to the right. If you are a dedicated gamer and can easily defeat this game then you can thanks to the programmer, make up new mazes with the MAZE MAKER. Full documentation included.

WIZARD F/B/C/D/R

Long ago in times past there once lived many people with extraordinary powers. Most people shunned them and called them Wizards. You are a beginner and to prove yourself must challenge others of your kind. This game is best played with 2 players, although you can play against the computer, I suggest you have plenty of practice first. Have fun but remember don't walk of the platform or you will end up dead. Double clicking and pointing will move around the screen onto other platforms. You score by hitting your enemy with your thunderbolts or vica versa.

BOWMAN A/F/D/R

After years of prosperity and peace, the land is devastated by the arrival of the Wrym and it's minions. as you are the best archer in the land it is up to you to destroy this creature. Use your arrows carefully, you only have so many and you may be hunting the wrym but it is also hunting you. Options available are, custom mazes, random levels, difficulty, speed control, health bar and the clock is ticking.

PHOTO SAFARI A/D/F/R

You are an intrepid up and coming, so to be famous wildlife photographer, normally in the most farout place or deepest jungle, searching for that one shot that will bring you fame and fortune. Top score option. A very unusual and interesting. Try it out.

PAINT BY NUMBERS A/D/R

For the younger generation. Nice to know that one programmer remembers his childhood. Board game with a difference. The object is to paint your canvas by the numbers indicated, unfortunately every now and again the gremlins will strike your masterpiece. If that is ot enough, a rogue paint brush will appear and undo some of your work. Don't get in it's way or you could ed up looking like a steam roller has been over you. Help and bonus's are available, plus construction set, set game speed, load new levels, high score table and print option.

CYBER COP A/F/D/R

Set in the future you are a desk bound cop, fed up of missing all the action until now. The master computer has thrown a wobbly, those sent in don't come back. Someone remembers that you are good with computers and suddenly it's your turn. Opening menu gives you a choice of difficulty level, speed setting etc. Plays well with high score option.

WORD QUEST A/E/D/R

A combination game, using your skills with the joystick and the old grey matter. You are a famous archaeologist and explorer, when the government sends for you then things must be serious. A new pyramid has been discovered and you have been chosen to lead the expedition to explore this new discovery. Be careful you only have a limited supply of bullets and must work hard to replenish them. Options include speed control, difficulty settings, pause option etc.

OUTPOST A/D/F/R

You are the law, a star ranger on a frontier planet. Life it pretty good, getting a little bit boring until people start

to disappear. It seems the inhabitants of the planet have finished hibernating and are hungry. With some pretty disgusting eating habits. It was just a question of time and when 5 colonists disappeared, time was up. Fighting a large horde of bloodsucking insectoids did not sound a good idea, especially with help over a day away. Retreat had a nice ring to it, so packing the remaining colonists into the oly bunker with a gun seemed the best option. Just hope you don't run out of ammunition before the relief arrives. Settings, novice to hero, status bar, pause option etc and if all else fails, F1 to surrender.

CORSAIR A/D/F/R

Life is never easy on the frontier, and for an old corsair can at times be down right infriendly. When war breaks out between the federation and the kalaki empire things change. Since the federation is miles away there is not alot to stop the invasion. Since the impies try to avoid a fight when possible, they just simply set up outposts, cutting of all the major cities and simply waiting for the inhabitants to surrender through starvation. A good man with a sharp brain and fast ship might be able to help turn the tide by supplying the beleaguered inhabitants with food.

SUMMARY

A very good collection of varied games. The sprites and scrolling are excellent. The ability to load the documentation and then return to the menu to play the game is a very good idea. Once the menu is loaded, you can play all the games without quitting the program. Being able to create various screens for some of the games will take out the boredom factor, and should give you great pleasure to actually see your creation up and running. The documentation on the scenario, hints, and playing the game are first class. Jon Mattson has done the 64 proud.

Dave Elliot

Loadstar products are available from Gala Publishing, see Contax UK page for details - ED

number and hitting return. There is Vast on-line help with Lynx , as with Pine. I have the up and coming MP3 demo (Mega Patch) , which I downloaded , a good Web Site to have a look at , for example sites like Markus's have "Free" programmes to Download which are not available anywhere else. I like to send something to them though to show appreciation.. We need good programmers. On most sites you have the option of Downloading the Graphics , and look at them "off line" , if you so wish. We can view and convert Gifs easily with our Commodore , but at the time of writing we cant View JPEGs yet. Remember "lynx" and "Pine" are at the ISP we just access them through our "Shell Account" with our Terminal Programme. There are other things we have for FTPing , IRC but too much to mention here. I like the Personal File Area , 1 Meg with Dircon , where you can store important Files which you may of "Saved" , and then after a session

Download them all in one go. All this on a Commodore!

The other "Must Have" is "The Internet For Commodore C64/128 Users" or TIFCU written by Gaelyne R Gasson , and at only 15.00 pound All In , Postage , Packing , 300 pages a REAL bargain!. Very well written and easy to follow. I only wish I had this book sooner !. There is also a Mailing List you can subscribe to , which compliments the TIFCU , a good way to get even more info and help. It is sent to you via E-Mail , but of course you have to subscribe to it , the info is in the TIFCU , plus a few other Commodore related Mailing Lists. "The Internet For C

Commodore C64/128 Users" is Directly Available from :-
VideoCam Services
90 Hilliers Road
Reynella SA 5161
Australia

or from the Web Site :- URL:- <http://videocam.net.au/>
The Direct Connection - Ask for an "Enhanced Account".
Tel Sales.....0800 072 0000
E-Mail sales@dircon.net

Thanks must go to Gaelyne for the Screen Shots and all the help I have had over the last couple of years , and to all the friends I have met through this mode of communication.

If you have any questions just drop me a note or E-Mail and

I will try and help , or perhaps something via CS??. Note... I think that direct connection (No Pun Intended!) to the Internet is not too far away? maybe even on a "Stock" Commodore and there are programs that allow this already in a fashion , LUnix and the

SLIP demo...I have not used these , but I know people who have , it gives you an idea of that it can be done. Plus of course if and when

the software becomes available , this type of Access , in the Case of Dircon , the price will halve!. and we will have much more choice of Internet Providers. One tip worth a mention....An addition to the "Initialization String" if you are familiar with the AT commands which you send to the modem to change various settings , is to add AT&Q5 , which selects the Data and Error correction....One of my modems did no t have this set , Oh what fun I had for a week before I sussed this one out.

Enjoy...

Colin J Thomson
E-Mail colinj@dircon.co.uk



C64/128 screenshot of CMD's web site



A similar shot using a PC

Surf the Internet with a Real Commodore....

.... Not the Web.it - "A Cheap PC running an CCS64 Emulator"

I already have a Modem and Interface which I use with geoFAX , an Excellent programme by Maurice Randall , so I decided this was the next step , and get more use out of the Modem and to keep up with all the latest info and gossip. I had to find an "Internet Service provider" or ISP to use, I already had an excellent Terminal programme , (ie something that lets the Computer "talk" to the Modem etc) Novaterm 9.6 by Nick Rossi , and Desterm by Matt Desmond (128 programme) which some of you may use to access Lentil and other BBS's. I had seen in various Adverts the "Huge" amount of ISP's there are out there , so where did I start?. Would they allow access with "Terminal Software" ie "Shell Accounts". Do they support our machines etc.....Well don't tell them!! Its the same old story when buying a printer. I took the easy route , I already knew about Dircon "The Direct connection" and that they have "Shell Accounts". I know 20 pound + VAT a month is a LOT but things could change in the Future (Mentioned Later) , plus after loosing access to Compuserve I needed something Quick! I am sure there are others but I did not have the time to check at the time of writing. By comparison my Compuserve account was 17.50 per month unlimited access. The usual way is to connect directly to the Internet using TCP/IP or SLIP, and your Computer has all the necessary Software for "Browsing" FTPing , E-mail , IRC , USENET etc.. WE need to access , at the moment , using a "Shell Account" so we can use our Terminal software , and a Computer at the ISP does all the work , we just access the programs like "Pine" for E-mail , "Lynx" for the Internet , see Fig 1 "Pine" 2 & 3 Lynx , showing CMD's site and Gaelynes Home Page.. Remember this is how the Amiga users started surfing!!

This is a Very much Shortened guide....

What do you need...Well a C64 or 128 , Desterm for the 128 only , or Novaterm for the 64/128. With Novaterm you can take advantage of the 80 Column screen and 2 MHz speed , much clearer (if using a 128 in the 64 mode and you have the right Monitor). Although the emulated 80 Column screen in the 64 Mode (if your using a C64) is quite good , I used this for a while before I upgraded to a 128D. Then of course a Modem , any PC or MAC type External (carefull if you want to use geoFAX though) and then you need an interface to connect the Modem to the Cartridge port for example a Turbo 232 from CMD. I have not mentioned the C= ready Modems because I don't think that you could Access ISP's at that low speed , I would guess that 9600 or 14000 is the minimum.

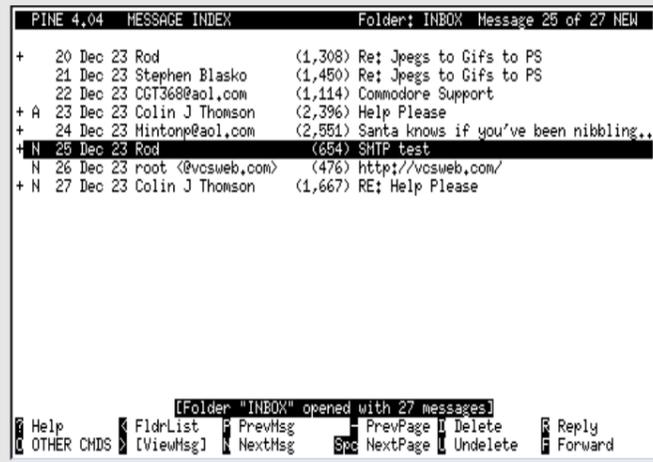
All this can be done on the smallest of systems , ie a C64 + 1541 , Modem + Turbo232 etc , but for serious work I do recommend something like a 1581 or FD-2000 or REU of some kind , for faster up/downloading , plus maybe the addition of JiffyDos to speed up disk access....And with my SCPU128 and Ralink , Up/Down loading is VERY FAST!!!! about 3-4k per second , on a good day. A good system could be a C=64 + Hardrive or C64 + SCPU plus some Ram and a Disk Drive so you can save contents of the Ram , which is used as a Buffer (A Fast RamDisk). If you want to do some serious Downloading of Files i.e. games , GEOS

software , utils , a larger drive is a must say a 1571 minimum if you intend to Download large Files i.e. D64 which wont fit on a 1541. I see there are a lot of "Gamers" in CS so you will have a ball , you can get almost ANY game , we can Decode almost any format i.e. D64 , T64 , Zippcode , MSDOS Zipp V1.0 and now V2.04g , thanks to "Errol Smith" (Strobe)..... the list goes on.

We can do almost ANYTHING the PC users do but much quicker. OK no graphics , sound yet?? but as you have seen in the Screen Shots , the Interface we have is very good and easy to use , it does (In my opinion) actually look good and easy to use , if you do get stuck you have on screen help. Now for a Very brief description of 2 programmes we can access at Dircon.

PINE

Moving around in Pine is easy.. You use your Cursor Keys to get round the screen and simple "Hot Keys" CTRL + K for example , all the Keys are listed at the bottom of the screen plus more help is available if you need it. With "Pine" one of the E-Mail programmes available to us , we can send and Receive E-Mail ,



you can attach Files to your message and even receive Files by E Mail , (This is how I got my upgrade for geoFAX (Thanks Maurice) via E-Mail , its a great way to exchange Files and get Upgrades!). Compose your message "off Line" and upload it ready to send ,

as I am doing now. We also have available some very good on-line "Editors" my favourite is called "Pico". Storing E-mail addresses in an address Book is easy , after you have read your mail and your in the Mail Folders "Inbox" showing all your mail , you can place your cursor on the required message use the "Hot Key" CTRL + T command and "Take" the address into your Address Book. We can Subscribe to "Mailing Lists" of which there are a vast amount of Topics , I am currently subscribed to 4 Commodore related ones.. Another benefit with Pine is that we can set it up for USENET access , which also has an unlimited amount of subjects , and a Few interesting Commodore ones as well :) a good way to keep up with all the latest news , Gossip and Software releases.

LYNX

With "Lynx" we can Surf the Web , access Search Engines like Yahoo , go to Web Sites like CMD's , and download files from them. You can store your Favourite sites in a "Bookmark File" like an address book , so no more hunting around for those sites you went to last week , if you find a site you like it is easily stored. Moving around a Web Page is easy much like Pine , its done by using the Cursor keys , and hitting return on the link. The links to other pages are highlighted as you can see , or you can set the links to be "Numbered" so its a matter of typing in that

UNDER SuperCPU CONTROL

Some of you may recognize these two games from somewhere, I know that I have at least one of them in my collection though the name did not mean anything until I received the review pack from Allan. Total Eclipse and its sequel Total Eclipse II (surprise!) were produced by Incentive software and judging by the copyright, in 1989. One thing which sets these two apart from the fast majority of computer games in general and especially on the C64 is the 3D perspective. Anyone who has seen these games before may be forgiven for saying 'I got bored' - I know that I did. I can remember trying the second game and basically finding the game too hard and too slow. That's the crunch - speed.

Before I go on about the speed aspect, which is the reason for this review, I will summarize the plot for both games for the benefit of those who have not played the games before.

Total Eclipse

The world as we know it will end when the moon eclipses the sun. You are an explorer in Egypt who has to find an ancient shrine which is at the apex of a pyramid, namely the one next to which you are standing. Obviously the moon is sliding towards the sun during the game (can't it wait until after?!). and this acts as a time limit. You have to get to the apex of the pyramid to the shrine, a task made more difficult by broken walkways, open stairs, blocked doors and a completely inadequate heart which will kill you if the lack of oxygen doesn't - don't forget the pyramid only has one door for ventilation!

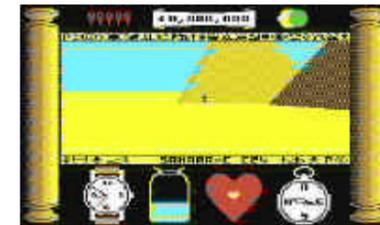
Total Eclipse II - The Sphinx Jinx!

Having destroyed the evil shrine in the first game, your mission is to rebuild a sphinx in another Pyramid which was destroyed in a revolution. Once again there is an imminent eclipse (1 hour away - that Moon really needs restraining!). There are 12 pieces to collect which will allow the sphinx to be rebuilt.

It has to be said that the game plots are good, certainly more inspiring than the general 'just kill anything that moves' games where and automatic fire feature on your joystick is a must if you want to avoid

repetitive strain injury and cramp. OK time for speed (distance divided by time, not the drug!).

The point of this review is to see what difference (if any - what!) the SuperCPU from CMD makes to this game. In short it makes these games playable. The program needs to redraw the screen every time you move, the time taken for this depends on the particular view. Obviously if you are staring in front of a plain wall it can draw the screen much more quickly than if you are looking into a long room with objects, stairs and an eye on the wall. The eyes are for being shot at for some reason! The game also allows you to choose a number of different angles for your head so that you can look up and down which leads to a number of additional views of each area. Just take a moment to think of the number of possible views, I counted 11 head tilt positions so that's 5 up, 5 down and straight-ahead. Multiply this by the number of steps you need to take to cross a room, 7 just to cross a room and that's without any turning. This should leave you in no doubt



about the quality of the programming which is extremely high. The added speed supplied by the SuperCPU simply makes this quality appreciable and the games playable. I will now compare the speed of the game with and with out the SuperCPU.

I will use the original game and I will take myself from the start, into the pyramid, along the corridor collecting the Ankh, move across the first room collecting the treasure and climb the stairs. I will time the games to this point which I think is sufficient to give the idea. Here are the results:

For a normal set-up, it took 1 minute 18 seconds and with the SuperCPU turned on it took just 19 seconds! That's a 76% saving in time. I don't think that I need to explain these results anymore, they speak for themselves.

The down side of speed is that the game becomes a little uncontrollable, almost too fast. You go further than you want and

turning while walking towards something sends you off course. That said, this is in contrast to the game being so slow that the computer accepts key presses only when it has finished drawing the next shot. The unassisted set-up suffers from delayed reactions and quickly becomes tiresome from the time factor alone. The assisted set-up has the disadvantage that game control is lost though if you have speed it's your choice as to when you use it. If you need control for a part of



the game, simply flip that switch and send the commie down to 1MHz and flip it up to 20Mhz once you've finished allowing speed to take over again.

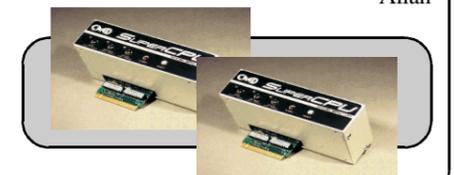
To summarize, these are two very well put together games which have superb graphics, story lines and game play even on a normal set-up. With the added speed of the SuperCPU, these games come into their own and you really would wish that you could show your system off. While it won't rival the newer computers with their high-resolution graphs etc, you will still surprise people with what the C64 can do. These are two games which your collection would be proud to be associated with. If you want a break from the 'shoot them ups' and 'blast hell out of that sprite' games, then these are excellent alternatives.

It does have to be said though that the SuperCPU does not work with all games (i.e. no noticeable benefit or distorted screen with some others and just no go with others) and these two are exceptions to the rule. The SuperCPU is however well suited to GEOS and BASIC both of which run like lightning. If you own any other CMD drives (HD, FD or Ralink) then the SuperCPU will at least get your games loaded in double quick time even if you have to drop down to 1MHz to get the game to display properly.

Mark Vowles

There will be more on the SuperCPU computability with games and utilities next issue.

Allan





with Arif Perez
Cartridge Game Cheats

If you're lucky enough to own any cartridge games then you will certainly enjoy this section. Here are cheats for some of my favourite cartridge games.

BATTLE COMMAND (Ocean)
Select load game option and enter BEER to become invincible.



SHADOW OF THE BEAST (Ocean)
On the scrolly title screen type HOW SAD BE THE FATSO (with spaces) for infinite energy.

Have you discovered a hidden cheat mode for your top cartridge game? If you have then send it to me and get your name in print alongside your cheat! I am looking for cheats for any of the following cartridge games: Batman the Movie, Chase H.Q II, Ninja Remix, Pang, Space Gun, Robocop 2, Robocop 3, Terminator 2, Toki, Flimbo's Quest and Vindicators.

MYTH (System 3)
To skip level stages simply hold down the keys shown:
Level 1: both SHIFT keys and F1
Level 2: N, E and 3
Level 3: CTRL, 1, 2 and 3
Level 4: This is an easy shoot'em up section
From Level 2 onwards, press the "A" and "?" keys for full weaponry



NAVY SEALS (Ocean)
Enter BRAINDEAD on the hi-score table. Start play and pause the game with F1, then press left arrow key to skip levels. Or enter MAD CYRIL to start on Level 4.



The Compleat Maurice

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. The Complete Dave 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 compleat Maurice is for the solitaire player or as we know it patience. The history behind the collection is provided by a text file that is synonymous with any Loadstar Production. When I first loaded the disk and seeing the title screen, I must admit to being slightly disappointed to see what I thought was the contents of the disk. Four menu titles to choose from. On opening the first title, I was surprised to find a list full of titles. Opening up the other titles produced similar lists. Much too much to wade through and review, I would probably take up half of Commodore Scene. So I decided to do the following format.

Simply list the titles and the games available.

- | | |
|---------------------|------------------------|
| THE CLUBS (11Games) | THE DIAMONDS (6 games) |
| Minnies Mania | Fourteens |
| Marathon | Baroness |
| Puss in Corner | Golf at the Tower |
| Four Seasons | Bisley |

- Double or Quits
- Klondike 1992
- Strategy
- Thirteens
- Tough Ten
- Captive Queen

- HEARTS (5 games)
- Michael's Puzzle
- Eight's for One
- Slide Poker
- Wayne's Game
- Our own Klondike

- Rotato Poker
- Collins
- Chameleon

- SPADES (5 games)
- Osmosis
- Ace's Up
- Frog Fanny
- Storehouse
- Boomerang

Not a bad collection, all come with instructions and as with most Loadstar productions, return to the main menu. Obviously aimed at the dedicated patience player, but even the most ardent gamer needs a break now and again and what better way to relax than with a game of patience that is probably unique to our platform.

I did try Minnies Mania and once I had fully understood the instructions had a go, found it to be a novel game, definitely not one I had seen before, only downer was I lost to the computer, still my turn will come.

Dave Elliot

Loadstar products are currently available from Gala Publishing, see the Contax UK page.



```
220 print#4,"font=roman" c$;
230 print#4,"pagelength=11" c$;
240 print#4,"character set=italic" c$;
250 print#4,"textscalemode=off" c$;
260 print#4,"autolf=on" c$;
270 print#4,"international=usa" c$;
280 print#4,e$;
300 print#4,s$;
310 print#4,"controlmode=common" c$;
320 print#4,"paperselect=letter" c$;
330 print#4,"printmode=hq" c$;
340 print#4,"smoothing=off" c$;
350 print#4,"reduction=off" c$;
360 print#4,"autopoweroff=disable" c$;
370 print#4,"i/d-buffer=input" c$;
380 print#4,e$;
999 close4
```

On top of all this, these printers still support the same old escape codes that we've been accustomed to all through the years. Most software programs are already programmed to send the escape codes that you need and they will still work as long as you have the printer set for the correct operating mode to begin with, BJ or LQ. This is important, since it's a good chance that no program will do this part for you. Even geoFAX doesn't switch the printer to BJ mode when using the BJ360 driver. The reason is because that geoFAX driver will work just as well with a BJC-4100 printer as it will with a BJ-200. The BJ-200 has dip switches for switching to BJ mode and if a program were to send "@setcontrolmode=bj" to one of these printers, it would likely confuse the printer. It's up to the user to make sure the printer is in the proper mode and that's what this article is all about.

USE THIS INFO ALL YOU WANT

The info provided in this article is nothing that can't be shared by everyone. It's here for everyone to use. If you're a programmer and want to include any of this in your own programs, feel free to do so. That's what the information is here for. It's just a shame that the info isn't more readily available. I don't understand why Canon feels they have to shield everybody from this stuff. As you can see from this article, it's not that hard to understand. But if you do get a little confused, just go back and read it again. Once you start following the examples, you'll catch on quick.

But be sure not to call Canon's technical hotline about any of this. You won't get anyone that knows anything about this stuff. It's really sad, you know. They make printers that can be used on any computer that can be connected to them, but they don't seem to care about anybody except the huge mass of Windows users. I don't think it should matter what kind of computer a user has. These printers work just fine with our Commodores.

Let's set them up properly now.

Maurice Randall



Can you tell what it is yet?
I suppose it was a bit tricky - the device that was sent to me didn't look like anything I had seen before because it was only the internal workings of the Quick Data Drive from Phonemark.

the operating cassettes for this but the ones I have are for the Sinclair Spectrum, so the device is unusable.

Can anyone help with the software?



TIP

Many of us have 5 1/4" disks that we wish to re-use, but there is a label on it that only 'partly' removes by trying to peel it off. The solution is to visit BOOTS the chemists and buy a bottle of a product called 'ZOFF' (only 50ml in size). This is an adhesive plaster remover but works just fine on those stubborn labels.

George Potter

SCENE

EXAMPLE: print#4,"smoothing=off" c\$;
reduction

I haven't tried this one out so you'll have to test it yourself.

Three parameters can be used, "wide3", "form2", and "off". I guess you would normally set this to "off".

EXAMPLE: print#4,"reduction=off" c\$;
autopoweroff

Use this to automatically turn your printer off for those many times when you forget yourself to press the power switch. If this is set, the printer will wait the desired number of minutes of inactivity and then turn itself off. You can set it to "1", "10", "30", "60", or "disable". I prefer "disable".

EXAMPLE: print#4,"autopoweroff=disable" c\$;
i/d-buffer

This command is used for when you want to send a custom character set into the download buffer area within the printer. This could consume a whole article so I won't go into it here. So, if you don't mess with this setting, it will always remain set to "input", which is the normal setting. For downloading characters you would use "download".

EXAMPLE: print#4,"i/d-buffer=input" c\$;

MORE EXAMPLES

A resourceful programmer could take all this information and use it to create a complete configuration program. In the examples given in this article, we're making dedicated BASIC programs to configure the printer the way we want it to be. A nice way would be to allow the user to select among the various settings and the program would then send those settings to the printer. A program written in machine language could also communicate with the printer using a geoCable. This would be a handy utility to have in GEOS for those that need to switch the printer between BJ and LQ modes as needed.

Until something like this comes along, we can at least benefit from this article and set these printers up the way we need them to be. It sure beats hauling the thing over to a friend's house to hook it up to a Windows machine anytime a setting needs to be changed! Or worse, having to take your new printer back to where you bought it because you just can't get it to work properly.

Remember that the commands in this article will not work on the Canon printers that have dip switches, only the cheaper ones that require a computer to do the configuring.

Program 4 and Program 5 are two BASIC programs you can use. Feel free to alter any settings you see in these programs to suit your own needs. With the information in this article and a little knowledge of what your own needs are, you shouldn't have too much trouble configuring these printers.

Program 4 - Set printer up for geoFAX and the BJ360 driver.

```
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$;
110 print#4,"@setcontrolmode=bj" c$;
120 print#4,e$;
200 print#4,s$;
210 print#4,"controlmode=bj" c$;
220 print#4,"pagelength=11" c$;
230 print#4,"autolf=off" c$;
240 print#4,e$;
300 print#4,s$;
310 print#4,"controlmode=common" c$;
320 print#4,"paperselect=letter" c$;
330 print#4,"smoothing=off" c$;
340 print#4,"reduction=off" c$;
350 print#4,"autopoweroff=disable" c$;
360 print#4,e$;
999 close4
```

Program 5 - Set printer up for most software packages that support Epson 24-pin printers.

```
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$;
200 print#4,s$;
210 print#4,"controlmode=lq" c$;
```

COSMOX

- PLAYING TIPS -

by Jumping Fred & Andrew Fisher

This tricky puzzle game from Cosmos Designs will have you tearing your hair out! The aim is to get blocks of 4 towers to the same height, at which point they will sink into the ground. You have to score a set number of "floors" per level. (If you understand me, just nod!) As Jumping Fred you can "jump" on a tower, reducing it by 1 floor.

- The first tip to success is that clearing blocks quickly will mean the other towers grow quicker.

- The second tip is that you can also be patient and let the towers grow by themselves. In fact, it has been known for a level to

complete itself after only a jump or two.

- The third tip is PRIORITY. The most important thing is picking up powerpills to restore Fred's vitality. (He will gradually become sadder and turn a fetching shade of green before dying.) Then comes jumping on towers to reduce their height. Finally, pick up the diamonds for bonus points.

- The fourth and final tip is to JUMP CAREFULLY! Never try and clear a block by making it less than 2 floors tall - you won't escape in time. Also, be aware of what is happening with the other blocks while you are jumping on one, as your escape route may suddenly disappear. This happens most often when a block has three towers at floor 1 or 2, and the final one grows to match the others.

LEVEL 1 - Simply clear the back left block, followed by the back right block (by jumping so that the towers are at either floor 3 or 4) and then sit and wait for the level to complete itself, collecting pills and diamonds when they appear.

LEVEL 2 - Again, clear the back left and then the back right blocks first, making sure you pick up the first powerpill that appears. Then, if the random growing process is in your favour, the front left block can be cleared at floor 2 or 3, or you

can simply sit and wait.

LEVEL 3 - You should know the order by now. Make the back left block equal four in height, then the same with the back left. One of the easiest levels to cope with.

LEVEL 4 - Move along the back three blocks, clearing them at floor 3, but keeping an eye out for the first powerpill. Now you can clear the front blocks if they reach floor 2/3, or play the waiting game.

The biggest problem on this level is if the

middle of the three blocks on the front or back row disappears at the start.

LEVEL 5 - Complete the blocks from left to right. Jump on the leftmost towers

to even them off, jump across to the next block and repeat the process. You can occasionally speed things up by clearing the third block along, but otherwise you can just sit back and relax..

LEVEL 6 - There is a simple trick to remember when it comes to this level. When it starts, IMMEDIATELY go one tower up the screen and jump once. This prevents the middle block of towers

from collapsing prematurely, ending your chances of completing the level. You can either clear the front block quickly (at floor 1/2/3) or wait.

LEVEL 7 - Clear the back left and back right blocks quickly (remembering to pick up the powerpill and diamond first if they appear there) and then take a deep breath. If things go according to plan, you can clear one of the two front blocks when it has grown to floor 2/3, and then the other will grow quickly to its maximum height. Again, watch out for blocks falling unexpectedly.

LEVEL 8 - Speed is of the essence here, complete the bottom left block, jump off it and up to the middle. Complete it at floor 2/3, and then sit and wait for

the right-hand block to finish growing. The only annoying thing about this level is if the powerpill appears on the front "corridor" out of reach - you will almost certainly die and have to try again.

LEVEL 9 - A devious arrangement, and probably my least favourite level. Success on this one is completely random. Imagine there are four possible blocks - BACK LEFT, FRONT LEFT, BACK RIGHT, FRONT RIGHT - and you can only complete two of them. If one disappears quickly, you'll have to wait and hope things turn out OK. There's no real strategy for this one.

LEVEL 10 - Go right one tower, complete the block, go right two towers, complete the block and now watch carefully. If the front block is nearly ready, move to the back right and complete it at floor 3/4/5 and then move to the front. Powerpills may appear out of reach, but the short time limit will probably kill you first!

LEVEL 11 - Due to the starting arrangement, there's only two things that could happen. 1) All the blocks sink into the ground to start with, meaning you die. 2) You jump to the right, hoping that you

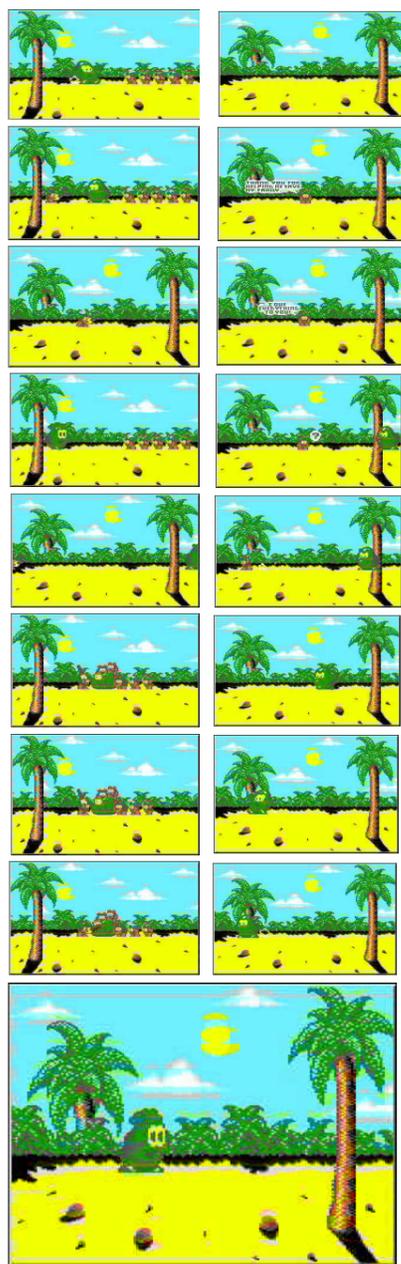
will survive. Again, no strategy to this one, except if you survive the initial rush. Then you must keep the towers short (3/4 floors) to ensure victory.

LEVEL 12 - All the "extra" towers around the edge make it difficult to see the four blocks in the middle you can complete, and also means it can take a long time for them to grow. I've come close to completing it a couple of times, but I'm sure the end sequence will be good..





View the lefthand column first and then the righthand column to see the ending screenshots from Creatures.



COMMODORE ITEMS AND CONCEPTS

by ken Ross

OOPS!

Well first a few items that come under that heading from last issue

9060 HD = 5MB , 9090 HD = 7.5 MB .

5 pin din plugs come in 2 flavours , 180 degrees for stereos , 240 for computer leads .

and finally in the small ads section an out of date e-mail addy was given for me due to the change over in editors . I can always be reached at - petlibrary@bigfoot.com - now back to this issues extravangaza .

JUST ADD WATER

(warning some sections of the following item may be too controversial for some !)

The reconstitution of .D64 files back into real 15xx floppies as pondered in my last article is now a reality . The PRG "DFILER" by Dave Belter (dbelter@delphi.com) is the item that makes it possible . A *.D64 is saved onto a 1571 floppy (as a PRG) - the total size is 174848 bytes (683 sectors) whereas the available formatted area is on a 1541 drive is 664 sectors (170K) . The extra 19 sectors are for the disk drive 'housekeeping' . So one of your drives has to be a 1571 or 1581 (or compatible size) to get the file on . The other drive can just be a 1541 but two drives are needed with numbers 8 & 9 - the source and destination drive numbers can be toggled . DFILER does seem to block write the data to destination drive .

Acquiring .D64 files can be done over the internet - a good site to start from is

<http://www.funet.fi/pub/cbm/>

For those amongst us who lack modems (and phones , cash , etc) an alternative is to visit a friendly internet cafe with box of pre-formatted DD PC disks if you're lucky enough to own a 1581 with a copy of Big Blue Reader .

In my case it was cheaper to get a very cheap Amiga set up and a copy of Ami-64-link then use Messy-DOS to access PC 720K disks .

(DD 720K disks can be bought from Dixons or by post from Chris Holgate)

Older Amigas such as the A500+ would have to have large sums of money spent on them to utilize hard drives , CD-ROM's or larger memories and it seems to be easier to get hold of a more modern machine and utilize that as a starting point and this is reflected in the prices demanded , the older Amigas however are ideal for this concept with a bit of disk juggling .

Apart from .D64 files other files to be found have suffixes that start with 's' these are usually self extracting PRG files . Other files have suffixes that either are 'zip' or 'giz' that require an unzipped PRG to deal with them , items that have the PRG suffix can be used direct with out any further work after they're on Commodore floppy

The one thing to be noted is the 'curse of 8.3' that afflicts filenames in the PC world - when files are to be saved they've got to be checked that the identity isn't going to be lost .

THE GHOST OF COMMODORE'S PAST

There are times when shadows take substance , places where reality rides a razors edge

Commodore history has many such areas .

The mention of little known CBM stuff in CS21 asking about the 'Colt' (it's a PC variant) had me searching around my hard drive for 'The Canonical List of Commodore Products' by Jim Brain

The list is in two parts: Marketed and Not-Marketed, since some models were produced but never sold at the time of production (C65 is one of them), and some models never got past the "pipe-dream" stage.

The newest version of this file can be retrieved from:
<http://ftp.jbrain.com/pub/cbm/ref/cbm-model-list.txt>
<ftp://ftp.jbrain.com/pub/cbm/ref/cbm-model-list.txt>
<mailto:ftpmail@mail.jbrain.com>

Body:

open
ascii
get /pub/cbm/ref/cbm-model-list.txt
quit

Interested persons can now subscribe to the CBMMODEL Mailing List at:
<mailto:listserv@mail.jbrain.com>

Body:
subscribe model-dist Firstname Lastname msglen
review model-dist
help
quit

Note: msglen is maximum number of text lines you can receive in an email message. a value of 0 means maxlines. All parameters to the subscribe command are necessary. The newest version of the list will be mailed to you when posted to the newsgroup.

On this list lurks the portable 4032 prototype (combo 4032 / 4040 /c2n) - (portable by who ???) and the VIC-20TV - a VIC-20 with a built in 2" TV . I use a 2" telly at times with my C64 , optimism winning over experience describes its use ! .

CONSUMER ADDICTION

Whilst wishing not to get involved in any sort of schoolboy "mine's better than yours is" with anyone with deeper pockets than I (almost anybody !) over computers , a good example is the annual car reg plate rush , if you can run out on 1st of Aug each year to support the car industry what do you do with last years model ? .

Turn it into landfill / chicken coop / door stop ? Or does somebody else end up driving it ? (and I don't mean joyriders !) .

The Dakota (note to U.S. readers , DC-3 or C-47) was built in the thousands as a transport plane during WW2 , in the 50's the RAF decided to replace it a new improved more modern model and chose the Vickers Valleta . All that exists today of the Valleta is a few photos and even fewer memories

The 'Dak' is still flying around the world .

A SORT OF DIARY

Well so far I've not found a HTML browser for the C64 so it seems that I'll have to adapt the one that's on my list of things to create for reading files from disk on the CBM .

First thing is to perfect the large text file reader , utilizing the sector reading commands to create book-marks where the file is left off when finished reading , this'll enable to jump back up the text , something most seq file readers don't seem to be able to do .

The BASIC 4 version works o.k. in alpha stages - changing the file reading commands to BASIC 2 produces problems with reading bookmark - there are times when I seriously ponder the wisdom of Commodore when they stuck the C64 with BASIC 2 , it's quicker for me to format disks in the C128 or 8096/4040 rather than type in all the needed open 15,8 etc biz .

Realize I can emulate the basic C64 screen by running my 8096 as a 4032 so when the final structure is completed just alter the loading address after it's saved to disk so just leaving the colour commands and printer section to be fine tuned.

The disk contents menu section is just adapted to my needs with a bit of editing then the needed track & sector number is poked into the cassette buffer then the CLR statement gets rid of unneeded arrays , variables so the reading & display section can start afresh after peeking at the stored numbers , no re-dimming problems which saves me lots of renaming of variables etc .

Compiling the alpha4 version gives me a fair indication that it's behaving like a WP in a PC in terms of speed . Try it out on a text file from Project Gutenberg - War of the Worlds.

It's the book just split into 2 parts - arrgh guess who forgot that it's saved in ASCII not PETSCII ! , back to alpha3 to alter it to an ASCII reader . Eureka (of sorts !)

Next to C64 it

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 - pt 2 by Maurice Randall

EXAMPLE: print#4, "autolf=on"c\$; autocr

Sometimes, the software you're using might keep on sending text to the printer and not keep track of how many characters it has sent on each line. In other words, you might be printing 80 characters on each line, but the software just keeps on sending without performing a carriage return. In that case, you can have your printer do the carriage return when enough characters have been sent to reach the right side margin, automatically. Most older printers did this by default. The "autocr" command lets you turn this feature on or off. With this turned off, the printer will simply ignore any characters that exceed the right side margin and will wait forever for the carriage return. Generally, you would want this to be "on".

EXAMPLE: print#4, "autocr=on"c\$; agm

This is a special graphics mode used on IBM mode printers. When the BJ is in "bj" mode, it can emulate the graphics commands used on these printers. This will allow your BJ to work with the 9-pin graphics commands and to function properly while using some of the older software packages without having everything stretched vertically. When you're using software that supports 24-pin printers, be sure to turn this "off" or you'll also get poor results.

EXAMPLE: print#4, "agm=on"c\$;

LQ CONTROLMODE COMMANDS

These commands will affect settings that are used when the printer is switched to LQ mode. Use these commands after sending the "controlmode=lq" 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\$; pagelength

This sets the length of the paper the printer expects to see passing through the machine. In LQ mode you can use "11", "12", or "22". 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 character sets available, "italic" and "graphics". The names of these character sets refer to the characters used that are defined above the normal 7-bit ASCII set. Generally, for most printing from our Commodores, we would use the italic set.

EXAMPLE: print#4, "characterset=italic"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".

EXAMPLE: print#4, "autolf=on"c\$; international

In addition to the characterset command, you can also select how the characters will appear for the country you're in. The following character sets are supported: "japan", "norway", "denmark2", "denmark1", "spain2", "spain1", "sweden", "latinamerica", "legal", "korea", "france", "germany", "italy", "uk", and "usa".

EXAMPLE: print#4, "international=usa"c\$;

COMMON CONTROLMODE COMMANDS

These commands will affect settings that are used in both the BJ and LQ modes. Use these commands after sending the "controlmode=common" command to the printer.

paperselect

Since the printer has a mechanism for handling the paper, it needs to know what kind of paper you're using. 4 types are supported, "a4", "#10 envelope", "dl envelope", and "letter". In the US, we would generally want to set this for "letter" while the Europeans would usually use "a4".

EXAMPLE: print#4, "paperselect=letter"c\$;

printmode

You can print fast, or you can print slow. These BJ printers are generally quite fast at printing text even when you choose the high-quality mode, "hq". And likewise, the quality of print is still quite good even with the draft mode, "hs". It's your choice. You can pick from "fine", "hs", and "hq".

EXAMPLE: print#4, "printmode=hq"c\$;

smoothing

When you print graphics from your Commodore, they might turn out blocky. These printers support quite a high resolution of 360 dpi, but most of our software sends data with a much lower resolution. So, we end up with good looking blocky graphics. The BJ printer can smooth out the edges for you if you turn the smoothing feature "on", but for those programs that use the full capability of the printer's resolution, be sure to turn this "off".