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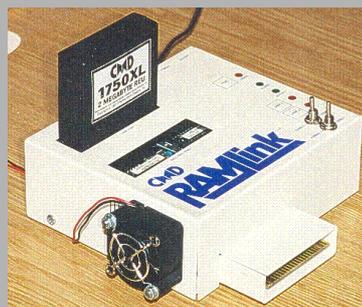
CS ordering form, 5 1/4" Coverdisk (optional)  
3 1/2" Coverdisk (optional), Coverdisk Sleeve (optional)  
Coverdisk Information Sheet (optional)

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**NEXT ISSUE**

Do you want to know what this picture is all about ?

There will be a return to things a bit more serious (and some not so serious aswell) next issue.

Among them will be the usual mix of features, articles, reviews, 'whats happening in the Commodore world', and much, much more.



A BIG hello to all you lucky people who have bought this 'games special' issue !

As requested (by many of you), I have decided to hand over as much as possible of this issue to games features, reviews, views, readers favorites and why their particular game means so much to them. After all, this is your magazine.

Throughout this issue some of the games featured will have this starburst against them (see picture to the left). This denotes that the game has been included on the coverdisk for you to load up and try out. I don't believe that I have broken any copyright laws here. All the software that has been chosen has either been (1) released into the public domain with the authors permission, or (2) released to the public but with certain 'strings' attached, or (3) the software company houses and/or programmers are not to be found and as such any copyrights that existed have gone with them. Anyway, whatever the circumstance or state of the game all credit is given to the original author and we all say 'thankyou' for producing such wonderful programs for our C64's. Now for a bit of a moan : I have to say that I am very disappointed in the response to the request I made for your favorite games for this issue, if it was not for the usual staff writers and the intervention of Wayne & Helen Womersley, then the grand total of people who wrote in to contribute would have been ZERO ! My thanks go to the people who did write and to the rest of you I ask you to remember this next time you complain about the content of this magazine. In theory, everybody could have written 'something', and if they had have done then we could have another 'special' issue at a later date. Apathy is a terrible thing.

**FUTURE ISSUES OF CS** : I was extremely pleased with the quality of the last issue (I hope you all were too ?). The new printer has done a marvellous job considering that it was their first try with CS. True, there were a few problems (and it was late !) but that was not the printers fault and I hope that all these problems will soon be ironed out completely. As for the future of CS I would draw your attention to the list below as this is what I intend to do with the forthcoming issues :

CS27 - 1/12/99 - quarterly - 48pages - £3.50  
 CS28 onwards - 1/2/2000 - bi-monthly - 32pages - £3.00

As you can see, from issue 28 Commodore Scene will revert back to being a bi-monthly magazine. The colour cover will stay and the price will drop to £3.00 per issue. I hope this is okay with everybody ?

You did vote on it remember ?

Please see page 4 for the new revised subscription rates which will be coming into use in the new year. As there are not enough issues left under the current format I am afraid that subscriptions can only be taken from issue 28 onwards, the remaining issue (27) will have to be purchased singularly (unless you already have a subscription running).

As I have said before, I need more time to spend with my family and this is the best and fairest way to do it. CS will continue to strive for better and better quality within its pages and you can rest assured that I will do my utmost to bring you as 'near a mainstream quality magazine' as possible, after all, you deserve the best !

**BAD NEWS** : The UK 8-BIT Exhibition has been cancelled due to poor ticket sales. That means that CS will not be going (nor will anybody else). So, all the fun that we were going to have and all the people that we were going to meet will not now happen. It really is a crying shame as all the exhibitors were really looking forward to it, it's just a pity that nobody wanted to go !

Since the last issue was out things have been very hectic up here in Leeds, what with CS to compile, the damned heat and all the other duties to attend to it is a wonder that everything gets done ! I also had a visit from Robert Bernardo (from the USA) for a couple of days while he was over here in England and we went to the DejaVu II demo party in Bradford - see page 37 for more information.

**Issue 25's FREE gift** : In the last issue I reprinted the first ever issue of Computer Scene (now Commodore Scene). I hope that from that small reprint you can see how far we have come. Due to the time constraints on that issue I completely forgot to mention it in that particular issue, so if you were wondering why it was there then you know now.

**CS27** : well this issue will be returning to a normal mix of features. There is already a bumper crop of articles to go in it (but no games related stuff yet), so just hang in there until next issue ! There will also be a bit of a shake up in the Contax section as well, everybody listed will be contacted to ascertain their C64 validity, expect to see a few more disappear ! There may even be a new look to the Importing Service as a revamp of this service is now underway - hopefully some of the prices will be coming down as well.

**CSTech2000** : This is filling up nicely and there are some great articles coming in, the disks are also filling up at an alarming rate ! - Order now to avoid disappointment.

As usual, I have been trying to make CS more appealing with new features and the like, one such future project has been brought to the surface again. Dave Fountian of CRASHED fanzine (Spectrum) recently did a special article which made me think again about reviving a feature which I had already 'shelved' due to reasons of taste and decency. Well I've had a rethink and it may be that some time next year this will reappear as a 'special supplement' - I bet that has got you wondering hasn't it ?

Yet another step forward for CS will be the beginning of the Renaissance Archive, this new and exciting project will require help from you all - more details will be in the next issue.

So, until next time, bye for now.

Allan, Editor



### Paying For It !!!

When purchasing items from CS note the following :

- All prices include p&p in the UK
- Make cheques or postal orders payable to A.J.Bairstow
- Make cheques or postal orders payable to Dave Elliot for the geoNUT DEPOSITORY disks, see the 'geoTelegraph' section for further details on this library.
- DO NOT send cash through the post as Commodore Scene can not be held responsible for any lost money



Polo Shirts	£15.00
T Shirts	£13.00
Sweatshirts	£15.50
Baseball Caps	£7.00

### Merchandising

The following items are available from the editorial address, please note that these items are quality products with fully embroidered logos on them - these

are not cheap rubbish. Sizes : small (34"/36"), medium (38"/40"), large (42"/44"), X-large (46"-48"). Colours : white, black, sunflower, navy, bottle green and burgundy Please allow up to three weeks for delivery.



### Software Libraries

#### The geoNUT Disk Depository

- formerly the geoCLUB UK GEOS Disk Library
- for more information see the 'geoTelegraph' section

#### CS BASIC Library

- coming soon ! a new library from the ashes of geoCLUB UK

#### Independant Commodore Library

- formerly the ICPUG Library , now run by Ken Ross
- complete details next issue

#### BZ PD Library

- Two great publications coming together to offer you the best Public Domain Library in the UK
- more news in the next issue

#### Renaissance Archive

- Probably the finest C64 project EVER !
- Coming in the next issue

### Importing Service

A FREE service to help you get those items from around the world with as little fuss as possible to you.



- Let me do all the hard work !

- Items from the UK , USA & Europe

- Now also includes refurbished/upgraded items from CS



### Current Pricing

Single issue	UK	Europe	World	USA
CS27	£3.50	£4.50	£5.50	\$8.80
CS27 & disk	£4.00	£5.00	£6.00	\$9.60
CS28 onwards	£3.00	£4.00	£5.00	\$8.00
CS28 & disk onwards	£3.50	£4.50	£5.50	\$8.80
Subscription (1yr/6 iss.)				
CS	£17.00	£23.00	£29.00	\$46.40
CS & disk	£20.00	£26.00	£32.00	\$51.20
Subscription (half year/3 iss.)				
CS	£8.70	£11.70	£14.70	\$23.50
CS & disk	£10.20	£13.20	£16.20	\$26.00

DOLLARS - please add \$13 if paying by personal cheque. International money order does not incur an additional charge.

### Coming Issue Dates & Deadlines

Issue	Submissions to be in by	Delivery Date
27	1st November 1999	1st December 1999
28	1st January 2000	1st February 2000

### General Information and Conditions

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

### Writers Pack

If you would like a CS writers pack to help you compile your submissions for CS then just drop me a SAE and I will post one out to you.



### Advertisement Rates

	Black & White	Colour
Back cover	N/A	£50.00
Full page	£25.00	£30.00
Half page	£20.00	£25.00
Quarter page	£15.00	£20.00
Boxed (Contax) ad	£5.00	per year
Classified	5p	per word
Classified	FREE	readers/subscribers

### Advertisers Pack

All advertisement rates are negotiable. There is a 'CS Advertisers Information Pack' if anybody requires one, just drop my a line. All 'paying' advertisers will receive one complimentary copy of that particular issue (no coverdisk).

### Distributors Pack

If you would like to distribute (or are thinking about distributing) Commodore Scene within your country then please drop me a line and I will send out this pack to you describing some of the terms and benefits.

## BACK ISSUES !

Issue No.	UK	Europe	World	Date
1	SOLD OUT			May '95
2	SOLD OUT			June '95
3	SOLD OUT			August '95
4	SOLD OUT			September '95
4 - disk only	£1.00	£1.50	£2.00	September '95
5	SOLD OUT			November '95
5 - disk only	£1.00	£1.50	£2.00	November '95
6	SOLD OUT			December '95
6 - disk only	£1.00	£1.50	£2.00	December '95
7	SOLD OUT			January '96
7 & disk	£1.00	£1.50	£2.00	January '96
8	£2.00	£3.00	£4.00	March '96
8 & disk	£3.00	£4.00	£5.00	March '96
9	£2.00	£3.00	£4.00	April '96
9 & disk	£3.00	£4.00	£5.00	April '96
10	£2.00	£3.00	£4.00	June '96
10 & disk	£3.00	£4.00	£5.00	June '96
11	SOLD OUT			August '96
11 - disk only	£1.00	£1.50	£2.00	August '96
12	£2.00	£3.00	£4.00	October '96
12 & disk	£3.00	£4.00	£5.00	October '96
13	£2.00	£3.00	£4.00	December '96
13 & disk	£3.00	£4.00	£5.00	December '96
14	£2.00	£3.00	£4.00	February '97
14 & disk	£3.00	£4.00	£5.00	February '97
15	£2.00	£3.00	£4.00	April '97
15 & disk	£3.00	£4.00	£5.00	April '97
16	£2.00	£3.00	£4.00	June '97
16 & disk	£3.00	£4.00	£5.00	June '97
17	£2.00	£3.00	£4.00	August '97
17 & disk	£3.00	£4.00	£5.00	August '97
18	£2.00	£3.00	£4.00	October '97
18 & disk	£3.00	£4.00	£5.00	October '97
19	SOLD OUT			December '97
19 - disk only	£1.00	£1.50	£2.00	December '97
20	SOLD OUT			March '98
20 - disk only	£1.00	£1.50	£2.00	March '98
21	£3.50	£4.50	£5.50	June '98
21 & disk	£4.00	£5.00	£6.00	June '98
22	£3.50	£4.50	£5.50	8th Sept '98
22 & disk	£4.00	£5.00	£6.00	8th Sept '98
23	£3.50	£4.50	£5.50	14th Dec '98
23 & disk	£4.00	£5.00	£6.00	14th Dec '98
24	£3.50	£4.50	£5.50	1st March '99
24 & disk	£4.00	£5.00	£6.00	1st March '99
25	£3.50	£4.50	£5.50	1st June '99
25 & disk	£4.00	£5.00	£6.00	1st June '99
26	£3.50	£4.50	£5.50	1st Sept '99
26 & disk	£4.00	£5.00	£6.00	1st Sept '99
27				1st Dec '99
27 & disk				1st Dec '99
28				1st Feb 2000
28 & disk				1st Feb 2000
29				1st Apr 2000
29 & disk				1st Apr 2000
30				1st June 2000
30 & disk				1st June 2000
Special Edition 1	£2.00	£3.00	£4.00	January '98
Special 2 - Tech2000	£5.00	£6.00	£7.00	December '99
Any single coverdisk	£1.00	£1.50	£2.00	

# BULLETIN

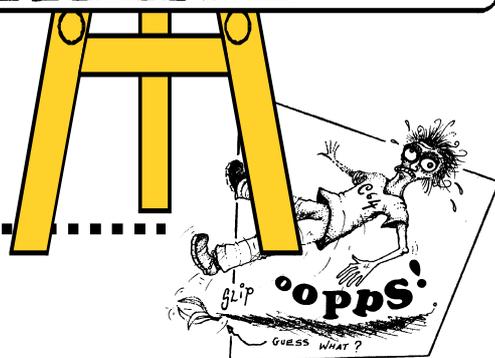
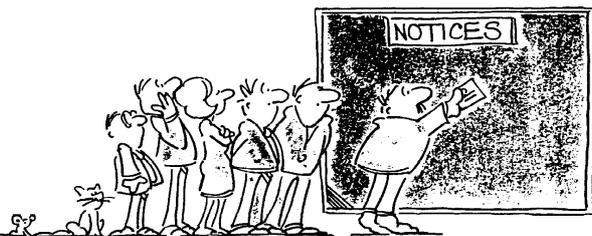
So what 'just' makes it into this issue ?  
Try these for size !

+++++  
A major shake up of the Importing Service is underway as you read this clip. For a while now, CMD have had falling sales in the UK due to the appalling demands that they made with overseas postage and the like, believe me when I say that it was quite bad as it was a real headache for me. More details will be in the next issue along with a new look listing and hopefully some new prices !

Just before CS went to press, CMD informed me of some price increases !!! More in the next issue.

+++++  
As the millenium draws nearer, my goal to locate a CD-ROM storage device for the C64 draws closer. I'll have an update on what is available and how I hope to use it. Who said CD-ROM's were for PC's only ? (who was that at the back who put his hand up ?)

+++++



## CS25

Okay, I know !

Commodore Scene 25 was not perfect by a long chalk, mistakes were made. Having said that it. I hoped to iron out these gremlins in future issues as the new printer seems to be more professional than the last one and they certainly know their stuff !

Mistakes ? Well try the following pages :

19 - bad TAB settings - now corrected

25 - bad scan of article - my fault

26 - column moved - don't know why !

General spelling mistakes - well that has to be down to me doesn't it !

Must try harder - 8/10





Okay then lets jump straight in and see whats hot and whats not ! My thanks this issue go to Ken Ross who has sent absolutely loads of contact information on various things. When I get chance to read through it all I will pass on the most significant info.

## 1581 SERVICE MANUAL

Many people have wanted to know if there has been a service manual for the 1581. Well there is and it has just been uploaded by Sami Rautiainen at the following address :

[http://www.devili.iki.fi/Computers/Commodore/C1581/Service\\_Manual/](http://www.devili.iki.fi/Computers/Commodore/C1581/Service_Manual/)

Got that ? - Good

## POSTPRINT II

Maurice Randall has announced the release of POSTPRINT II as a beta test program. If a user has a Level 2 Postscript printer then they will have the ability to paste as many as 16 JPEG images on a page and print them out. Postprint II requires Wheels 64 or Wheels 128, it will not work under standard GEOS. Future features planned may include the ability to use JPEG images in geoPublish - just imagine the quality !

PP2 can be obtained form Maurice Randall at [arca93@delphi.com](mailto:arca93@delphi.com) or from Dale Sidebottom by ordering the Laser Lovers Disk.

## COMMODORE FACTION

Well this fanzine has had to close its pages. Many people will have their own views on this so we will not dwell on the subject.



## MEGAPATCH 3

This fine software upgrade for GEOS is now available through CS, see the Importing Service for details.

##### STOP PRESS #####

The copies of MegaPatch 3 that I hold here at CS are being held back from sale until the problems with installing and

running have been ironed out. V3.5 has already been released to superseded V3 !

## COMMODORE ZONE

Issue thirteen hits the streets to rapturous acclaim. As ever it is filled to the gills with good features and is topped off with Kenz's own style and sense of humor. See the Contax UK section for more details.

## CREATIVE MICRO DESIGNS

Well it had to happen sooner or later didn't it ? CMD have had to cease production/distribution of the following items :

- 1750 and 1750XL REU's - lack of components.
- Stereo SID cartridge - lack of components.
- Dialogue128
- Compression Kit
- Digimaster

These items will continue to be sold until they have run out. The items are no longer being made available due to various reasons such as components availability, poor sales, etc.

Contrary to popular belief CMD ARE NOT leaving the Commodore market to venture onto the PC. I don't know who started that rumor but it is not true. CMD remain committed to the C64 for as long as goods still sell - so you know what to do !



## LUCKY REPORT

The June 1999 edition of this USA newsletter dropped through the door the other day, thanks Dale. The front cover sports a nice colour logo with some interesting colour pictures on it -very nice to look at. Inside there are various articles on a variety of subjects but two that caught my eye are the ones on 'How I built my tower' and 'Connecting a CD-ROM drive outside of a tower'.

I hope to be able to rerun these articles in CS at a later date for you all to read.

## ZOOM MODEM

Another one bites the dust !

The ZOOM V.34XE modem that works with geoFAX is now out of production. Tandy's were selling the remaining three that they had left (in the whole country !), for the staggeringly low price of £35 !!!

Unfortunately by the time I found this out they had already returned them 'unsold' to the original manufacturer.

I can still get hold this modem from my one and only remaining source of this device unfortunately they still require the full price, it is only a matter of time before these also run out.

It is not known at this time whether the replacement ZOOM modem (56K version) will work with geoFAX, to be honest I am not going to try to find out either because the modem is



too expensive and it cost me a small fortune to find out the first time !

## C= VOYAGES

Robert Bernardos newsletter also arrived (in person) and this is full of Roberts travels and news from the Commodore world - watch out for more from Robert in the next issue.

## COMMODORE MAILINK

Don't get out much ? No body to talk to about your beloved Commodore ?

Then this is for you, just as its name suggests it is a 'mailink' for all those people who are just too far away from all the other C64 users.

The usual round up of information is in here, good read non the less.

## CSTech2000

Well the second CS special edition is well underway and has absolutely loads of stuff in it for everybody, it caters for all of you whether you are a complete novice or a hardened tech-head, there is something in there for you. Beware though, this is not for games freaks as it is totally technical. Don't forget - it is purely 'advance orders only - see page 18 for more details.



I have recently been getting requests for disk from the old CS PD library. Unfortunately it is with Richard Bowen in the Channel Islands. This throws up a few problems such as access to it, how current is it and also will it ever see the light of day again ?

Well something had to be done so I contacted Kenz at the Binary Zone PD library and he has agreed to let me help promote his library through the pages of CS. This is a good way forward as this library is smack-bang-up-to-date with all the current releases and is even available on CD.

As with all the services within CS, no money will be made from this alliance with BZ. CS does not make a bean from this PD library and all the promotion and reviews will be done just to give you the opportunity to pick from the finest PD library in the UK.

Firm details will be in the next issue.

## ART RAVERS

The Art Ravers have planned a little something special exclusively for a future Commodore Scene coverdisk, also their much belated interview will be in the next issue.

Also, the Art Ravers (with help from Andrew Fisher) are about to release three slideshows. First up is THE GALLERY - THE BEST OF THE ART RAVERS, featuring over 30 pictures. As a this comes with the complete RAVERS OF THE LOST ART disk, as given away on CS coverdisk 23.

The big release is IT'S MAGIC - THE MAGIC ROUND-

ABOUT SLIDESHOW. The graphics have taken seven years, the coding and music over a year, but now the disk is available from Binary Zone PD. Not only do you get the slideshow, there is also a music menu, a viewer program to see the pictures (and four bonus pictures) separately, the original ZEBEDEE demo and ... a mini game created especially for the disk ! Plus - SIX new picture from the Art Ravers, all coming with music and scroll texts.

There's more !

Did you enjoy the SOUTH PARK slideshow from the Art Ravers on CS coverdisk 23 or Commodore Zone 13 ?

Do you want to see more ?

Simply write to Andrew Fisher (30 Rawlyn Road, Cambridge, CB5 8NL, England), or, the Art Ravers (10 Winrose Close, Wyke, Bradford, W. Yorkshire, BD12 8PY, England) and let us know if you want to see SOUTH PARK 2 - THE SECOND COMING!

## THE BIG MOUTH DISKZINE

Adam Wade recently sent me issue 22 for review, also I had hoped to arrange some sort of distribution through CS. I thought it would be nice to promote something from Australia as we don't hear too much from over there.

Unfortunately, on reading the very first section I found it was repeating blatant lies about Richard Bowen, these statements seemed identical to the ones that David Connolly wrote in Commodore Faction. On closer reading it appears that Adam has something of a link with David so it is not surprising that the views of Commodore Faction are taken as gospel - see what happens when you print lies David ? - they get repeated all over the world.

Well that was bad enough but when I got to the Manga pics on the third disk I nearly fell off my chair - okay, they are wonderfully drawn and I have no doubt that a lot of time and effort went into them - BUT - they are extremely pornographic. Are you seriously suggesting that CS distributes this stuff in the UK ?

Sorry but it is not going to happen.

Tone it down and we'll think about it.

" HIGH VOLTAGE "



Do you have a USA device that you wished you could use in the UK ? Well, for a while now I have been asked this question from many users of Commodore hardware who have vari-



ous pieces of hardware from the states, unfortunately the power converters which alter the voltages from USA voltage to UK voltage have been ridiculously expensive, some of them even cost hundreds of pounds !

However, on a recent trip to Maplins Electrical Superstore in Leeds I noticed an adaptor that was on display which could convert USA appliance to work in the UK, the cost ? A measly £10 (or thereabouts, I lost the receipt !).

This device can handle appliances up to 30VA and has an internal cut out switch which will reset itself after two minutes so that you can't fry your device. The actual device is no larger than a standard 'black moulded PSU' and has an America socket on the front for your appliance to plug straight into.

If you don't have a Maplins near you or you are not sure about what to ask for then just drop me cheque for £15 (incl. P&P in UK) and I will get one and send it off to you.



"Welcome to this web site introducing the SidStation synthesizer. Using the MOS6581 (aka SID) sound chip from the Commodore C64 with a powerful operating system. Featuring full MIDI-support and tweakable realtime controllers. All this puts you in control of a most unusual synth making really unique sounds."

Want to know more ?

There will be a feature in the next issue.

## BELIEVE IT OR NOT ?

It is rumoured that there is to be a 'super emulator' for the PC. This emulator will have compatibility for many Commodore computers including, c64, c128 (both 40 & 80 column modes), the original PET's and more.

You will hear more when I hear more !

## IMPORTING SERVICE

There are changes afoot !

With the slow decline of orders coming in I have asked CMD to allow changes to be made to the way in which charges are made to me and also to drop some of the more restrictive

rules that I have to abide by. Hopefully this will see P&P prices fall for the smaller items.

## MERMAN/OZONE

Andrew Fisher (alias merman/ozone) has released two music collections. EMS COLLECTIONS #1 and #2 are now available from Binary Zone and directly from Andrew himself (send him a blank disk double-sided disk and return postage), and features loads of original tunes composed with Cosine's Electronic Music System version 7.

## VINTAGE COMPUTER FESTIVAL 3

Want to go to a really great computer fair ? Well then this may be just up your street - unfortunately it is in the USA !

It will take place on 2nd and 3rd of October 1999 at the Santa Clara Convention Centre, Santa Clara, California.

This is the third annual celebration of all computer platforms from the 1980's, including Commodore. The Fresno Commodore User Group will be attending.

## UK8 EXHIBITION

Despite the general feeling of goodwill, the fact that nearly 50% of the tables had been allocated to vendors for this exhibition and a reputed third of tickets had been sold as advanced orders - it has been cancelled !

Why ? - Who knows ! If the figures above are anything to go by then there seems to be no sense in it.

Either way it is a great shame.

Lets hope that something come out for next year.

## WHEELS 64 & 128

Maurice Randall has reported that many people have not registered their copies of Wheels and as such did not receive their upgraded version 4.2 !

Remember you have to register your software if you want the free upgrades - do it now.

## GEOHELL

At the LACC show recently, Maurice showed off the new version 3.0 of geoSHELL. This version has smaller, faster code and is a complete replacement for the older versions. This new version supports icons for drives and will only work with Wheels. It is not on sale yet but it is expected to retail for about \$24.95.

## FINDER

Yet again we hear from Maurice. Another new program from him that will only work with Wheels is 'Finder'. This program will search any drive or RAM disk for a specified file.

It is available by download from -  
<http://people.delphi.com/arca93>

You will need Wraptor V3 to dearchive it, this can be obtained from the Loadstar web site at -  
[www.loadstar.com](http://www.loadstar.com)

Creative Micro Designs have been sent a copy to be included in all the new versions of Wheels that are sent out.

## GEOWRITE

Todd Elliot is currently marketing the geoWrite V2.2 patch program which will enable the use of 4 drives. The cost is a measly \$6 !

It can be obtained from Todd S Elliot, 2906 Kathleen St., Riverside, CA 92506, USA or e-mail - eyethian@juno.com

Todd would also like to know what type of computer system you have and whether or not you would like the program on 3.5" disk.

## LOADSTAR

This fine diskzine has confirmed its intent to stay with the C64/128 into the year 2000.

## VIC-20

Thomas Hechelhammer has developed a SID cartridge for the VIC-20. It is still at the alpha testing stage and there are no programs written for it at present. All interested parties can contact him at - Thomas.Hechelhammer@t-online.de

## GO64

GO64 has now gone English ! This magazine is now trying to appeal to a wider audience and has gone through the translation stage. A trial subscription of 3 issues is 18 Euros (don't ask !).

I hope to have a look at it in time for the next issue of Commodore Scene, who knows, maybe even a full review.

Web site - [www.go64.c64.org](http://www.go64.c64.org) (PC-English version) or [www.cunet.de/go64/go64.html](http://www.cunet.de/go64/go64.html) (c64 site).

## POP SONGS

Weird Al Yankovic has produced a song called 'All about Pentiums', apparently it has a reference to the C64.

## CUCPS

Briefly, this is the Cambridge University Computer Presevation Society - interested ?

There will be more in the next issue.



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**FREE** : About 50 Commodore books, free to good homes all I ask is that the postage be refunded.

DG Elliot, 32 Wood Lane, Cippenham,  
Slough, SL1 9EA

Tel: 01753-570274 between 7pm & 8.30pm

**FREE** (to pick up or return p&p) : Control paddles, 3x joysticks, black PSU, extension lead for joystick, c2n, sound expander cartridge with overlay keyboard, compunet modem, cbm 8032, PC expansion cards, radio equipment parts.

Ken Ross, 26 Redenham House, Tangle Grove,  
London, SW15 4DW  
e-mail - [petlibrary@bigfoot.com](mailto:petlibrary@bigfoot.com)  
pager - 01532-465880

**FOR SALE** : Computer items, c64, vic-20, c16, plu4.  
SAE stating computer.

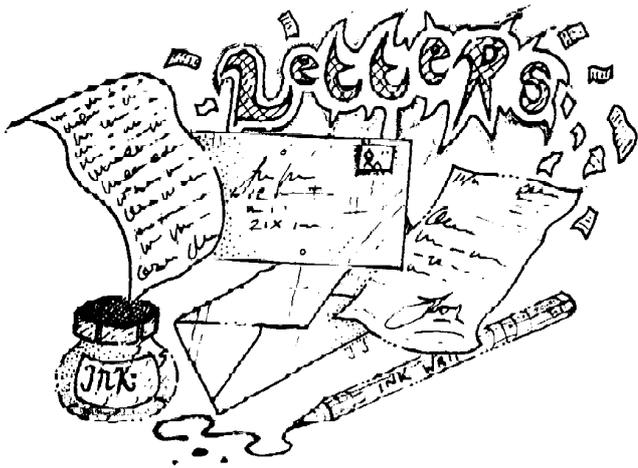
T.Moore, 3 Highfield Avenue,  
Benfleet, Essex SS7 1RY

**FOR SALE** : 1541 £20, 1570 £20, 1571 £20, 1541 (clone) £10, 1764 (512k) £10, GEOS64 v2.0 £8, geoPublish £8, geoMakeBoot £10, geoBASIC £8, Gateway128 £10, centronics interface £10, 3 slot cartridge port expander £7, 4 slot cartridge port expander £7. All the above prices include p&p.

DG Elliot, 32 Wood Lane, Cippenham,  
Slough, SL1 9EA  
Tel: 01753-570274 between 7pm & 8.30pm

**WANTED** : Amiga instructions for 'Flashback'. Also system disks for 'Vortex at once' emulator. Manual for Star LC24-200 colour printer.

T.Moore, 3 Highfield Avenue,  
Benfleet, Essex, SS7 1RY



### Now onto more conventional letters.

Dear Allan,

I was very sorry to read that someone is spreading untrue stories about the Importing Service. Speaking as someone who has used it I find it very good and quick. Anyone who compares the prices you list with CMD's list and then adds Import Duty, VAT and Surcharges can see that you are not 'making a mint' out of it. It is a service that you provide for us and I for one am very grateful that you take the time and trouble on our behalf. Please don't let this mindless person put you off continuing this service to the readers of Commodore Scene as I am sure many people will miss it if you do. Take no notice Allan, just carry on with the good work.

Edward Walker

There is not a day goes by that yet another letter drops through the letterbox.

This issue has a few letters from the more sane of you, but just to prove that letters are genuine and that I do have a sense of humor, here is a joke letter that I received recently.

4 Tyrell Way  
Simteck Road  
Halifax  
HX1 1UB

Dear Mr Bairstow,

I am writing to you as a 12 year old computerholic and I would like to express my views on your magazine. When I bought your magazine I expected to see colour inside the magazine (NOT JUST ON THE COVER). I am EXTREMELY upset because I have spent all of my pocket money on your magazine. Where are the cartoon & joke pages to cater for your younger readers? You have disappointed me as you are my idle (**note the spelling - ED**) and I look up to you and wish to follow in your footsteps. I do not wish to be critical because you obviously put a lot of work into producing your magazine. I hope you can double your readerships to four (only joking) by taking note of my suggestions.

Please print this letter as I sometimes suspect that you write them yourself. Carry on with the good work.

Yours faithfully,

Richard Send

PS

Are you a Star Trek fan by any chance? I am, big style, and I suspect that you are as well. I picture you as captain Kirk. Any chance of a photograph dressed up as him?

Okay, who's the wise guy?

It is very funny though, at least it made me laugh anyway. Whoever sent it knows me quite well and has obviously seen Commodore Scene recently. The address is nonexistent as you might have guessed and I certainly do not have anybody called Richard Send on the mailing list. As for the picture - tell me who you are and I might think about it! - ED

Thanks for the kind words Edward, I will be carrying on the Importing Service for as long as it is needed, have no fear.

It has to be said though that the orders are just not coming in, this is in part CMD's own fault. The restrictions that they place on me for orders means that many orders do not get sent or have to wait quite a while to be fulfilled - which is not ideal by any means.

Because of this situation, I have now made an offer to CMD that may well see the price of postage for some of the smaller items drop to a reasonable level. I hope to have the new prices in force for next issue - ED

Dear Allan,

I was thinking of asking for a writers pack that you mentioned but I am not sure how interested anyone would be in my stuff as I can't write about anything technical.

(There was also a reference to a funny story about the Hampton Court Flower Show, which has been edited out)

Linda Withers

Okay Linda, thanks for that.

Hmmm! The writers pack, well what can I say? This pack is for people who want to produce articles for CS on a DTP program so I doubt that it would be much use to you or many other people either. All submissions are greatly received and to have a female contributor would be a god send - despite my efforts we still do not get many female readers writing in (I know they are out there because they get the magazine!). I get absolutely loads of 'technical' articles so don't worry about that, what we do need is peoples own experiences of the C64 and what they do with them, so come on, get scribbling.

Please send submissions on disk

Maybe I should have made myself a little clearer, when I asked for funny stories I meant in relation to computers and the like, sorry. I was a funny story though, it made my neighbour laugh - ED

Dear Allan,

(This letter has been shortened due to space restrictions).

I noticed that you put TASWORD on the coverdisk recently, did you okay it with TASMAN ? I only ask because I contacted them about four years ago and they still wanted to sell it for the same price they did in 1986. They were stropky with me in other words they sent me away with a large flea in my ear. I don't print too many back slapping letters, I get too many nasty ones anyway, and part of me really enjoys that more to be honest. I'll let anyone say anything in CRASHED, constructive or destructive, the truth will out - as they say.

One idea that I am keen to develop is an interview with you in CRASHED as a C64 person. I'm really interested in what we perceived of each others scenes, both then and now.

Dave Fountain  
CRASHED magazine (Spectrum)

**Oh dear ! I hope I haven't upset them. The simple answer is no I didn't get permission to use it, I didn't even know that they were still around. In my defence though, the version I copied was from a PD library disk !**

**Anyway, if they want their 20p royalties the I will gladly send it to them !**

**As for the type of letters that get printed in CS, I know that you didn't mean to be critical (and it wasn't taken that way), to be honest I have been accused of printing too many letters that seem to be very pro-CS. But, like I have said before, I can only print what I get, at the moment there has been very little correspondence to CS and the letters that do make it to me are quite nice, but I'll try harder for the next issue ;-)**

**An interview ? No problem, I'll dust off my 'knowledge cap' and try to answer the best I can. I hope the arrangement will be reciprocal ? - That means will you do the same for me ;-)** - ED

Hi Allan,

(e-mail contact - edited)

I am jealous, not of you but of Robert Bernardo. He must have a travel allowance that would make Bill Clinton envious. Are you saying that he was visiting you in England ? If so, I am going to bother him for an article to tell me all about it.

I and others would like to have a complete copy of the geoClub Library and it would make a truly valuable CD project, if someone in your organization is willing to do it. Please give it some thought.

K.Dale Sidebottom, USA

**This e-mail was considerably longer than it shows here, I am regular contact with Dale because he has the skill and knowledge of many things that I will never be able to understand, so I pick his brain from time to time.**

**Well Dale, the answer is 'yes', Robert did stay at my house in the UK for two nights, we had a great time talking about all things Commodore and we also paid a visit to the DejaVull demo party.**

**As for the CD project, you now know that I am very**

**serious about completing this project (and others) as I can see that this is the 'only' way forward for preserving our Commodore software for posterity.**

**I hope that in the future I will be able to transfer everything that was ever made for the C64 & C128 onto CD-ROM. When this happens I will gladly send copies to you.**

**Watch this space ! - ED**

Hi Allan,

Hope you are well ?

I have given my Commodore Scene page a little face lift, hope you like it !

Vinny (Mainolfi)

**Okay Vinny, thanks for the short e-mail and thanks also for the time that you take out to give CS such good coverage, it is much appreciated.**

**As always, Vinny will have reviewed the current issue of CS on his web site, so what are you waiting for ? Go and check it out now ! (The address is on the ContaxUK pages - ED**

Hello Allan !

(e-mail)

This is Milo Mundt aka MacGyver/DMAgic. I'd like to get in e-mail contact with you as I am searching for a way in which to distribute games in the UK. If you know of some way or would Commodore Scene be interested themselves could you please let me know.

You could supply me with the goings on in the UK scene and I could tell you about the German scene in return.

Okay, I hope to hear from you soon.

Best Regards,

Milo.

**Hi Milo, I have printed this 'snippet' because I sent you a very long reply detailing many benefits of using CS in the UK to distribute your games and other software. Unfortunately, I never received your reply to that e-mail and have not heard anything from you since (nearly a year ago !).**

**I would very much like to help you out in the UK and I hope that you manage to read this, or at least if someone can show you a copy then you can get in touch again - ED**

Hi Allan,

Thankyou for sending me the port expanders, I have taken one and I enclose payment for it along with my subscription for Commodore Scene.

I was wondering if the Action Replay Cartridge works with another cartridge plugged into the port expander ? I ask because when I put the AR and the Simons Basic cartridges in

together the SB won't work but either one by itself seems to work fine. There doesn't seem to be anything wrong with the port expander so I was wondering if you could help ?

G. Beckwith

**Hmmm ! Just for the benefit of the other readers, I sent George two old port expanders to try, if he like one then he could keep it, the other had to be sent back. Neither of these expanders had been cleaned or tested by me so it was really just 'pot luck' if any of them were what he wanted.**

**The AR cartridge is quite a hard piece of kit to disassemble and the expanders that I sent had limited capability to 'switch out' each cartridge. So the only conclusion that I can come up with is, if really want to keep all those lovely cartridges plugged in and you want to be able to isolate them completely, then I would try the EX3 or EX2+1 from CMD. Each cartridge has eight separate switches to help you switch out each cartridge completely. If that won't work then I don't know what will ! - ED**

Dear Allan,

Happy Anniversary.

Barry Spencer.

**Thanks, it's nice to be appreciated - ED**

(e-mail - edited)

First off, I would like to extend apologies for the lateness of this reply. I go onto GEnie about once a every 6 to 8 weeks. A bit expensive for Internet work. After I collect a fair share of the 10,000 Commodore files, I will be moving onto another, less costly server where I will be more frequent on the internet mail.

Yes, I would love to exchange with your group (CS), I make a monthly disk which I would also be willing to send along. My newsletter is from 6 to 8 pages and is done in geoPublish.

As your publication is far superior to mine and we only have about 13 members at this time, would you please allow me to at least send you some IRC's to help with your expenses ?

If you would like, I can also submit some articles from the American side of the pond on Commodore. I have built an extensive library of books and magazines over the past three years, as well as close to 3,200 disk sides of C64/128 programs.

Sensi David Mohr, USA

**Okay then, you have twisted my arm, lets do the swap, but I must insist that no money changes hands. I am quite prepared to exchange copies of newsletters for a copy of CS. Your offer of articles is greatly appreciated and is accepted with anticipation.**

**I also wish you luck with your search for another e-mail server, I was quite shocked to hear that the cost is**

**so prohibitive that you can only go on about once in every 6 to 8 weeks ! And we thought we had it bad over here in the UK with the outrageous charges that are made to us !**

**We look forward to seeing you 'in print' in a future issue of Commodore Scene - ED**

Dear Allan,

I read about your Commodore fanzine in 'Computer and video games' (May '99), and I am interested in signing up. I would just like to ask, regarding the coverdisk, does it come in a tape cassette format or disk only ? As I don't have the bulky old C64 disk drive :-)

Gemma Sweeney

**Glad to have you with us Gemma, I bet you are wondering how you managed all this time without Commodore Scene aren't you ?**

**Okay then, down to business.**

**I am afraid that the coverdisk is just that - disk only. The programs that are put on the disk will not work from tape and to be honest I don't have the time or the patience to compile a tape version.**

**Well where have you been ? 'Bulky old disk drive', my, my. We have come a long way now, the disk drives are now smaller, faster, smarter and definitely not 'bulky'. If you need a drive then please take a look in the Classified section, there is usually some going cheap, or you buy one from me and it will be tested, upgraded and will come with some software ! All for £30.**

**Anyway, enjoy CS and let me know what you think of it now that you have read it - ED**

Dear Mr Bairstow,

In the latest issue of C&VG I saw a review of your 'Commodore Scene' fanzine and have decided to find out for myself.

I have enclosed £4 to cover the cost of CS 24 with a coverdisk.

Yours sincerely,

E. Korbey

**Oh dear !**

**This letter was sent to me with four one pound coins rattling around in the flimsy envelope (I think !)>**

**The reason I say 'I think' is because by the time I got the letter it had been opened and then sealed back up in a 'Post Office plastic bag' stating that it had been damaged - no money to be seen anywhere !**

**I sent E Korbey a letter stating what had happened but he/she never got back in touch ! Maybe they think that I ripped them off ? Who knows.**

**Anyway, it just goes to show that you should NEVER send cash through the post, if you do then you do it at your own risk, sorry but that is the way it has to be ! - ED**

Dear Mr Bairstow,

I have been enjoying your last few articles in Retro Classix. I owned a c64 years ago but reading your articles is making me want one again (**Good - ED**).

Could you advise me on exactly what is needed for internet connection and e-mail sending/receiving, also some prices please.

I have enclosed a SAE and would be grateful for any help that you can give me.

Thankyou,

Colin Billington

**Thanks Colin.**

**Another new reader ? - Great news for CS !**

**I have sent you the information that you need and I hope it is of some interest for you. If you need any further help then please feel free to subscribe to CS and that way you will always have up-to- the-minute information at all times ! - ED**

Thanks for the copy of Commodore Scene 25. I've been having a read over the past few days and even though it has a few less pages it doesn't look bad at all.

You can find enclosed a copy of The Big Mouth (issue 22) which has finally been finished.

Please let me know what you think of it.

Adam Wade, Australia

**Good to hear from you again after all this time Adam.**

**The disks arrived okay but the content was not quite what I was expecting. See the Data Blast section for more details.**

**I hope we can keep in touch - ED**



## - READER - - QUICKIES ! -

RQ - I found the typeface used in some parts of CS25 quite hard to read, could you make it bigger or something ?

*Reply - I know what you mean, when the proofs of that issue were sent to me the type was okay. Unfortunately when it was actually printed out the typeface suffered with a loss of clarity. If it happens again then I WILL change the standard typeface for CS and hopefully it will not happen after that.*

RQ - The letter 'r' in Commodore, which you use for the front cover logo seems to be the wrong way around, don't you think it would be better to reverse the letter or something ?

*Reply - Well you hit the nail on the head there ! As you stated, it is a 'logo' therefore what you see is what you get. With Commodore Scene having been around for a while now, people are used to seeing that logo and it is instantly recognizable to the eye. However, CS always strives for better quality and it may be that the CS logo may change in the future - everything takes time !*

RQ - I recently received a catalogue (not from CS) with some interesting items for sale, some of the items listed are also on your 'Importing List' but the prices in the catalogue are far lower than yours and seem to be too good to be true.

*Reply - Hmmm! I got a few calls about this and all I can say is that if it seems too good to be true then it probably is ! I know that the prices I quote are as low as they possibly can be from CMD (with the restrictions that they place upon me). As I have said before, I pay the same price for my stuff as you do - if I could get them cheaper then I would charge you less. Beware of strangers bearing gifts !!!*

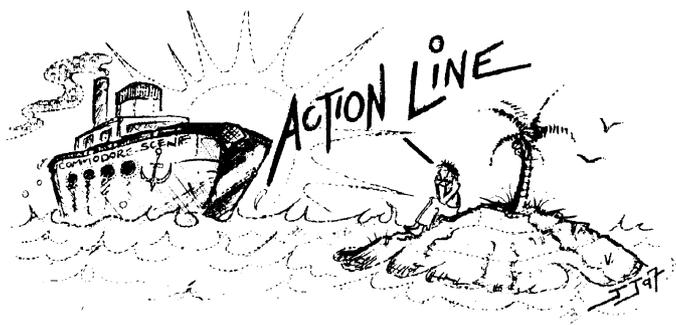
RQ - You said there would be a free gift in CS25, where is it ?

*Reply - The free gift was the small reprint of CS1. I assume that it came with the copy you have ? It may not have seemed a great free gift but believe me when I say that it cost 'me' a lot of money to have printed !*

RQ - Would be possible, in the future perhaps, to make Commodore Scene full colour throughout like a commercial magazine ?

*Reply - Yes it is possible. BUT, it would mean a few criteria would have to be met, such as a subscriber base of about 10,000 readers and a permanent staff of about 10 people ! If I were to make CS full colour at the moment it would cost each of us about £30 to £40 per issue ! I will keep my options open though and if things change in the future then CS will take advantage of all the new technology that comes along. So, who knows !*

**Thanks for all your questions and queries. Nothing gets ignored and everything receives a 'hearing'. It may be in the future that your suggestion does actually come into being, if it does then you can say that you had a hand in shaping CS - ED**



## Action Line - Back In Time.

Well here I am again with a new request (AL26.1) from Brian Feeney who is looking for the Commodore Format Diary 1992 - 1993. This is in addition to his existing request for the Winter Supersports 92 manual (AL24.3).

Next, an update from Thomas Moore. Tom now has a Star LC24-200 printer manual but don't forget he is looking for the manual for a Commodore MPS-1270A, (item 25.1)

Tom has acquired a Quick Data Drive for the C64 and VIC20. He has the wafer drive program for the C64 but

would like a wafer with the VIC20 program. Can you help? If so it's item AL26.2.

From the response to Action Line over the past few months, I have seen that the demand for AL is not as great as I had anticipated. Certainly the number of responses has not reached a level where I can play any useful role as a co-ordinator. I have therefore reached the conclusion that AL will have to change again, this time in the reverse direction, back to its former self. With effect from this issue, AL items will include contact details and all responses should be directed straight to the advertiser. Those who wish to put an item into AL should still send the details to myself as usual indicating what details you wish me to publish (i.e. phone number, address or both).

All those people who have actually registered with AL will receive a cheque with this issue of CS in full repayment. I would like to thank these people for their support both in simply registering and in the nice letters they have sent.

My change of plan is not an indication that I am not committed to AL, just that I can no longer keep people believing that AL will have a life outside CS. There is so little action in the pipeline that I have a hard enough time filling this page let alone producing an intermediate version of AL. The number of people registered is in itself too small to make this worthwhile in any case. AL will continue to provide the service it currently does only directly to those who need the help. I would ask people responding to items to be considerate when doing so with respect to the time and those placing items to ensure they also let me know when they are sorted.

Items still outstanding: 22.1, 24.3, 25.1 to 25.4, 26.1 and 26.2 so please help if you can.

#### Contact details

Action Line Correspondence, Wychwood, 73 Rush Hill, Bath, BA2 2QT.  
(01225) 318818 (Fax and Phone)

Vowles@lentil.org

I'm sorry this back track is necessary but I feel it is for the best, for Action Line and for you.

Mark Vowles

### URGENT !!

Whilst starting to compile the Renaissance Archive with a copy of 'Flimbo's Quest'. I accidentally erased the master copy of the disk!  
AAAARGH!  
Can anybody help me by loaning me an original copy of at the very least a backed up copy?



```
You go east.
You are in the trolls clearing
*****
> E OPEN DOOR.
THE DOOR IS OPEN.
> E.
+

```

get far enough into the game to see more than just a few!). As with most adventure games, a map is essential otherwise you WILL get lost. Couple this with secret passages opening up and extra locations to accommodate as it gets dark, you can see that actually drawing a map that resembles something 'almost sane' is going to be quite hard.

Although I have the Hobbit in my collection, I have not had it out for a few years now. I never did get any further than 12% completed but I recently came across my original maps that I had drawn all those years ago. Who knows, if I have some spare time I may even delve back into the Hobbit habit again soon.

Allan Bairstow

## THE HOBBIT

Okay, hands up all those of you who have never heard of this game.

Thought as much, without a doubt, this classic adventure game has to be at least 'known' by everybody, even if you have never even played it!

This game has made many appearances on different machines and as such it qualifies as a roaring success. It is the classic adventure gaming style of easy commands, good humour, gripping plot (which loosely follows the book that came with it), plenty of tasks to complete and also just the right amount of nice pictures to look at (that is of course providing you

# Adventures

With David Ivall



## THE BARDS TALE

by Michael Cranford

You know what? This is the best game ever. Having said that though, there are plenty of people who won't (or don't) like it at all. Some people didn't like Mayhem in Monsterland, so you can't really win. I have played the sequel to this game a little and I haven't played the second sequel, but judging by the equal quality of the first sequel this has got to be the most fantastic trilogy available on the C64. I can't tell you too much about the game here - I literally can't, the lengthy instruction manual is going to have to do most of the talking. All I can do is tell you how wonderful the game is. It's not actually a text adventure - it's a fantasy role-playing game, and definitely not as boring as it sounds. You have to guide your party of five adventurers (each with different attributes) around the medieval city of Skara Brae and around the dungeons that lurk beneath. Oh, and you've got to kill lots of things. Your three main aims are to explore the city, develop your characters and free the city from the control of the evil mage Mangar. The game is fairly well presented with OK graphics and very average sound. It is a difficult game to get into. Then why oh why, I hear you cry, is it such an amazing game? Lastability, that's why. Once you are past the initial stage of getting into the game (which may take some time, but I beg you to stick with it) you will be hooked for days, weeks, possibly (probably) years. Basically you will never move from your computer screen ever again. I like this game and so should you. By the way it's disk only, but that shouldn't affect anyone now...

98% DRAGGO'S GOLDEN QUILL AWARD

## TALES OF DRAGGO PART V

This is it! Dragger, Mayhem, Clyde and Dizzy are about to set off on their quest against Ogre Zib...

Dragger and Clyde met Mayhem and Dizzy at their arranged time prepared for their quest. Nothing could prepare them for what was to follow, though. "Okey-dokey," Mayhem said, looking at his map. "First we must take a long road to the caves of the Metal Kings. We'd better be careful we don't disturb them, as well. Onwards, comrades!" They travelled for many days, only stopping at inns for a meal and a good night's sleep. After fourteen days of their journey had gone by, they came to the last tavern before the caves and the rest of their journey...they slept badly then reassembled in the morning to set out.

Crumbs! Things are starting to hot up for poor Dragger. Find out what happens to him next time in part VI.

### ADVENTURE TIP

THE BARDS TALE (general advice) - Maps are totally essential. It takes time, but draw them up neatly on squared paper. This way you can see where you have not yet explored. Choose a good variety of characters. Don't explore the dungeons too soon - build up your characters first.



### Not so serious stuff !

Genuinely overheard recently in a high street computer shop :

Customer "I'd like a mouse mat please"

Salesperson "Certainly sir, we've got a large variety"

Customer "But will they be compatible with my computer ?"

The IEBA & WALSALL  
 present  
 The 1999 UK 8-bit  
 "UK  
 THE 8-bit comp  
 is  
 The Saddlers Club Walsall

**CANCELLED**

(Accessible from 9a.m.)  
 Enjoy a ple... Midlands at an event where  
 a wide ran... will be demonstrated and  
 you can... involved in 8-bit computing  
 Food... or you may bring your own  
 open from 12 - 3.30  
 A... only (£2 per person), most of which we  
 be booked in advance  
 Exhibitors with... tables for display purposes at a cost of  
 £5 per table (each... to include 1 person's ticket)

# COMPUTER RETRO EXCHANGE

Computer Exchange Retro (CEX) began trading six years ago from the shop we now occupy as retro in 143 Whitfield Street, W1. The owner Robert Dudani, started in the computer trade conducting buy/sell and exchange business. In that time the business has expanded to three shops in the Tottenham Court Road area, including mainstream, ie: Playstation/N64 etc, PC compatible, and now retro. There are also branches in Harrow and Birmingham, with more shops planned. There is also a thriving mail order business centred in Suffolk House just opposite the retro shop.

Robert Dudani's interest in retro goes back some way and following the move of PC to Tottenham Court Road, the decision was taken to open the retro shop in Whitfield Street. The shop opened in September 1998 and, to date, has been reasonably successful. Robert wanted to get a good retro team together and thus had me to work for him with my experience in classic machines and together with Ash Parkin's experience in the late consoles, this has been achieved. Future plans involve retro shows and full mail order business dealing specifically in collectibles.

**BUY - SELL - EXCHANGE ALL THE BEST RETRO TO SATISFY ANY GAMER OR COLLECTOR**

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Graham Howden (Retro Classix)

Thanks for that Graham. I hope that all your plans come to fruition, especially the retro shows, you can count me in for that ! So, if you like the 'cut of Graham's jib' then you can do no better than to read his great 'all formats' Retro Classix magazine. At only £2 an issue it is well worth a look and is full of great articles - which includes a 'Commodore Scene' page written by yours truly.

Allan Bairstow



## The RARE Guide To The C64



Hands up all of those of you never knew that the C64 had its own full size music keyboard, I bet that there are quite a lot of you out there in Commodore land that didn't know that aren't there ?

Well, here it is in all its glory, the Commodore SFX Music System with full size keyboard - there was another version that many of you will be familiar with and that is the small keyboard overlay that was produced to fit on the actual C64 itself (not pictured).

On the plus side of things, the sound that came out of this device was truly awe inspiring as it is a true synthesizer in every sense of the word.

But there is always a negative side to these things and this is no exception, because it is a Commodore device they have sent the usual lack lustre manuals with the software and also the keyboard itself. I don't have to tell you how dire these can be at times and the particular manuals for this device full way short of even being able to get you started, in short, they are truly appalling.

Did anybody release an after market book for this device ? Were there any other releases for this that improved on the basic composing abilities from Commodore ?

Come on. Let me know, you know the address.

Allan Bairstow

In a month that saw Russia attempting to come to terms with the massive disaster at Chernobyl the month before, England was reacting to far more mundane events, particularly in the sporting arena. In Sheffield 150-1 outsider Joe Johnson had found himself lifting the World Snooker Championship trophy. While Ian Botham was suffering a two month ban for admitting smoking cannabis. In London Liverpool beat Everton 3-1 in the FA Cup final.

The month also saw the death of Nepalese climber Sherpa Tensing at 72, one of the first to reach the summit of Everest. Or was he?

However the main event of the month was undoubtedly happening in the newsagents of Britain, the release of the latest issue of Zzap!64...

# A ZZAP FROM THE PAST!

**WRITTEN BY KEVIN EVANS  
ISSUE NO. 13 - MAY 1986**

The age old classic Thrust from Firebird had the honour of setting the reviews rolling for issue 13. A stunningly original and simple idea for a game if ever there was one, but that did not matter one bit. Gary Penn wrote: "Despite simplistic graphics and sound effects. Thrust is a brilliant game and the best budget title I have yet seen", he went on to mention "Thrust is virtually flawless and it's a steal at only two quid". £1.99 was indeed the price Thrust was released at amazingly. Overall: "Most enjoyable game we've played for ages and at the price you'd be silly to miss it", 94%.



Next up was Ark Pandora, an icon-driven arcade-adventure from Rino Marketing. This was described as good, but not perfect. Julian Rignall wrote that the game was "presented nicely and the icon system is easy to use". Overall: "Not an exceptional release though it could cause pleasure to fans of this genre", 80%.

PSI Trading Company was very different again to the previous two games, described as a space trading game, with the player in control of very nearly every item on a large trading spaceship. Best described as Elite, with the combat sequences removed, and far more detail involved in the trading area. Gary Penn wrote: "PSI 5 doesn't contain any fast arcade action, but the pace is certainly quick enough and it is one of the best variations on the trading game theme I have played for a long time". Summing up he wrote that the game was "a competent release, although I think it will have a minority appeal." Overall: 88%.

Following three very good games was always going to be difficult and Elektra Glide from the interestingly named English Software could not cope. Yet another racing game, and not a very good one at that, Overall: "Nothing racy about this race game", 38%.



Page 24 brought the standard back up to the top with a bang with what is probably the most original and impressive game ever created. Clever, controversial, and complicated, are just three words that apply, with addictive also very important. Alter Ego from Activision was the name of the game, and there are no doubt many out there who have never heard of it, which is a shame. Only released on disk (3 disks) and costing £19.99 it was and still is a hard game to find. The nature of the game is life itself. You can live your life over and over making vital decisions that will effect the next situation. Using a very simple icon system you had to decide your fate in a huge series of moral and basic life situations, for example: "You are sitting in Cathy's living room. The lights are low, and the two of you are very cozy. Cathy begins to get VERY romantic, and

you respond in kind. She explains that she would really like to make love with you, but doesn't have any birth control. What will you do?" What indeed? Surprising for a computer game? Maybe not now, but certainly in 1986 it was, and Alter Ego was full of these dilemmas. A classic game in all ways, but more than a game. Overall: 98%.

It took some following Alter Ego and Captain Kidd 32%, Mr. Mephisto 24% and the gangster simulation Mugsy's Revenge 33% were never going to be up to the job. Super Bowl however did represent American Football at its most exciting, which is not saying much, at 90% it was probably far better than the real thing. Hocus Focus from Quicksilva is probably better known due to its appearance on a Zzap covertape in more recent times. Gaining 70%, it was described as "a jolly arcade adventure, which is fun to play and offers a fair bit of challenge". Geoff Cape's Strongman Challenge was a ridiculous multi-event game involving an absolutely ridiculous number of joystick wiggles to get anywhere in the game. Overall 33%.

In the months Adventure section the world famous Ultima IV was being reviewed. Continuing the epic series of adventures, the standard had not slipped, with the latest receiving a Sizzler award for its efforts and 90% overall. Mission Asteroid did not receive any marks, just the summing up of the reviewer of "if you think you can handle lack-lustre graphics, a small vocabulary, and good ol' American two-word input, then give it a crack", nuff said. 58% was the most Lucifer's Realm from US Gold could garner also, so Ultima IV was undoubtedly the adventure game of the month.

In the strategy section the Submarine sim Silent Service was coming top with 88%, with Tigers in the Snow a very close second with 82%. Iwo Jima stumbled into third with only 39%.

And then it was all over for another issue, with just the anticipation of the next issue keeping us alive. Next issue I shall once again be going through the pages of a decade old magazine, so until next time, farewell.

# Tech2000



## THE MAGAZINE

This CSTech200 special issue is filling up at an unbelievable rate !

An original 'wrap around' full colour cover has been commissioned for this issue.

Already it is nearing its maximum page allocation of 68 pages, coverdisk allocation has grown to three disks (originally only two disks were planned).

There will be many step-by-step guides on how to accomplish some of the tasks in the issue and there will also be a guide on how to



'solder for beginners', just to help you out. Many articles include component numbers (and where to buy them). This issue is geared for the novice right up to the expert.

So, even if you don't understand it straight away, you will want to keep it until you become more proficient.

So order your copy now !

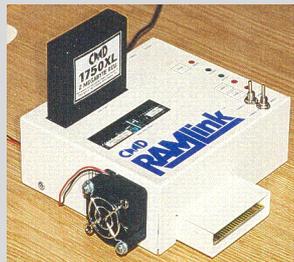
## THE CONTENTS

The contents are subject to change but here is a look at what might be in there :

Updated articles from past CS issues

- X1541 cable
- XE1541 cable
- C64 to SCART lead
- Luma/Chroma converter
- C64 video/audio lead
- Fitting device switches
- Fitting isolator switches
- Upgrade your C128D to C128D/81
- CD-ROM updates
- Upgrade your REU's
- Replacing your 1581's mechanism
- Cooling the RAMLink

## THE COVERDISKS



At the moment, the coverdisks are practically full !

There will be at least three coverdisks for all you lucky people and these will be :

```
IDE-harddisk monitor v0.2 (c)98 by Uisac
cylinder:$0322 head:$04 sector:$12
drive 0
command:edit... status: HD o.k.
130: 55 54 F4 F4 42 08 25 23 UTtBh%#
138: 72 44 70 74 3F 06 0A 08 rdpt?YJH
140: 48 48 80 81 FF 23 43 45 sh a+0CE
148: A1 01 33 88 82 FB 88 C7 A3(bxv
150: 28 43 29 20 43 4F 50 59 (C) COPY
158: 52 49 47 48 54 20 31 39 RIGHT 19
160: 38 36 22 32 5A 08 A2 00 36-2-b1
168: 00 00 00 00 00 00 00 00 r-(chc
170: 00 00 00 00 00 00 00 00 cccccccc
178: 00 00 00 00 00 00 00 00 cccccccc
180: 00 00 00 00 00 00 00 00 cccccccc
188: 00 00 00 00 00 00 00 00 cccccccc
190: 00 00 00 00 00 00 00 00 cccccccc
198: 00 00 00 00 00 00 00 00 cccccccc
200: 00 00 00 00 00 00 00 00 cccccccc
208: 00 00 00 00 00 00 00 00 cccccccc
216: 00 00 00 00 00 00 00 00 cccccccc
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There is no charge made for any of the disks.

## THE PRICE

The maximum price being charged for this piece of history is only £5.00 !

## HOW TO ORDER

If you want one of these issues then please send the full amount of £5 to the editorial address and you will be put on the list.

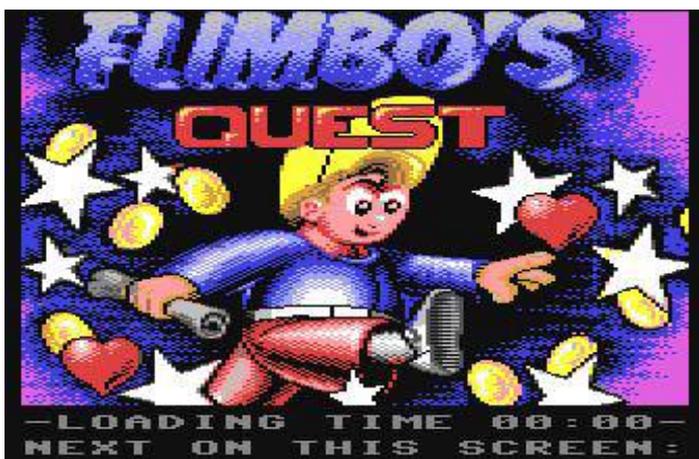
### OR

Send just £2.00 to secure your copy, this will ensure that you receive a copy when printed. You will be asked for the outstanding £3.00 just prior to the issue being printed.

## THE DELIVERY DATE

The estimated delivery date for this fine special edition is somewhere around January or February 2000. This date is subject to change.



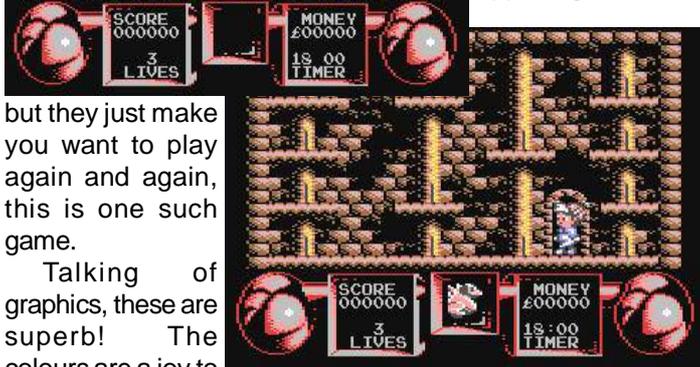


## Flimbo's Quest

Okay, so there are many great platformer's out there, so why choose this one ?

To be perfectly honest, I've never even played it properly, that is I have never sat down for a 'session' and played it for an hour or more - the most I have ever managed is about ten minutes.

Does that make it a strange choice ? Well, no it doesn't because the simple reason is that it has always stuck in my mind, just like a good game should do. There can only be a few games that you have seen on a monitor and thought 'I have to have that in my collection', well this is one of those games. To me a good game makes you 'want' to play it no matter what the graphics are like. There are many great games that are appalling to look at



but they just make you want to play again and again, this is one such game.

Talking of graphics, these are superb! The colours are a joy to

watch scrolling by as they tantalize your eyes, and from what I can remember from my brief dalliance with this game the sprites and graphics also smoothly roll along flawlessly.

I am now the proud owner of this game again (I lost sold my original many years ago - boo!). I hope to be playing this again for many, many hours to come.

This game will be one of the first games to be entered into the Renaissance Archive - look out for it.

Long live the platform game.

Allan Bairstow

## SAVAGE PLATFORMS



Right then Mike (Berry), we've been 'getting ready' for a couple of years now, so where is it ?

This amazing looking\* game has been 'promised' to Commodore Scene for so such a long time now that I am now convinced that it will ever see the light of day. This will be another of those games that 'never were'. This is a real shame because it oozes class and has all the hallmarks of a truly professional venture.



I had big plans for this game, even though it was going to be released as a freebie, I wanted to

give it a touch of class by sending it out in it's own full colour sleeve & label with a full colour instruction leaflet all in a re-sealable bag. The offer still stands. If you (as a reader) want this game finished and distributed through Commodore Scene - for FREE - then drop me a line and I will pass all your letters on to Mike, or you can contact him yourself (see Contax UK), please mention Commodore Scene and he might, just might finish it.

So come on Mike, please just get in touch and let me know what is going on.

\*If you have a PC then you can actually play the demo version as well.

Allan Bairstow

# geoTELEGRAPH



Well hello there and welcome to another 'geoTELEGRAPH. I have had to cut down this issues disk depository review and limit it to two pages due to the sheer size of it ! - (Sorry Dave). The outstanding section will return in the next issue.

I have also had to leave the review of MegaPatch3 from this issue as the versions that I have, I can't seem to get to work ! Good or bad the review will be in CS27 !

## THE geoNUT DISK DEPOSITORY

(Formally the geoCLUB UK GEOS Disk Library)

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



Greetings All,

I have now managed to sort out the Geos Library, 572 disks with only a few minor adjustments required. Now that the largest job is over I can concentrate on the minor parts of the library, Basic, Fonts etc and I will vary the reviews for each issue. For anyone who does not subscribe to the Commodore World Magazine or is a non Geos user, JEAN MAJOR, of DBGETFILE fame has released all his programs into the public domain. All are now in the library. The DBGET series overcame the 15 file limitation in a dialog box.

Dave Elliott

### C.S. Disk 51

A disk full of borders: BORDER 61, BORDER 62, BORDER 3, BORDER 64, BORDER 65, BORDER 66, BORDER 67, BORDER 68, BORDER 69, BORDER 70.

### C.S. Disk 52

RAMLINK - an owners view on it; GEOZ LOGO+, XMASLEEVES 1/20Z - geoPaint files; PRINTERS - a geoWrite file on printers and printer problems; MOUSER & MOUSER2 - make your own preference pointers.

### C.S. Disk 53

WORM DESK - a desktop; FONT SWAP - change fonts in an application; PIC SHOW, COPY EDITOR - looks at your geoWrite files; ALBUM REVERTER - downgrades V2.0 photo albums, to V1.3; FONT EDITOR 2.2 - edit any Fonts you like; DIRMANAGER - sort out your disk into some sort of order; AUTO DATE & AUTO TIME - adds the date and time at bootup.

### C.S. Disk 54

A disk full of geoPaint borders: BORDER SAMPLES - a file of samples taken from the following: TMNT BORDER LG, DSS BORDER, PIANO BORDER LG, PENGUIN BORDER, ROPE BORDER, INDIAN BORDER2, SPECIAL BORDER, BEST BORDER, INVERT CORNER, MUSIC BORDER1, WOVEN CORNER2.

### C.S. Disk 55

Similar to disk 54, but the borders are different: BORDER SAMPLE2, ZIGZAG, BORDER LG, DIAMOND DOT, WOVEN CORNER, RESISTOR BORDER, CERTIFICATE, ROBOCO, BLOTTER LARGE, ZIGZAG BORDER SM, THIN BORDER, INTERLACED.

### C.S. Disk 56

A disk full of clip-art: NO STWAY HEAVEN, GUITAR REDUCED, TRAVEL POD, BRAIN TEASERS, USA MAP, BALLON, CASSETTE TEMPLAT, GARFIELD/COFFEE, CALVIN TURTLE, TAPE JACKET, 4GARFIELD.PUB.

### C.S. Disk 57

A disk full of geoPaint files: COBRA/K, ROBOT/2/K, MARILN/K, WALDO DEM/K, EAGLE/K, JOYSTICK/K, TIME TRAV/K, RIVER/K, ROLLS/K, MAX H/K, WHITE/K, TIGER1/K, TIGER2/K.

### C.S. Disk 58

A disk full of geoPaint files: G-WAGEN 1:87, ZUGSPITZ 1 KLEIN, TRAM 1:87, SCHIENENBUS, KLEIN, G-WAGEN KLEIN, V 188 KLEIN, V1881:87, TRAM KLEIN, ZUGSPITZ 2 1:87, ZUGSPITZ 2 KLEIN, SCHIENENBUS 1:87, ZUGSPITZ 1 1:87. Buy the way, Klein is German for small.

### C.S. Disk 59

A disk full of geoPaint files: MOTORBIKE, CERTIFICATE, FLYING CLOUD, DOG, COLLAGE + ICPUG - disk sleeve.

### C.S. Disk 60

A disk full of geoPaint files, but these are in colour: JJ COLOR SWATCH+, JJ <EL> PRESIDENT+, JJ2<E>+, JJ2 HEX DESIGNS+, JJ MIDNITE+, JJ PIRATE+, JJ GEOMETRIC+, JJ CELTIC EAGLE+, JJ CELTIC EXPLOD+, JJ FLEUR+, JJ VASE ET FLEUR+, JJ GUARDIAN DOG+, JJCHOOCHOO+, JJ GUARDIAN LION+, JJ1 DESIGN-<E>+, WRITE MENU - constrains the geoWrite menus. Works with geoWrite 64 v2.1 only.

### C.S. Disk 61

A disk to help you make Printshop and Printmaster style CARDS by Susan Lamb.

### C.S. Disk 62

This disk contains 6 full screen sized geoPaint files: ANIMALS 2, CREATURES, HELMET, KING, MISC 8, PEOPLE.

### C.S. Disk 63

There are 7 geoPaint files on this disk, all are full size: ANIMALS 4, BUSH, INSECTS 3, BIRDS 2, FLOWERS 1, BRITAIN, FOODS 1.

### C.S. Disk 64

There are 6 geoPaint file on this disk, all of the are full size: LEPRE-

CHAUNS, MISC 3, MISC 5, MISC 6, MISC 7, MUSIC.

C.S. Disk 65

GEOGRAPH - creates bar, point and line charts; GEOLIBRARIAN - this allows you to create PS + PM libraries; GEOFILE INFO - lets you view a files info box.

C.S. Disk 66

QUICKVIEW - view paint files fast, geoCOMIX plus DOCS, THE ORB a geos adventure, FONT DUMP III plus DOCS, the preference is a CAMEL.

C.S. Disk 67

QUICK VIEW - as above; PAINT VIEW - view geoPaint files without geoPaint; SCANTASTIC & COMPUTEREYES - these two programs are for use with a digitiser; RAQUEL - clip-art; PICSHOW - converts Hi-Res + Multi Colour formats; MACATTACK II+ - converts to and from MacPaint; MLABEL - prints labels in draft, NLO and hi-res; GRAPHIC LABELS - a geoPaint file; SCREENDUMPER 2 - dump to printer any screen; PRINT IT - prints current screen from all versions and modes; SCREEN PHOTO - captures current screen in a photo scrap; RULER 1.2 - er, measures things; ICONGET & ICONGET DBL - makes a photo scrap of an icon.

C.S. Disk 68

Some outstanding Garfield graphics in Paint Image format, from Henry R Lord. Includes 'speech bubbles' etc. Also FAITH CITY Paint image.

C.S. Disk 69

MOUSE TALES DOC - docs for programme to change pointer; SCRAPEEK - for peeking at scraps in 64 & 128 geos; POINTERS & MICE - for use with the Mouser programs; PICSHOW - converts hi-res and multi-colour picture formats; There are also a number of paint file about the 1581 disk drive.

C.S. Disk 70

GEOGRAPH - makes bar, line, point graphs; MULTIPRINT - print labels with graphics; GRAPHIC LABEL & RAILROAD - clip-art; QWIKTOP - a desktop; FFTB - a fast formatter; GEO REPLICATOR - allows multi copy prints of geoPaint files; SAMURI-2MPCA & I.JONES/CRUSADE - clip-art; DISK LOCK - lock you disks.

C.S. Disk 71

LASERMATRIX EDIT - customises Laster Matrix printers; MULTUI LABEL V2.5 - prints multi labels; WRONG IS WRITE - converts Write formats amongst each other including geoWrite; GEO LIST - list the disk directory to disk or printer; LABELLER - produce labels with graphics from geoWrite input files; NOTEPRINT - prints notes from geos Notepad; UNLOCK II - unloads files on a disk; QWICKTOP - a desktop; GEOMIMIC - a geos game; Various printer drivers.

C.S. Disk 72

A treasure trove of utility files: GEOPACK - modem transmission; RESCUE - returns to geos from Basic with REU intact; TOOLKIT - for use with geoWrite; AUTOTIME & TIME SETTER - set time at bootup; FONTSWAP - change fonts used when in geoWrite; FORMPRINT\_1.5 - type directly to your printer; TROJANKILLER - ever had the first three files disappear from you Boot Disks. Then thisfile is for you. This file removes the Trojan Horse protection, from his Maverick/etc Boot Disks. For more information, see the March 95 geoNews page 8; INFOVIEWv2 - view the info on all your files; INFOBOX - displays serial number; DIRECTORY LABEL - this file dumps a list of your disks contents onto a large label; FINDFILE - find any file on a full disk; STAMP TEMPLATE - a geoFILE file; AUTOCALENDER & UPDATE - for use with the Calender program; MOUSEUP - change the pointer; CHANGEBSW1.2 - fed up with uhe BSW Font, then use this application and Fonts to change it, at bootup.

C.S. Disk 73

GEOHEXCALC - a scientific calculator; DESK ORGANISER - oorganise your Desktop; TRASHPICKER.64 & UNTRASH - rescue files from the bin; DETONATOR 2 - a geos game; MACATTACK - convert MacPaint to geos; PHOTOPRINT - print out photo albums; WRITERS REVENGE - change 2.0 to 2.1 geoWrite formats; GEOPUBLISHER - laser writer printer driver; CONVERT - converts geos files from Com SEQ and back again; DISK PROTECT - change disk type to Boot Master or Work Disk; WRONG IS WRIGHT - convert geoWrite file formats amongst each other; TRANS TEXT - convert Peg, Seq & Usr text files into geoWrite format; ANTIGRAV INFOR - geoDisk II demo + info package; CULTURE - geos games; QWIKVIEW - dump geoWrite files to screen; GEOS INFO 64 - prints info box for all files on a disk; PRINT

DBG.SYM - print the DBG symbol table; DIRECTORY REPAIR - helps repair your disks; LPEN80 - a light pen driver for 128 users; NEW SYSTEM ERROR - recover from a syetem error, with this app; 40 SCREENPRINTER - dumps the screen to your printer; AUTO NOTEPAD - automatically brings up Notepad after booting; GEOLIST V2.2 & GEO.DIR.PRINT - prints a directory of your disk; BIT COPIER - for copying your bits?.

C.S. DISK 74

Some excellent geoPaint images: EXPLOSION, COUPLE, MAX HEAD-ROOM, BETTY BOOP & PUDDLE.

C.S. Disk 75

More excellent geoPaint images: ANCHI WOOD.GEOS, BATMOBILE, DISNEY CLIP, MISC MAC CLIP & MOUSE.

C.S. Disk 76

The first of these geoPaint images is most!unusual - NERD COMINI. The other include: INSIDE MAC, FERRARI 1, JASMINE & MAC ANIMALS.

C.S. Disk 77

An assortment of geoPiant images: MR SPOCK, OUT THERE, INTO IT, MAC VISION LOGO, KOALA LOGO, SHUTTLE, CAR MAC, GREYHOUND, MAC ICONS/2 & OLD TRAIN.

C.S. Disk 78

More geoPaint image files: MAC PEOPLE, MISC MAC CLIP, MAC ICONS, DISNEY CLIP & MAC ANIMALS.

C.S. Disk 79

These are geoPublish Borders: JAGGED, PIN LETT, DIAG SPOTS, TWIN OVALS, SHADOW LETTER, MARBLES, PICTURE FRAME, HOLLY

C.S. Disk 80

More geoPublish Borders: FEATHER, SPORTSCAR, ROPE, PEOPLE, FACE SCROLL, SCROLL BORDER, CLOWN, PIANO, PUBBORD, GEOS, HALLOWEEN & BOOK. There is also a geoWrite file about 1581 disk drive.

C.S. Disk 81

These are geoPaint borders: PIN LETTER, DIAG SPORTS, BOOK, SHADOW LETTER, MARBLES, PICTURE FRAME, HOLLY, TRUCK BANNER, WINDOW, MARBLES 2, SQUARE CORNER & ROPE 1.

C.S. Disk 82

More geoPaint Borders: JAGGED, FEATHER, SPORTSCAR, ROPE, PEOPLE, FACE SCROLL, SCROLL BORDER, HALLOWEEN, PIANO, GEOS & PUBBORDER.

C.S. Disk 83

ALBUM REVERTER - downgrades your V2.0 photo albums so that other versions can use them; FONT THIEF - steals Fonts, you need geoProgrammer to be able to use this file; AMY & CHISTIE - are both geoPaint files; GEODUMP & DOUBLE DUMP - dumps the screen to your printer; SEQ->TEXT SCRAP - a basic program.

C.S. Disk 84

LAUGHING - is a geoPaint 'Pin Up' (nude) file. PRINTDBGYM, this prints Dialogue Box symbols; Two utilities called PICONVERT+ AND MAKE IT A DA.

C.S. Disk 85

A disk full of clip-art: ROBOT, KITCHEN, R2D2 & WATERFALL. INFORMATION FILE - which tells you all about the following: INIT, ZERO PAGE, MAIN ROUTINES, ASCII, UTILITY, DISPLAY, MATH & TABLEU.

C.S. Disk 86

GEOVEIW - to view the following: MAC LOGO, CDALI and APPLE. 64/128 LABELS - which explains the following BASIC files: LABELS V2 64 and STORE. A photo ablum called: KEYBOARDS. Two SEQ files: DVORAK.2.

C.S. Disk 87

Our friend GeoSid - with some very good country and western music.

## PRINTER SURVEY 3 - BJC 4100 Update

A couple of new drivers were recently passed onto me here at Commodore Scene. It was hoped that these new drivers would improve the poor quality colour drivers that were in the last issue.

I tried these new drivers with great anticipation as a decent colour driver would have been most acceptable. Unfortunately, it was not to be ! The drivers seemed to be exact copies of the drivers listed in the last issue but with different names on them, indeed the quality of the print out and the time it took to print were exactly the same. Oh well, at least we tried !

## PRINTER SURVEY 4- MPS 801

Well lets get right into it then shall we ?

Tester : Liam & Elaine Nagle

Printer : Commodore MPS 801

Connection : Serial

Computer : C64

Related hardware : None



During testing about twenty plus drivers were tested and all of them were absolutely appalling !

I have in front of me what can only be described as the worst print samples that I have ever seen, they are truly dire. How they managed to keep trying the test I will never know.

Lets finish off with words from the tester - "At this point, MPS801 print testing was abandoned and has confirmed my opinion of Commodore's (own brand) peripherals - 'NAFF'. This is polite in comparison to what the disk drives and the operating system get called when the drives get mucked up by the software !".

Well there you have it, don't be tempted by a 'car boot bargain' because it is not worth the plastic that it is made from !

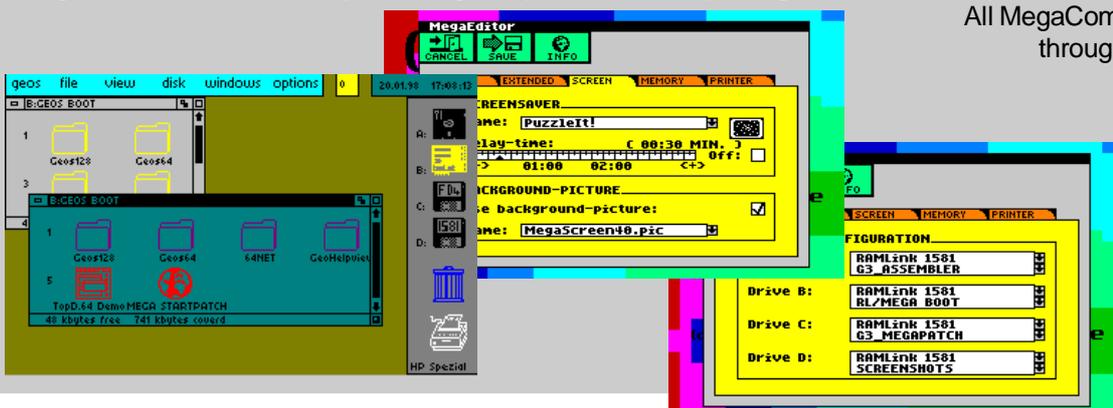
## MegaCom Software

As you will know by now, there is a new kid on the block to try and rival Wheels64 & 128, its name is MegaPatch3 and it is hoping to elevate the GEOS system to brand new heights.

MegaPatch3 promises to bring new freedom in GEOS, with such things as screen savers, multitasking applications, printer spooling and much, much more ! Watch out for a review next issue.

MegaCom Software also hope to bring many new software packages to a C64 near you soon !

All MegaCom Software is available through Commodore Scene.





## BENCHTESTING VERSION 4.2

Hello again !

This issue we will be taking a look at how well Wheels has been performing in its first few months on my system.

So lets cut straight to the quick - has it broken down or crashed yet ?

The simple answer is NO, it hasn't.

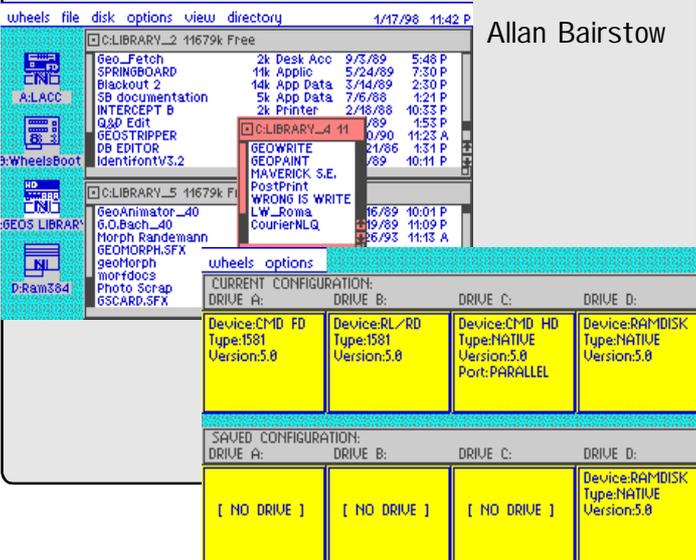
From the very first day that I received it and loaded it up (which took approximately ten min-



utes), it has loaded, run and closed down successfully, many, many times. At no point has it ever caused me any problems.

Even when I have to change my drives around and then reboot Wheels it just politely informs me of the changes and goes ahead and boots up with the new hardware attached, and works without any hiccups or problems at all.

Now thats what I call a reliable system.



Allan Bairstow

## 'WRONGISWRITE'

(Works in 80 Column mode too !)

The version I use is V8.0 - this is used for converting my program operating notes from Superscript 128/80 column, which is my normal and preferred word processor to GEOS, mainly for the production of newsletters (using geoPublish) and many other uses in GEOS. I find it particularly useful in transferring my Superscript files to Geowrite to send to contacts who only have that as their wordprocessor.

To change Superscript or other wordprocessor files, which are normally SEQ(ue)ntial type, you must first REMOVE ALL THE IN-BUILT FORMATTING COMMANDS, leaving you with plain text. Otherwise, you will only have to go through the transferred file(s) and delete the funny little 'Commodore' signs which denote an original formatting command.

1. Put WrongIsWrite in Drive A.  
geoWrite and all Fonts must be on the same disk.

2. Put files to be converted in Drive B.

3. Double click on WrongIsWrite icon to load.

### 4. Menu

Quit - Info - Switch 40/80

### Source

1.1 Format-2.0 Fosmat-True ASCII-Pet ASCII  
(Select Pet ASCII for SEQ files, ie:- Superscript 128)

### 5. Options

Open-Disk-Drive-Cancel

### Select

Drive to open drive (9)

6. Menu appears with list of files.

Use arrows to move up/down.

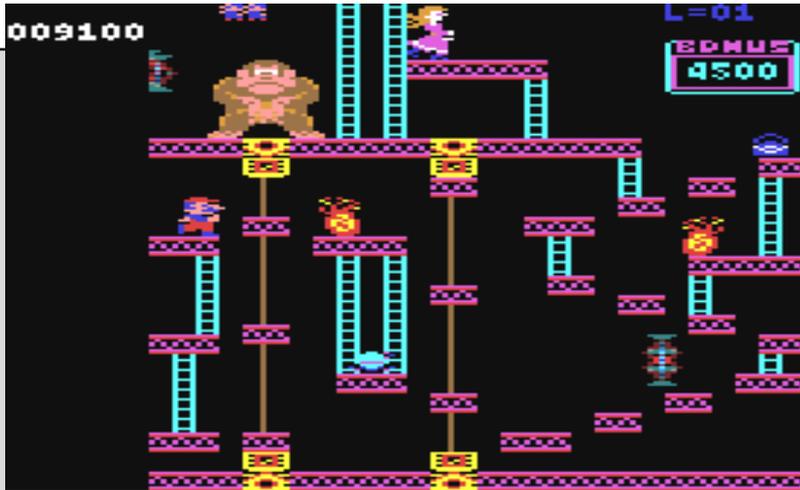
7. Click to Select and do the same for other files to import into GEOS.

Once imported into GEOS, you can then open geoWrite, load the file and using the font menu, change the font to whatever you wish (highlight it as normal and then select 'font' from the menu to change). You can also select Style to change to Bold, Outline, etc.

### Credits

GEOS - (C) Berkely Softworks and CMD  
Wrong is Write - (C) Joe Buckley

George Potter 1999



# KONG

That's 'Donkey Kong' to you and me !

Ah yes, blisters and the sweet smell of defeat - over and over again !

Despite my great love of all the original (and best) classic arcade versions of the C64 conversions, I was never really very good at them,

let's just say that I could just 'get by' when the action started to hot up. My good friend and 'partner in crime' in those golden days was (and still is) John Gledhill. To say he was good was a bit of an understatement, he was 'very good' and I always got a damned good thrashing at his hands.

Okay, so I didn't loose all the time, at Pacman it was touch and go, Hunchback was also very close but when it came to Donkey Kong then forget it, he won hands down everytime.

It is because of the memories of these days that this game ranks as one of my favorites, the conversion over to the C64 was always going to be a bit of an unknown quantity, because as with many games the screen in the arcade version is a different way around to your C64 screen. Having said that, this is one of those conversions that is so close to the original that it doesn't really matter and if you concentrate, you can almost 'smell' that guy with the musty old anorak on - standing behind you !

Great days, great games, great friends - Allan Bairstow

All time classic game!



## SUPERCPU



SuperCPU Supported Games - Update

This brief insight into the further compatibilities of the SuperCPU (v2.04) comes to you from the pen of Shaun Bebbington.

Double Dragon III : The original works fine with the SuperCPU enabled but the game play is speeded up slightly.

Rodland : Loads up fine but there is no noticable speed increase.

Chase HQ II (SCI) : This game is superb with the SuperCPU ! Plug it into the exspansion slot, turning both the JiffyDOS and Turbo mode off, then turn on the computer. The computer will say 'Installation Error 06'. Press reset on the SuperCPU for no more than 1 second, the game will work perfectly. It's a great improvement and there is no need to switch the

Turbo mode on. This may even make the game crash.



Interlaced Pairs : Works fine with the SuperCPU !

I also have Rodland and Menace running from a RAMLink, this was achieved by just copying the files over to a Native mode partition and then swapping the RAMLink for device 8, simple as that.

I'll be testing more stuff out in the near future and I'll keep you updated.

Shaun Bebbington

# It's Magic !



## Or is it ?

Well now you can decide for yourself !

This 'hit' of 1998 is now free to everybody on this issues coverdisk.

Crystal Software & Electronics have decided that it is to be made available to all the good people who read Commodore Scene. All they ask is that if you like it, and your conscience pricks you, that you send some money - no matter how small - to the original programmers. You can send it to me here at CS if you like and I

will pass it on. I have already personally sent some money so that, just maybe, in the future, the programmers of this software might see fit to create some more quality stuff in the future !

Well you can always hope !

As you will know, this game has been mentioned before in Commodore Scene, it was even a big hit at the exhibition that Commodore Scene attended last year, one guy had to be prized off the joystick so that others could have a go with it ! I have played this game myself for quite some time and believe me, it is VERY addictive !

So come on you lot, load it up, play it, play it some more and then send a few quid off to the programmers. You know it makes sense.

Allan Bairstow



## Ghosts 'n' Goblins

As far as I can remember, this is the very first game that I ever borrowed from another C64 user. I was stunned and hooked. I had never heard of the game before, but I decided just from the front cover that it was going to be great.

The game is actually relatively small, but still manages to rate highly on the lastability factor. This is due to the almost puzzle-like nature of having to work out the best way to deal with the different enemies and the weapons that are best for eliminating them. The dagger was my favourite because of its speed. An interesting point was the randomness of when the weapons would turn up. If a zombie, ghost, etc. was carrying a basket, when you killed it you would receive either some armour (if you had been stripped down to your loincloth !), some points or the next weapon in the cycle. This meant that if you were waiting to collect the weapon with the cross on it that blasted through all of the enemies in its path, you could be in for a long wait.

There were some great visuals in the game and a wonderfully diverse selection of enemies. Oh, and some cool music too !

This game has nostalgic value for me and will always remain one of my favourites.

David Ivall



# ATTACK OF THE MUTANT CAMELS

**ON THE COVER DISK!**

A game by Jeff Minter

Reviewed by  
Allan Bairstow



Picture the scene.

You've just had your first few wages. You've just bought your first C64 (you're excited), you've been out and bought some 'top ten' software (you're very excited). You set up your shiny new C64 with the datasette attached to it and you open up the first cassette - it's Attack Of The Mutant Camels by an up and coming programmer Jeff Minter (the excitement builds). After the (not very) long loading time it bursts forth onto your TV screen and you are thrown into what can only be described as a 'blast fest'.

You get so excited that your head explodes!

Yup!, you've guessed it. That was me, I was about 18 or 19 years old at the time and my love affair with Jeff Minter's legacy had just begun.

That particular night I played AMC for about seven hours (I looked terrible the day after at work!). I was very bad at it - and I still am! But for me the fun is not in finishing a game but having a damned good time. This game has brought me back time after time and it



still does it even to this day - many, many years later! That is what a good game is all about, it's simple, it's very addictive and it is one of the greatest games ever written. Don't believe me? Try it for yourself, it's on the coverdisk.

I am sure that Jeff Minter will make further appearances in the issue as he wrote many varied games, most of which I have. Does anyone remember the game listing that appeared in one of the first ever issues of C&VG by Jeff? That also had me hooked as well. Again, it was simple in the extreme but it had some fantastic features - great sound and addictive play! I can't remember what it was called though. If anybody has it then please let me have a copy (even a photocopy of the listing will do).

Anyway, back to AMC. Without a doubt, the simplicity of the game made for a great classic. The basic story is that you have to destroy six camels which are slowly walking from the left to right of the landscape. Each camel has to be hit about one hundred times (I think). These camels are firing at you (strange world that Jeff lives in!), every fifth or sixth shot a 'homing' missile is fired and it usually hits me straight away as I am a bit slow! You get the general drift. I don't mind admitting that I have never actually got past the second level so I have no idea

how it ends, does anybody else know?

Right, that's enough guff from me. I like all Jeff's stuff, even the early VIC-20 stuff, he is and always will be one of the greatest C64 icons, EVER.

If you read this Jeff then please get in touch, we'd all love to hear from you.

Brief instructions : Joystick in port 2  
Blast everything in site!

Excellent game, excellent programmer, ah! The glory days!  
All praise the great YAK!

Allan Bairstow

# Crossroads II - Pandemonium

Well you can certainly say that when your SuperCPU is on, those little critters go mental! I have to say that this is a seriously impressive game. The sheer number of bugs is amazing, obviously not sprites, but instead background images. I have to say that the death sequence is great.

This cross between a shoot them up and a maze adventure is both novel and fun. I like the ever-lasting bullets which simply scroll round the screen until they hit something, either the enemy or you. The other notable point is that your character is not a wimp, you can take several shoots before you die. Is it any wonder this is such a good game, coming from 1988, it has that classic feel, the feel which makes the C64 games so great.

The level of difficulty is just right, you can fairly master the first few levels within a few attempts and from then on little things change which make the levels harder.

I also find the random colour and maze wall design interesting and it takes some of the boredom out of playing the same initial levels. In addition the power ups and collectibles needed to complete the levels are great features.

In short this is a great game which captures the classic feel and addition factor common in the C64 games history. This is simply because it is an old game but as they say, the old ones are the best. The graphics and playability are great but the sound effects could well do with being replaced with a music option. I find that playing with the volume off is much better.

To sum up, a great game which, for me at least, make the cover disk, an excellent choice.

Mark Vowles

## TOTAL ECLIPSE II

Well, a lot has been said about this game recently, so it is very hard to know exactly what to say.

The original (Total Eclipse 1) was ground breaking and the follow up (this version) was as good as - if not better - than the first.

To really appreciate this classic and atmospheric delve into the ancient Egyptian times of the mummies domain that it serves up, you really have to see this game in all its glory with the SuperCPU enabled - the graphics are fast, smooth and have you begging for more, time after time.

The second installment of Total Eclipse is something of a rarity to most people as it only ever came out as a bonus program with some software suppliers (please correct me if I am wrong), and many people did not buy it because it meant that they had to shell out for Total Eclipse 1 again!

Anyway, enough of all that guff.

Total Eclipse 2 is on the cover disk for you to try for yourself, the game was reviewed in CS24 so I will not delve into that again, but here are some brief instructions to get you going.

[crsr up] - move forward  
 [=] - move back  
 [Q] - turn left  
 [W] - turn right



(these controls also move the sights if the gun is drawn)

[R] - rest (holding [R] calms your heart rate)

[S] - step size change (slow, medium or fast).

[A] - angle change (small, medium or big)

[U] - u-turn

[SPACE BAR] - draw / replace gun

[SHIFT] - fire gun

[P] - look up

[L] - look down

[F] - face forward (useful if you get disorientated)

[H] - height change (stand or crouch)

[I] - interrupt game (enables you to 'save', 'load' or 'abort')

You can use the joystick in port 2 for some tasks and if you look on the control panel (just above the heart) you will see your current status.

Enjoy!

Allan Bairstow

# Hunchback & Skramble



*I only ever finished two games completely in my entire C64 life (both the original arcade versions and also the C64 conversions). It is because of this and also the fond memories that I have, that these two feature here.*

Those are **Skramble** (by Anirog) and **Hunchback** (by Ocean). Both of these games I purchased because they were a couple of my favourites from the arcades.

I class myself as a 'simple man' with 'simple needs' and as such, I can appreciate the simple layout and tasks set before me in these two games.



## Hunchback

Here we have a Quasimodo trying to get from left to right on each screen and then ring the bell, which then signifies the end of that particular screen.

Sounds simple? Well actually it is - for the first few screens, then it gets progressively harder until you are losing your lives at an alarming rate and then suddenly it's all over and you have to start again! Once you master the screen stages it is quite an addictive adventure but, later on, the flying boulders and arrows are random and this soon signifies your early demise as you then have no control over whether you live or die. The 'unskillful' way in which you can lose a life puts many people off but in its defence the rest of the game is very addictive and

you get a great buzz from completing a screen.

The end sequence is very cute too.

## Skramble

This is another big hit with me as it is a great game, simply made, simple - but good - graphics and a very simple strategy.

All you have to do is blast your way to the end and keep hitting fuel dumps to replenish your onboard fuel for your rocket. All the while you will have to avoid missiles taking off and other ships coming your way.

Sounds easy? I thought so, even when watching other people doing it I thought it would be a breeze. So why, when I tried it, was it so damn difficult?

I think it may be because the game never changes from one play to the next. Normally you are expecting things to fire at different times and in different places, but in this game it just doesn't happen, which is a strange concept to get a grasp of.

There are four stages (I think - it's been a while since I last played it!), the last stage is definitely the hardest as you will need nerves of steel and a VERY steady hand to complete this.



In my defence I can usually clear the game completely all the way through, twice in a row, after that I get a little tired - poor me!



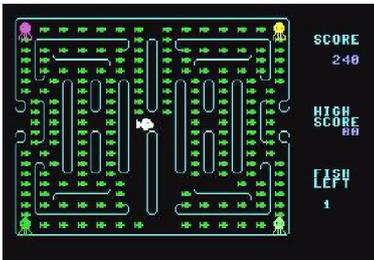
Allan Bairstow (again)



## PART TWO By Frank Gasking

Welcome back!, after some more digging... more classics have been dug up again, and about 2 inches thick of dust has been dusted off. The debate of the oldest C64 game is confused this issue, with the discovery of more games from 1982. What about games from 1981? Now onto the games for this issue..

### PAKUDA (1982 RABBIT SOFTWARE)



Another 1982 release from Rabbit, this time we are presented with another clone of Pacman, but within an under water theme. Simply eat all the fish (Dots in Pacman) in the maze to complete the level, while avoiding octopuses (Ghosts in Pacman). Instead of a power pill to be able to eat the enemies like in Pacman, it's simply replaced

by an electric eel. The game-play is very dull and fails to capture the addictiveness of Pacman; the movement is very bland.. and so can be said for the simple graphics and sound, which dominate this game throughout.

**RATING 2/10**

### SUPER SKRAMBLE (1983 TERMINAL SOFTWARE)

This is one of their good releases, and based on the arcade. You will probably remember this game from an earlier covermount. The whole idea is to guide your 'strange looking' ship through a path of missiles ready to take off, fuel pods and helicopters, a deadly cave level, a fireball belt, spider type creatures and a cityscape.. which leads to the final part which is to destroy a large rocket to complete the game. The game captures the game-play of the original game and remains pretty addictive, the GFX is good for its age with characters clearly defined, and some twee sound effects. The only disappointment is the poor animations, and the occasional dodgy collision detection.

**RATING 6/10**

### MOON BUGGY (1983 ANIROG)



A Moon Patrol clone this time, where you must guide your buggy across the moon, jumping craters, & shooting alien buggies. Also there is an annoying helicopter type sprite which drops bombs, which some can create unwarned

craters to try and avoid. The scrolling is juddery, and not a good example of smooth scrolling on a 64. Sound is good, with a good humming sound for the buggy and other effects. The game is fun to play, but there is an annoying let down where a mine could be placed directly after a crater and the buggy cannot jump far enough to avoid both. Another problem is pixel perfect jumps which are required, but if you can get used to the problems, then it's a fair game.

**RATING 5/10**

### CENTERPODS (1982 COMMODORE (?))

Centipede clones are normally popular with me, but I was very dismayed when I came across this piece of pants. It is Centipede where you control a little char block creature shooting through mushrooms to get to the moving centipede, but its too plain and it feels washed out. It's lost a lot of the pace of the original, so the fun of the game is lost. Sound is also worse than the lively sounds of a VCS system. It's an early game on the C64, but not good at all compared with a machine about 4/5 years older.

**RATING 1/10**

### BUCK ROGERS (1983 SEGA / US-GOLD)

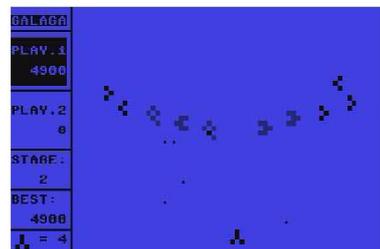


This is one of US-Gold's earlier games based on the arcade machine. You must control Buck Roger in his ship and navigate it through a series of electron posts, dodge and destroy space hoppers and alien saucers to go into outer space and

destroy the mothership by hitting it dead centre. Then it's off to the next planet where it increases in difficulty with lasers either sides of the posts, and more enemies. It gets a bit repetitive after a while, with little new to offer, but its good fun to play with some nice graphics for its age, and some nice crunchy sound effects. Worth digging out every so often for a blast.

**RATING 7/10**

### GALAGA (1982 KINGSOFT)



Some say "Graphics are not everything".... and this is a brilliant example for that phrase. This is a superb Galaga conversion, but minus the graphics. The sprites and chars more familiar from the arcade have been replaced by the C64's standard char-set.

The sound is very bleak too, with just little pip sounds. But the speed is there, and it's so playable, like the arcade. The idea is to shoot the space invader style waveforms, which also move down the screen in different twisting ways. Even though it looks like something done in BASIC, the movements are there and so is the playability. There are good clones around with improved GFX, but this is still defiantly worth a look if you can find a copy.

**RATING 9/10**

## Next Issue

Well, thats it for this issue again.. next time we meet, we will look at one of Jeff Minter's first C64 games and more games from the archives of 1982 and 1983.

Till next time!...



# SUPERCPU



SCPU are fixed Documents - included (for the Atari-Version!)



## Games adapted for the SuperCPU

### Stellar 7

The culty Vector-Space-Game. This is one of the masterpieces by Damon Slye and friends.

### Important info concerning the detection of SuperRAM

If you have a SuperCPU without SuperRAM and you have SuperCPU DOS 1.32, there will be a wrong value at the memory-location CMD uses to check if there's SuperRAM or not. Therefore, SuperRAM will be "found" although there is none. If you have SuperCPU DOS 1.40 or higher, there's the correct value and the detection works 100%.

So, if you have a SuperCPU without SuperRAM and you have SuperCPU DOS 1.32 or lower, get yourself a newer SuperCPU DOS and/or a SuperRamCard!

Specials: Slowed down to run in an okay-speed with SCPU. This version by : Wyndex. Documents - included

### Stroke World

The funny jump'n'run by Protovision. The little green muscle-eater stole your muscles! Find him and get them back!

This version by: (original Version). Specials: SuperCPU Ramdisc-System. Documents - Not included.



### What is DMAgic's SuperCPU Ramdisk-System?

The DMAgic SuperCPU Ramdisk-System incredibly reduces loading time of the program in which it is installed. If you got a SuperCPU with SuperRAM-card, its RAM will be used as a RAM-disk. All once loaded files will stay in it, and when they would normally have to get loaded again, they instead will be depacked from RAM (with 20 MHz)! In some cases you may also load all data files to the SuperRAM in advance, so while playing there won't be ANY loading-breaks!

If you don't have a SuperCPU, the progs will of course behave and load normally, which means that a SuperCPU is not required for that particular program, but it is still recommended.

### The Train

A great strategy-game, taking place in France at the end of the 2nd worldwar. Save a train from the evil Germans...



This version by: DMAgic. Specials: SuperCPU Ramdisc-System. Documents - included



### Last Ninja III

The final one in the Last Ninja series, and the best one! Will you be able to kill Kunitoki?

This version by: DMAgic

Specials: 100% working, SuperCPU Ramdisc-System. Documents - included

Documents - included

### Rescue on Fractalus

Also known as "Behind Jaggi Lines". A culty vector game.

This version by: Wyndex

Specials: GFX-bugs which appear with



Commodore Scene does not take any credit for the information listed here, all the updated information for this feature was taken from the web site found at <http://come.to/superscpu>

All credit is hereby given to whoever compiles the above site and is the original author(s) - MacGyver/DMAgic.



For more up to the minute information please check out this site and see what is in store!

# IKARI WARRIORS

## RETRO REVIEW



By Frank Gasking



This is apparently the sequel to the classic Commando arcade, which also made it onto the C64 and was an Elite conversion, though this game has been created by SNK and not Capcom with its arcade form. Anyway, the game itself is in the style of Commando, where you control a gung-ho style character with a machine gun and a set of grenades in a vertical-scrolling environment.

The story is that General Alexander Bonn has been captured by a band of revolutionaries and held captive in his own headquarters, though he made one last mayday call which two flying missionaries pick up and decide to rescue the General. However, the plane crash-lands into the jungle, some distance away from the headquarters, so they must track through dense jungle, killing all enemies to progress through to the headquarters where the General is held.

The game starts with a mini-introduction sequence of the plane crash-landing into the jungle, and then a cool title screen appears, showing the main logo of the game, and then little interlude screenshots of later parts of the game. Once you start the game, pressing F1 or F3 to start a one or two player game, you get straight into action from walking away from the wreckage of your plane, into a barrage of enemies and their wrath of bullets.

There are no levels, just one massive game map to run through. Trekking through the jungle, you will notice gun turrets which can only be destroyed by throwing a grenade by keeping your finger on the fire-button. Also, shooting the soldier enemies will sometimes result in leaving various power-ups lying around to be collected. These give goodies, such as bonus points, extra grenades, extra bullets, fuel, a smart bomb effect (Killing all men on screen) and also a grenade power-up, which gives a dramatic explosion effect to your grenades to kill more at a time with one grenade (Almost essential to collect for later stages of the game).



At certain stages of the game, you will find various little tanks with the word "IN" flashing on them. You can get into these tanks by holding down fire and waggling the joystick a bit while over the tank. Though your stay is not for long, as you have a fuel limit, and unless you collect a fuel power-up, you must evacuate the tank when the fuel runs out, or it will explode, killing you. This is the same if a grenade hits your tank or it discovers a mine. Though, bullets won't touch it, and you can run over bad guys and shoot turrets with ease with grenade like bullets.

At other areas, there are sections of water which must be crossed by swimming across, watching out for enemies who hide underwater and cannot be shot by bullets, but only by grenades.



The game is very playable, the simple run and shoot concept has been taken and extended by including the ability to steel tanks and to collect various power-ups and to go for a quick swim in the swamps. Also the direction you face to shoot can be fixed by pressing the other function keys, all with a two-player option (Though it's a pain in the bum when you accidentally shoot your friend). The amount of enemies you face is incredible, which gives a good difficulty curve. Once you get used to where enemies come from, you will progress further and further with each go. Also there is a hint of realism (Very slight), with the ammo counts.

Graphically the game is well designed, with clear sprites and well-drawn backdrops, fairly close to the arcade original. Apart from the features of trees, water and bridges etc. the scenery hardly varies... apart from a building environment later in the game, though you will not notice this repetitiveness too much. In the sound department, there is a good catchy conversion of the arcade music by Jason Brooke, but unfortunately accompanied by weakish sound effects and fart sounding deaths when bullets hit the enemies.

Even though there are hundreds of vertical army shooters around on the C64, this is one of the best, so before you try and steer clear of this game, I suggest that this one you have a look at and give it a whirl. Also, the two-player action makes it even more fun with the ability to ride tanks and throw a few mental grenades around the place. It's great fun!

	<p><b>GRAPHICS : 82%</b>  <b>SOUND : 70%</b>  <b>PLAYABILITY : 89%</b>  <b>LASTABILITY : 92%</b>  <b>OVERALL : 89%</b></p>	
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# JESSE'S GAMES

" This month I have been mostly playing multi-event games, wagging my joystick and pumping the fire-button.. "

## BUTTON-BASHERS



## TRACK & FIELD and HYPERSPORTS

were two arcade games converted by Konami. Best bits are the skill events like archery and shooting, plus the Galway music.

DECATHLON (Activision) and DALEY THOMPSON'S DE-CATHLON were very similar to Konami's efforts and each other. Waggle left and right, bash the button or hold it for angle. Laugh at the ridiculous Daley sprite, listen to the Galway loading music by stopping the tape!

DALEY'S SUPER TEST had more variety (8 events), but the same faults as the original (and dodgy landings in the ski jump!) While DALEY'S OLYMPIC CHALLENGE was released for Seoul 1988, where Daley snapped his pole and reviewers snapped their arms. Pointless training and shoe selection sequences, with nice presentation but shame the gameplay hadn't changed.

BRIAN JACKS' SUPERSTAR CHALLENGE, based on the TV programme SUPERSTARS fared little better, being essentially the same game as Daley's Super Test.

## THE EPYX "GAMES" SERIES:

SUMMER GAMES & SUMMER GAMES II placed the emphasis on timing and skill rather than sheer speed, and are best played as a multi-player or as a 16-game Olympics (disk version only!) My favorite event - the equestrian

WINTER GAMES was just as good; timing and rhythm are more important than speed. The biathlon simulates that sport - a combination of shooting and ski-ing - very accurately.

WORLD GAMES was a world tour, complete with innovative travelogue to introduce the events. Wacky stuff like the bull riding is mirrored by the skill of caber tossing (accompanied by superb bagpipe music!)



## CALIFORNIA GAMES

was the coolest of the lot, with amazing animation, gorgeous presentation and rewarding gameplay

THE GAMES - WINTER EDITION & THE GAMES - SUMMER

EDITION, on the other hand, proved that the Epyx bubble had to burst at some time. Although great to look at, repeating old events (e.g. pole vault) with trickier controls and less polished appearance make these less worthy of your attention. The company went on to be heavily involved in the launch of the Atari Lynx, and eventually became bankrupt.

## OTHER SPORTS

SKATE OR DIE was three ex-Epyx programmers attempt to re-create the magic for EOA, and they did it in style! A total package of five games, cool music and street-cred graphics. Instant fun, with scope for improvement give long-term gameplay



## SKI OR DIE, the

sequel, was widely panned on it's release, taking the same idea but applying it to ski-ing. Apparently, the music was written on PC by Robb Hubbard and converted by someone else, leading to the infamous ZZAP! comments..

## PARODIES

ALTERNATIVE WORLD GAMES is the king of the alternative castle, from its Benn Daglish intro music, to the animated select screen, to the delights of such events as pillow fighting on a gondola in Venice and welly-throwing at the Coliseum!

KNIGHT GAMES 1 & 2 was a nice idea but Jon Williams doesn't pull it off; the events feel like separate games, not a tournament.



## BLOOD 'N GUTS

caused controversy on it's release (and was nearly banned over here) but hardly worth it for such a poor game.

Other titles to watch out for (because they are not very good) include GALACTIC GAMES by Activision/ Electric Dreams (very poor all round), HUNCHBACK AT THE OLYMPICS (Quasimodo in badly deformed sprite shocker) and INTERNATIONAL TEAM SPORTS (a multiloop nightmare from Mindscape).

- by Andrew Fisher

A man attempting to set up his new printer called the printers tech support number, complaining about the error message "can't find the printer". On the phone, the man said he even held the printer up in front of the screen, but the computer still couldn't find it !!

# MY FAVOURITE GAME

by Andrew Fisher



In an earlier issue of CS, I contributed a Top Ten list, in which I stated it would be too difficult to pick ten games. Now how am I supposed to pick just ONE game? The answer was to approach it from another angle - work out my favorite programmer/team, and their best should be my all time favorite.

One thing I do know is that I like the wacky stuff. JEFF MINTER created unusual and above all psychedelic games. If I had to pick one favorite, it would be MAMA LLAMA, simply because it was the first of his creations that I played.

Also, SENSIBLE SOFTWARE ploughed their own furrow, from the gorgeous graphic effects of PARALLAX (greatly enhanced by the superior sonics of MARTIN GALWAY, who was briefly a member of the team) to the out-and-out blasting of OH NO! and INSECTS IN SPACE. WIZBALL must also be a serious contender for most original game ever, and the icing on the Sensible cake has to be the SHOOT 'EM UP CONSTRUCTION KIT.

ANDREW BRAYBROOKE and MARTIN WALKER reached the top, although perhaps the games (MORPHEUS and CITADEL) didn't quite live up to the hype generated by the ZZAP! diaries both wrote. Martin's CHAMELEON is very original, but his music became very samey. Braybrooke's last 64 effort, INTENSITY, is surreal - a shoot'em'up without any shooting!

The Apex boys JOHN & STEVE ROWLANDS deserve a lot of praise. CREATURES was brilliant, CREATURES 2 needed a little more variety, and RETROGRADE was a clever slant on what a shoot'em'up could be. However, the self-serving hype Commodore Format gave MAYHEM IN MONSTERLAND has, in the long run, soured my feelings towards the game.

MIKE SINGLETON gets a mention too. The innovative graphic style of LORDS OF MIDNIGHT was well ahead of it's time. QUAKE MINUS ONE tried to mix action and exploration, but was let down by the tricky controls. And his design work on STAR TREK for Firebird would have paid off, without a lot of meddling from Paramount leading to it's delayed release.

But my all-time favorite programmer has to be GEOFF CRAMMOND. Starting on the BBC, the amazing REVS was a Formula 3 simulator. No racing around the track here; you had to set up the aerodynamics and race difficult computer opponents. He repeated the trick with the 16-bit STUNT CAR RACER, which made an impressive wire-frame conversion to the 64. This is a game with lastability.

Of course, the one game he will always be remembered for is THE SENTINEL. The solid 3D graphics and feeling of suspense as you try to ambush the Sentinel standing on his high plinth are incredible; 10,000 levels should also keep you playing for a while.. This is the game I have played the most over the last year, and must go down as my favorite game..

## The RARE Guide

To The C64

### STEREO SID CARTRIDGE

Well it is a sad day, when a device such as this which is only a few years old, has already been consigned to the collectors domain. If you have one then hold on to it because you have a piece of history, if you don't have one then I'm sorry to say that you have missed your chance to purchase one as they are now 'no more'!

# MIDNIGHT RESISTANCE

## RETRO REVIEW

By Frank Gasking

In the early 90's when I was a few years into playing my C64, I spotted this kid trying to sell his 64 set-up by showing a demonstration. And he played this game which I saw and instantly wanted to own, so I rushed down to my nearest games store and bought Midnight Resistance. And when I got home and loaded it up, I wasn't disappointed one bit.

This game is brought to you by the **Special FX** team, who coded other titles such as Firefly and Gutz. The game is sort of a **Gryzor/Contra clone**, with the main character being able to fire his weapon in 8 directions. As well as running and jumping while shooting at different angles, you can also crawl along the ground while shooting all over the joint.



The story is that a evil leader of megalomaniacs has kidnapped your family in a bid for dictatorial power over the earth, including your grandfather who is a world famous scientist. The aim is to rescue your family before the evil leader forces your grandfather to use his superior weaponry research in order to enforce his own tyranny throughout the planet.

You start off at what looks like a construction site and half finished buildings, where you are confronted by a series of ninja style enemies who jump around to try and halt your progress. Shooting brown ninjas will result in giving 'key' bonuses, which are used later in each level within a 'shop' type room, to unlock other weapons from cabinets, such as Flame-throwers and Three-way shotguns for later on in the game. You can also get an extra life, or a secondary weapon which can be activated by pressing space. Throughout the game you must navigate your player up/down ladders, through tight gaps and bullet and ninja infested areas. Overall there are **9 levels** to navigate through.

In certain stages of the game, you are confronted by larger enemies which require larger firepower to destroy and more shots. Some of the large enemies are fairly impressive, including the mammoth tanks. The boat section of the game also has a very arcade feel about it, due to the size of the enemy and the movement it makes.

The music throughout the game is well done and it suits the game perfectly and is just right to get you into the game. The music changes to suit various situations, such as a confrontation with an end of level guardian etc.



Graphicwise the game stands out very well. The animation on the main character is very well done, and also with the larger enemies. Scenery is also well defined, especially the 3rd level with the trees, though some areas of the game are a bit weaker than others, maybe due to the usage of char-sets in previous areas of excellence.

Loading is also excellent, both tape and disk. Levels from tape are multi-loaded in at great speeds, so it only takes around **10/20 seconds** to load a level in, and don't forget these levels are quite big. With disk, there is blatantly no waiting for loading at all, only very slight drive readings.

In the magazines, I felt that it was fairly underrated (Around 83%), as the game is very addictive and not something you see a lot of on a C64 of this quality. The game does have its faults, such as the screen trying to catch up occasionally with the player, which can hinder game-play where tough jumps are required and also the game can be too easy for some gamers out there. Finally, the C64 version is missing the 2 player simultaneous action of the arcade machine, but otherwise the game is an enjoyable platform blaster which should be at least tried once to give it a good go.

MIDNIGHT  
RESISTANCE

GRAPHICS : 90%  
SOUND : 80%  
PLAYABILITY : 95%  
LASTABILITY : 91%  
**OVERALL : 91%**

MIDNIGHT  
RESISTANCE

# Wayne & Helen's Choice Cuts !

## Wayne's Favorites

I find it difficult to pick one all time fave so I'll give a list of games I personally like, in no particular order.

Of course there are 100's of games for our 64 and these are some of the main titles I spent considerable time playing.

### WIZBALL

This one is always high in the game charts, apart from being original it's a great game to play and the graphics, music and sound effects help push it that little bit further.



This and Microprose Soccer are my favorite games !



### BUGGY BOY

With so many racing games out there it is the control mode and playability on this one that make it a winner.

The object update is convincing and although there's no music the sound effects are put to good use and convey the action well.

A good control method and colourful graphics have helped keep this at the top of the racing games.



### DROPZONE

Although on first loading there seems to be little more than moving left or right, picking up men and dropping them at the base, don't be fooled!

The action soon hots up and you'll need fast reflexes and nerves of steel to kill everything and get your men back home.

### WORLD GAMES

The EPYX games series were excellent but he World Games stands out from the rest.

It's choice of events, playability and excellent animation not to mention the sense of humour have made this one of the games we return back to.

There's also the ability to select multiple players adding that competitive edge to an already excellent game.



### PARADRIOD

Perhaps it's the futuristic setting or the claustrophobic sense you get while playing, but Paradrion is one awesome game. You have to play it to ap-



preciate the depth of the game. This is probably Andrew Braybrooks finest game.

Frantic blasting combines with strategy elements. A top game, a game with a unique style of it's own.



### PITSTOP 2

Similar reasons to Buggy Boy made me choose this game - good control method and fast effective sense of movement.

The one thing that it does have over Buggy Boy is the brilliant two player split screen option which is the best in ANY c64 racing game, in my opinion.

Plus, it's not just an arcade race style game, the 'pitstop' section (hence the games title) where the player refuels and changes tyres, gives the game that edge in strategy as well.

### ARMALYTE

Although infuriatingly difficult this is one of the top 64 blasts.

Sequel to the amazing Delta. Armalyte takes the challenge further with loads of on screen enemies, huge end of level baddies and some serious power ups.

The gorgeous graphics and neat sound effects are the icing on the cake, oh, and the multi-load works even faster with an Action Replay cartridge installed.

Martin Walkers moody title screen and loading music set the atmosphere perfectly.



### LOCO

One of my favorite Tony Crowther games.

Although Gryphon was probably his best technically speaking, Loco has the edge with it's 'arcade style' gameplay, cute graphics and catchy theme tune. Done in 1984 it's a split screen game with you controlling a steam and rocket armored locomotive. The game gets progressively harder for the player. I liked Suicide Express - which was the follow up - but did he really need to do Black Thunder ?



### IRIDIS ALPHA

Jeff Minter did some WEIRD games but his has to be the weirdest.



Basically it is an incredibly fast horizontal blaster. Loads of colour, fast action and strange sound effects. Certainly not everyone's cup of tea, but if you're a Minter fan or just fancy a completely 'off the wall' game then this is your thing.

Jeff Rules....

All praise the great Yak - ED

### FORBIDDEN FOREST

This game and it's sequel 'Beyond The Forbidden Forest' deserve to win awards for technical genius alone. But Forbid-



den Forest was the first game to really stretch the c64's potential. The enemies are nice and varied with plenty of colour. The death sequences really utilize the 64's sprites as well. But above all the game has a certain genius and playability of it's own.

### STRANGELOOP

Another oldie - 1984 !

Isn't it funny how all these old games are really addictive.

I am not a big arcade adventure fan but this and Starquake are personal faves ! I prefer Strangeloop to the latter because there is no in-game map, which makes it easier to get lost in Starquake. The gameplay, puzzles, graphics and sound effects all create an individual feel all of it's own.

### BOULDERDASH

Greed !

The main addictive ingredient in ALL the series. I always end up getting killed over indulging with diamonds !

Boulderdash 1 & 2 are excellent. Do look out for Professional Boulderdash 3 with the BAS-RELIEF graphics.

Fairly simple graphics but don't be deceived, the gameplay is addictive !



### Helen's Favorites

#### ZOLYX

This is great because it's so simple but yet so addictive. I have been known to play it for two hours before today. Well worth playing.



#### IK+

This is a very cool karate game, the graphics are good and so is the playability.

"Probably the best karate game in the world".

### WORLD GAMES

What a great competitive game, very good graphics and a good option screen - very addictive.



### CITY BOMBER

(Jon Well's version - not the original 1980's version)

Well it would be if it ever gets completed, come on Jonny Boy - five years is long enough to wait for this superb game.

*Thanks for taking the time out to give your views on your favorite games, a few good choices there and one or two of them rank in my personal faves.*

Well done - ED

# DejaVu II Party Bradford 1999

Myself and Robert (Bernardo) awoke early on the Saturday morning, we were very tired due tot he fact Robert was only staying two nights and we had been up the previous night for some considerable time - talking Commodore !

The party had been going since Friday.

We got ourselves into some semblance of order and tried to remember everything that we needed to take with us. Of we went to Bradford. We arrived at around 10am and in we went. Neither of us had ever been to a 'party' so we did not know what to expect.

First impressions ? - It was full to busting with computers of varying guises, there were cables everywhere, empty pizza boxes littered the floor and the place had an aromar of 'sweaty socks' ! - Not surprising really as these guys had not slept at all and had been working constantly on the tasks set before them by the organizers. I liked it !

Our first concern was to locate the C64 section, it didn't take long as there was only one C64 there !

After a short signing in ceremony, Jason Kelk (Cosine/ Commodore Zone) appeared. Greetings were made and we chatted about various aspects of programming and the scene in general.

Myself and Robert had arranged to be here for this day because it was the day that the C64 section was to be judged and the demos shown. As there was only Jason there the winner was a forgone conclusion but we enjoyed the rest of the day anyway.

We mingled, got chatting with other people in the room and talked to others about their various aspects of computer expertise, this ranged from programming PC's, Amigas, Playstation's and C64's. A few new contacts, both local and from other countries, were made and in general the whole day was quite exciting.

Did I mention the heat ? Good grief, it must have been the hottest day of the year, it got that hot that everybody had to drink lots of beer just to keep cool !

Anyway, Jason won the C64 section - surprise, surprise - but then again he did come a long way so he deserved it just for being there. He had a few problems, such as lack of support from C64 users and also having to use a 5" TV screen as a monitor !\*

There will be another meeting next year and Commodore Scene will know about it in plenty of time, I hope !

So I am now going to offer something to all you programmers out there - \*I will supply you with a monitor (or TV), a C64 and a disk drive if you want to come along next year. That way you will not have to lug loads of gear up and down the country - I'll get it there for you ! All you will need to bring is yourself, your AR cartridge, your disks and anything else that you might need. I can't say fairer than that can I ? Just let me know in plenty of time as monitors/TV's are in limited numbers.

See you next year !

Allan Bairstow

# COMMODORE

# WEB

*Loathe them or love them, they are here to stay so you might as well make the most of them !*

*As far as the Commodore 62 (and all the other models) is concerned, we are extremely well catered for, we even have a dedicated site which will help you locate just Commodore WEB sites - if that isn't just great news then I don't know what is !*

*Okay so lets delve straight in, but before we start I would just like to say that this is in no way meant to be a review of these sites, it is just a brief snapshot at what is available. There are hundreds of Commodore sites and these are just the tip of the iceberg. It also goes without*

## Commodore Ring Homepage

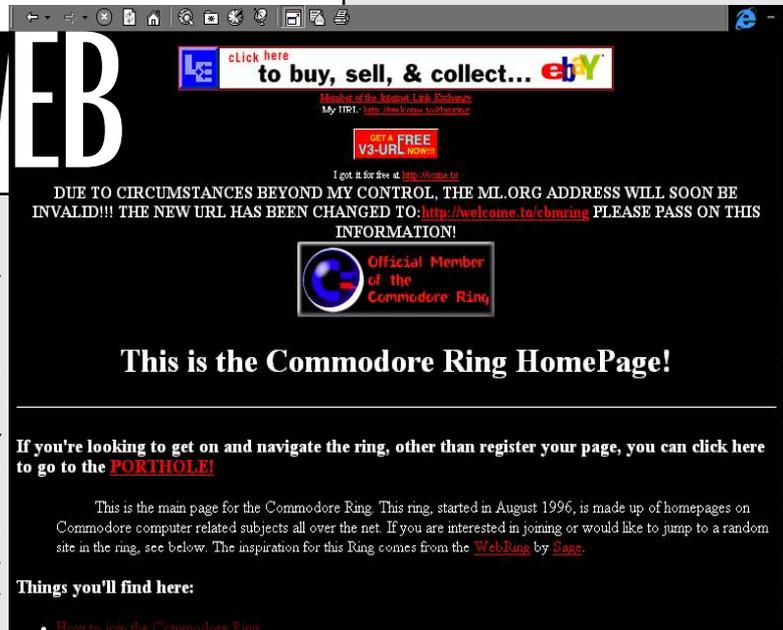
<http://www.ncf.carleton.ca/~ag090/cbmring.htm>

If you want to search for Commodore WEB sites then start here. Almost everybody who has a Commodore related WEB site registers here because they know that most people start their searches from here.

Most sites that are listed are given a brief description of their contents and the most important information is highlighted.

If you like a site then just click onto it and you are taken there straight away.

It really is 'the' place to start if you are looking for



something special for your Commodore.

This is a very good 'no frills' site that is very easy to use and understand - if you have a Commodore site then register here NOW !

## Cyber Systems

<http://www.fgasking.freemove.co.uk/>

Frank Gasking's site has a brief history of the man himself, this may find its way into the pages of CS at a later date. Here we have Frank's own take on the C64 scene in general as well as his personal news and views from around the Commodore world.

You will have read some of Fank's stuff within CS so you will know that he is a knowledgeable guy, this also shows in this site.

So, take a look and get your brain muscles working again !

## Commodore Apocalypse

<http://www.homeusers.prestel.co.uk/compunet/>

The infamous Mike Berry's site is here for you all to look at.

It has to be said that this site is very pleasing to the eye with something happening or moving in every part of the screen !

It is a very busy site with some very useful information, 'want to know about Savage Platforms ?' (don't we all !),



*saying that at the moment you will only get the best from these sites by using a PC unfortunately. The C64/128 will be able to see most of these sites as text but there will not be any graphics to look at, this 'may' change next year though if the rumors are correct - watch this space !*

well you can find out from here. You can even download a playable version to your PC emulator if you have one. When will the real C64 user see it then ?

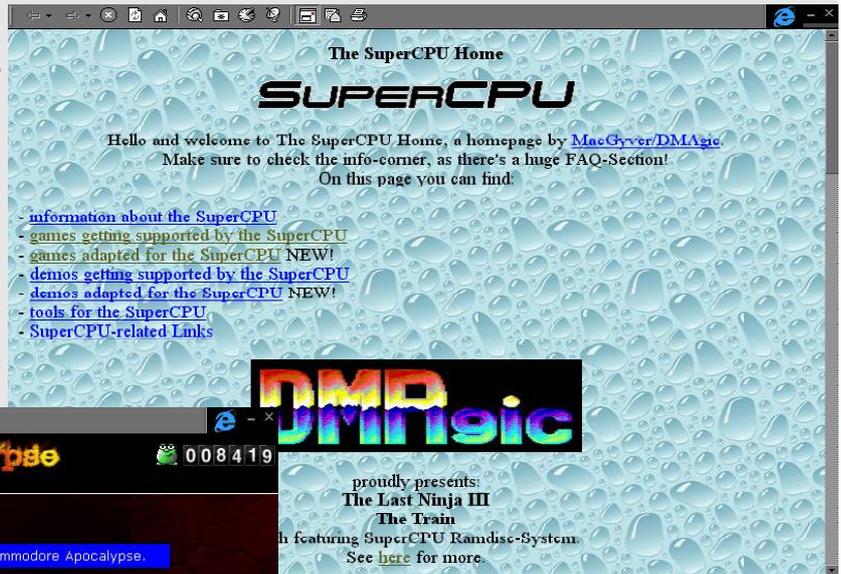
It has to be said that this site doesn't seem to get updated very often, but then again, it is very nice to look at !

## The SuperCPU Home

<http://come.to/supercpu>

This site has made a few appearances in CS lately - and with good reason. Not only does it carry news and information for serious users of

not ideal. Waiting around for screenshots to arrive and then to have to convert them or even hope they worked first time



the SuperCPU but, it also carries downloadable copies of classic games that have been ungraded or 'bug fixed' to work with the SuperCPU. See elsewhere in this issue for more information.

It doesn't end there either - oh no ! On closer inspection of this site you will find programs, help, advice, etc - for the more adventurous of you. There are programs that will allow you to actually create programs for the SuperCPU and thus creating a better understanding of this device.

This site gets regular updates and there are always more games being upgraded for use on the SuperCPU, they will all eventually find their way onto here.

Keep up the good work guys.  
Well done !

## C64 Game Guide

<http://www.c64gg.com/index.html>

In my 'fledgling Commodore Scene editor days', I had a few staff writers e-mailing me all the screenshots that I needed for each issue, they did a great job (thanks guys) but it was

was just not conducive to a good karma.

As time went by I acquired better software and my DTP skill became more pronounced I was able to locate 'most' of my own screenshots, this site helps a great deal as I can now look immediately to see if a shot is available before I start to lay the pages out. Anyway, I digress.

The site that has the most 'immediate' access to screenshots is this one. Not only do I get 90% of the screenshots from here but it also carries information regarding each game such as 'date of release', 'software house', etc. If you are that way inclined you could even

download the game for FREE and run it on your CCS64.

What more could you ask for ?

Great site, great information and it is well stocked with up to date information.

I'll be back there soon !

Allan Bairstow



# SUPERSCRIPT

## DEALING WITH BLOCKS OF TEXT - SUPERSCRIPT 128 - TIPS 5B

If you wish to use more text blocks from the same disk in Screen No.2:- Leave in or replace disk as appropriate and then:- Repeat the instructions (f) to (h)

### USING TWO DISK DRIVES 8 & 9

All the previous instructions apply - EXCEPT - you are now using Drives No.8 & No.9, so put the Disk with the files you wish to copy from into Drive 9. Look at Tips 3 - Where brief instructions for doing this were included but here we will go into more detail of moving from Drive 8 to Drive 9 and visa versa and also Screens 1 & 2. Simple explanation:-

Lets say the disk you wish to copy blocks of text from is in Drive 9, so we proceed in this way, this is assuming you do not have my Machro Printer Defaults File:-

j. You are in Screen 1 with the Document you are typing. Go into Screen 2 by typing (F1 g(o) c(hange)

k. Press F1 d(ocument) u(tility) u(nit) and then press 9 and you are immediately trasferred to Drive 9.

Press Shift and F1 and the directory of the disk in Drive 9 pops up on screen No.2.

Using the Cursor, select the file you wish to copy text from.

Once selected this will appear in Screen No.2.

l. Follow instruction on Tips 5 - (1) to Outline text (R)

m. Once your text to copy is highlighted and into memory in the computer, you must then return to Screen No.1 in Drive No.8

n. Press F1 d u u and type 8 to return to Drive No.8

Type:- F1 g c to return to Screen No.1

To place the text from the other disk where you wish it:- Follow the instructions in (h).

### CENTERING & ETC

All these instructions must be on The First Character of The Line. They can be placed anywhere in the text but must be the FIRST character.

### CENTERING

To START Centering Press:- F1 l(ayout) s(set) c(centre) and select Start from menu. A highlighted \* and cy; appears on the screen. Then type your text to be centred.

To CANCEL Centering Press: F1 l s c again but this time select End from the menu. A highlighted \* and cn appears on the screen to Stop Centering.

### RIGHT ALIGN TEXT

Usefull at the end of a page to state Continued Page 2 (etc)

To START Right Align Press:- F1 l(ayout) s(et) r(ight) and select Start from the menu. A highlighted \* and ry; appears on the screen. Type your text.

To CANCEL Right Align Press:- F1 l s r again and select End from the menu to Stop Right Align

Resume of Commands Noted in 5A & 5B:-

F1 a b Mark a block of text to copy.

F1 a m Move block to cursor position.

F1 g c Move to screen 1 or 2.

Shift/F1 To raise directory of new disk on screen 1 or 2.

F1 a d Duplicate the block of text from sreen 1 or 2 to the other.

F1 d u u Change to another disk drive.

F1 l s c Start centering. - Use again to cancel centering.

F1 l s r Start right align. - Use again to cancel right align.

These Notes:- (C) G. Potter 1999



It's come a long way since it's first issue way back in 1995. The magazine has got bigger, the presentation increases every issue and so does the already brilliant commercial feel of the magazine. The first thing you notice is the stunning yellow cover page, the main artwork being from Mega Apocalypse. This is sort of the theme for this issue, with a feature on the game (And its coder) a bit later on.

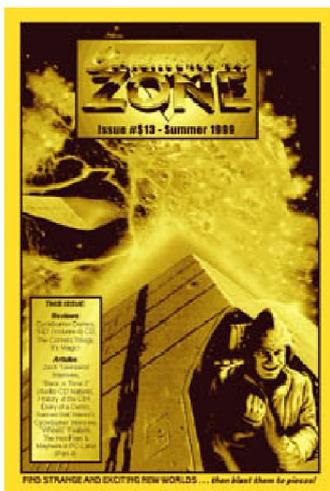
The magazine starts with the regular introduction from CZ's editor, **Jason (Kenz) Mackenzie** with the credits for the issue along side. Turning the page brings you to the **NEWS** section with all the latest C64 news, talking about new productions from Binary Zone, and other bits and bobs, including a spotting of a C64 on TV (Spot the beige bin!).

The main features of the magazine are the three interviews (Yes... THREE!!), first up is an interview with **Zach Townsend** (And if anyone mentions Austin Powers, I will break their legs.... thanks Kenz! ), then there is an interview with the king of digi-music, **Cycleburner** and finally with the man behind "Back in Time" CD, **Chris Abbott**. Phew!.. anyone would think this was Hello magazine or something (Not that I read it or anything..)

Yet the feature which really stands out (Well, just look at the cover) is the **Comets Trilogy**. This delves into the realm of Mad Planets, the arcade game which started it all off for **Simon Nicol**, who eventually produced the stunning Mega Apocalypse. It goes through the stages, reviewing the arcade machine, then an early conversion of Mad Planets (Which never saw the commercial light), Crazy Comets, Mega Apocalypse, and finally reviews of the Speccy and Amstrad version of Mega Apocalypse. But also a glimpse at the unreleased Apocalypse II on the SNES is given. The great thing is the ability to play each of the trilogy (Including Mad Planets) from the cover disk, all loaded from a cool looking menu system (With remixed Comets music). And also nicely featured is the Ash and Dave remix "Mental Moons".

Along with the cool cover disk is a selection of other great games, including the stunning **Cyber Wing** from CZ's very own Jason Kelk. If you liked Dominator, then this will be right up your street, it really kicks! To add to the balance is a selection of graphical and musical demos to boot.

Reviews are fairly thin on the ground, mostly due to there not being anything to review in the first place. But this issue we



have a review of "Its Magic" and a sneak preview of Jon Well's latest project "Multi-Screen Construction Kit", which is exactly what it says in the title.

A new inclusion in this issue is also "Diary of a Demo", which is an insight into the creation of the cool South Park demo which was created by The Art Ravers and Andrew Fisher, where they talk about the progress they made and how they did it.

The magazine is dominated by music articles this issue, with the regular **Covenant and the Sword** feature, reviews of Cycleburner demos and the new SID CD 4 from Binary Zone. Features on SID music always interest me, but for some people... the inclusion of all these music articles might not interest them as much as the SID enthusiast readers out there.



All the regular features are also here, such as **Covermount Focus, Games that Weren't, Tips Zone, PD Zone** and also , which is the new regular feature from Andy Roberts which talks about the decent C64 sites out there on the world wide web. **Hex Files** makes its 10th appearance, this time talking through the creation of your first game in ml/asm (A great feature for those wanting to get to grips with coding on a C64). **The History Of The C64** also features again this issue, this time it looks at 1990. This is a well written and interesting feature, but some people will have seen this sort of feature done elsewhere before, but its still a good read. For the GEOS nuts out there, there is the final part to **Wheels**. You have to be really into GEOS to understand or be interested in this feature, otherwise it's the one page you skip quickly onto the next feature. Andy Roberts pops back with **Mayhem in PC Land**, a multi-part feature where Andy gives a diary of his progress of converting the C64 giant onto the PC.

Overall the whole feel of the magazine is very professional, with great artwork, layout and use of fonts. Also the inclusion of humorous quote lines at the foot of the page, makes the magazine funny and reminiscent of Zzap 64 in its hey day (Especially with Ferris, who reminds me of the border characters with his appearances around the place.). It's just a magazine which keeps improving with every issue. If you want an additional magazine to drool over, then get this one!

CONTENT: 94%  
PRESENTATION: 96%  
**OVERALL: 95%**

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#### ADVICE ON ?

#### Allan Bairstow

- General, GEOS  
See 'Commodore Scene' box

#### Mike Berry

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

#### Chic Computer Club

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

#### Andrew Fisher

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

#### Paul Kubiszyn

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

#### Vincenzo Mainolfi

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

#### Brian Watson

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

#### PUBLIC DOMAIN LIBRARIES

#### Binary Zone PD

See Commodore Zone box.

#### Fox 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 & ASSOCIATIONS

#### British Association Of Computer Clubs

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

#### Chic Computer Club

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

#### C 64 / Amiga 1200 Software Hire Club

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

#### Independant 8 Bit Association

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

Tel : (01353) 777006

Fax : (01353) 777471

#### Simulation Club

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

#### REPAIRERS/SUNDRIES/MAIL-ORDER/ HARDWARE



#### Bjournne Lynne

- Music CD's, demo CD's, C64 music CD's  
Longlands Lane, Wakefield Road, Osset, WF5 9JS

#### Combined Precision Components Plc

- Unknown supplies  
Faraday Drive, Fulwood, Preston, PR2 9PP

Tel : (01772) 654455

Fax : (01772) 654466

#### 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

#### Importing Service

See 'Commodore Scene' box

#### Needmore Limited

- Repairs  
Tel : (0151) 5212202

#### Officeland

- Unknown supplies

10 Sterte Close, Poole, Dorset, BH15 2RT  
Tel : (01202) 666155

#### Ribbons & Things

- Printer ribbons and consumables  
8c Treefields, Buckingham, MK18 1BE  
Tel/Fax/Answer machine : (01280) 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, NHI 1SH

#### MAGAZINES & FANZINES

#### 8-BIT

See Independant 8 Bit Association

#### 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 Scene

See 'Commodore Scene' box

#### Commodore World

See 'Commodore Scene' box

#### Commodore Zone

Binary Zone, 34 Portland Road, Droitwich, Worcs., WR9 7QW  
Tel : (01905) 779274



#### Retro Classix

- All formats fanzine  
- Monthly, £2  
4 Chatterton Avenue, Lincoln, LN1 3TB



#### Retrogames

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

Tel : (0181) 2038868

#### DISKZINES

#### Disk '64

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

#### 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

Connect Software Limited

3 Flanchford Road, London, W12 9ND

Importing Service

See 'Commodore Scene' box

Roy Cross

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

DTBS

18 Norwich Avenue, Rochdale, Lancashire, OL11  
5JZ

Tel : (01706) 715028

Games Finder Service (CS)

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

Gala Publishing

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

High Street Micros

20/24 High Street, Crewe, Cheshire  
Tel : (01270) 580964

Megatronix Software (Amiga & PC only)

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

Post Haste

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

Retrogames

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

Tel : (0181) 2038868

Shinjitsu Software

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

Supportware

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

Tel : (01553) 760012

Watchdog Home Entertainment

40 Queen Street, Wolverhampton, WV1 3Jw  
Tel/Fax : (01902) 313600

XLCUS

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

E-MAIL

Allan Bairstow & Commodore Scene

allanbairstow@compuserve.com

Frank Gasking

m00xbs00.@mccmail.com

Richard Bayliss

shblib@hotmail.com

C64 WEB SITES

Bjourne Lynne

www.lynnemusic.com

Commodore Apocalypse

http://www.homeusers.prestel.co.uk/compunet/  
Commodore Ring Homepage

http://www.ncf.carleton.ca/~ag090/  
cbmring.htm

Commodore Scene

\*\* Coming soon, hopefully ! \*\* Tel : (0) 5673/925010

Commodore Zone

http://www.bzpd.freemove.co.uk/

Creative Micro Designs

http://cmdweb.com/index.phtml

Cyber Systems

http://www.fgasking.freemove.co.uk/

Gala Publishing

www.zyworld.com/faction2000

Ken Ross

http://members.tripod.com/~petlibrary

The C64 Game Guide

http://www.c64gg.com/index.html

The SuperCPU Home

http://come.to/supercpu

Vinny Mainolfi's Emporium

www.mainolfi.freemove.co.uk

COMMUNICATIONS & BULLETIN BOARD  
SYSTEMS

Chic BBS (Weekends ONLY)

Dial : (01753) 890111

Lentil BBS

Dial : (01483) 834626

Sysop : (01483) 834606 - voice

Midnight Express BBS

Dial : (01384) 865626

Tiger BBS

Dial : (01753) 672520



CLUBS & ASSOCIATIONS

Woombug

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

REPAIRERS/SUPPLIES/MAIL-ORDER/  
HARDWARE

Creative Micro Desisgns

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

CMD Direct Sales

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

Data House Dittrich

- Unknown supplies  
Weimarer Weg 7, D-34314 Espenau,  
Germany

Fax : (0) 5673/925099

Elektronik-Technik

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

Korella Trading

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

Scantronik

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

MAGAZINES & 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 Mailink

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

Commodore World

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

C= Voyages

Fresno Commodore User Group, PO Box  
16098, Fresno, CA 93755, USA

Gatekeeper

610 First Street, Liverpool, NY 13088,  
USA

GEOS Publication

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

LUCKY Report

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

Secret Service

PO Box 21, 00-800 Warszawa, Poland  
Twin Cities 128/64

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

DISKZINES

The Big Mouth Magazine

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

B-Soft

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

Commodore Gazzette

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

Loadstar

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

# Commodore scene **IMPORTING SERVICE**

## Computers

C64c (Jumper Clip fitted) ..... CS £15.00  
 C128 (Jumper Clip fitted) ..... CS £35.00



## Accelerators

SuperCPU 64 ... £140.00  
 SuperCPU 128 & MMU adapter ..... £180.00  
 CPU MMU adapter (C128/C128D) ..... £30.00  
 SuperCard 64 or 128 - 0Mb ..... £55.00  
 4/8/16Mb Simms (for SuperCard) .. CS £CALL

## JiffyDOS

128 Kernal ..... £27.50  
 128D Kernal (metal case) ..... £27.50  
 128D System (metal case) ..... £36.00  
 C64 Kernal (24 pin) ..... £16.50  
 C64 v4 Kernal (28 pin) ..... £16.50  
 SX 64 System ..... £33.00  
 ROM's for disk drives ..... each £17.00  
 (When ordering JiffyDOS, state make / model / type & serial number of your equipment)

## RAMLink (J)

RAMLink - base (no RAMCard II) ..... £115.00  
 RAMLink jumper clip ..... £2.00  
 RAMCard II, 0Mb, no RTC ..... £38.50  
 RAMCard II, 0Mb, w/RTC ..... £44.00  
 RTC add-on for RAMCard II ..... £16.50  
 1 & 4 Mb simms (RAMCard II) ..... CS £CALL  
 Back up battery ..... £22.00  
 Back up battery cable assembly ..... £5.50  
 Parallel cable (RAMLink to HD) ..... £16.50

## REU cartridges

CMD 1750 - 512k ..... £65.00  
 CMD 1750XL - 2Mb ..... £85.00

## Hard Drives

### (JiffyDOS compatible)

HD-40 (@ 42Mb) ..... £210.00  
 HD-100 (@ 160Mb) ..... £245.00  
 HD-500 (@ 540Mb) ..... £325.00  
 HD-1000 (@ 1Gb) ..... £420.00  
 HD-2000 (@ 2Gb) ..... £530.00



## GEOS software

Wheels64 v4.2 ..... £33.00  
 Wheels128 v4.2 ..... £38.50



## MegaPatch64 v3 (with Topdesk v4.1) ..... CS ETBA

MegaPatch128 v3 (w/Topdesk v4.1) CS ETBA  
 DoubleDesk 128 CS ETBA  
 Gateway 64 v2.5 ..... £16.50  
 Gateway 128 v2.5 ..... £16.50  
 CD-ROM 64/128 (for use with Gateway) ..... CS ETBA

PrintText 64 ..... CS ETBA  
 PrintText 128 (64k VDC in 80 col's) .. CS ETBA  
 Profilabel 64 ..... CS ETBA  
 Profilabel 128 (64k VDC in 80 col's) CS ETBA

geoFile 64 ..... £33.00  
 geoFile 128 ..... £38.50  
 geoCalc 64 ..... £33.00  
 geoCalc 128 ..... £33.00  
 geoProgrammer ..... £38.50  
 geoPublish ..... £33.00  
 geoChart ..... £22.00  
 geoBasic ..... £16.50  
 geoShell ..... £16.50

geoMakeboot ..... £11.00  
 geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

geoFax v2.1 ..... £38.50  
 Desk pack plus ..... £22.00  
 Font pack plus ..... £16.50  
 Font pack international ..... £16.50

## Port Devices and Cables

3 way USER PORT expander ..... £27.50  
 USER PORT extension cable ..... £25.00  
 EX3 cartridge port expander ..... £29.50  
 EX2+1 cartridge port expander ..... £33.00  
 Expert Mk1 cartridge v3.2r ..... CS £15.00  
 Expert Mk2 with ESM v4.1 ..... CS £18.00  
 Expert system disks\* ..... each CS £4.00  
 \* state disk required - 2.1 / 3.2 / 3.2r / 4.1  
 geoCable II (with pass thru port) .. £22.00  
 X1541 (with Star Commander) ..... ETBA

## Telecommunications & MIDI

ScanLynx2000 (geoFAX) ..... CS £25.00  
 56Kbps modem (Novaterm) ..... CS £CALL  
 ZOOM modem (geoFAX & Nova) .. CS £80.00  
 Turbo 232 modem interface ..... £33.00  
 Modem cable (DB9 to DB25) ..... £11.00  
 Novaterm v9.6 (5.25" or 3.5") ..... £29.50  
 Digimaster (software) ..... £27.50

## Magazines / books / etc

CMD product catalogue ..... CS £1.00  
 Anatomy of the 1541 ..... £8.50  
 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 - 25) ..... £4.00  
 - 9,11,12,17,18,19,20,22 & 24 ... CS £4.50  
 - subscription (8 issues) ..... CS £50.00  
 Compiler design & implementation .. £8.50  
 GEOS programmers reference guide .. £25.00  
 Graphics book for the C64 ..... £8.50  
 Hitchhikers guide to GEOS ..... £25.00  
 Ideas for use on your C64 ..... £8.50  
 Printers book for the C64 ..... £8.50  
 Mapping the C64 ..... £8.50

Collette utilities ..... £11.00  
 GEOS companion ..... £16.50  
 GEOS power pak (1 or 2) ..... £16.50  
 PPLQ master system & fonts 1 & 2 ..... £33.00  
 PPLQ font collection 3 ..... £11.00  
 PPLQ border font collection ..... £11.00  
 Dweezil's greatest hits ..... £22.00  
 SuperFonts ..... CS £7.00  
 MergeFonts ..... CS £7.00  
 SpecialFont collection ..... CS £7.00

## Software

Bank street writer ..... £9.50  
 Big blue reader ..... £27.50  
 CMD utilities ..... £16.50  
 Compression kit ..... £29.50  
 FlexiDRAW ..... £20.00  
 FlexiFONT ..... £20.00  
 GoDot ..... £30.00  
 I-Paint (80 col's & 64k VDC) ..... £29.50  
 I-Port (80 col's & 64k VDC) ..... £29.50  
 JiffyMON - monitor ..... £11.00  
 Master type ..... £9.50  
 MECC educational series :  
 - spelling bee ..... £9.50  
 - adventures with fractions ..... £9.50  
 - expeditions ..... £9.50  
 - pre reading ..... £9.50  
 - the glass computer ..... £9.50  
 - the market place ..... £9.50  
 PASCAL 64 ..... £16.50  
 ReRUN disks ..... £5.50  
 Superbase 64 v3.01 ..... £27.50  
 Superbase 128 v3.01 ..... £27.50  
 Sword of honour (3 1/2" or 5 1/4") ... CS £5.00  
 Where in XX is Carmen San Diego ?  
 - world / europe / time ..... each £29.50

## Miscellaneous Items

5 1/4" disk drive cleaner ..... CS £4.00  
 3 1/2" disk drive cleaner ..... CS £5.00  
 64k VDC Upgrade Kit (C128&D) . ETBA  
 Printer/plotter pens (3x black) .... CS £3.50  
 Printer/plotter pens (3x colour) .... CS £3.50

## Key to codes

RTC = Real time clock CS = Postage included  
 (J) = JiffyDOS installed TBA = To Be Advised

## Ordering within the UK

Please add the following postage costs to your completed order :  
 CS items ..... NIL  
 £0.01 to £10.00 ..... £4.00  
 £10.01 to £20.00 ..... £8.00  
 £20.01 to £30.00 ..... £18.00  
 £30.01 to £50.00 ..... £22.00  
 £50.01 to £60.00 ..... £25.00  
 £60.01 to £150.00 ..... £35.00  
 £150.01 to £300.00 ..... £50.00  
 £300.01 to £800.00 ..... £60.00  
 £800.01 plus ..... £70.00

## Ordering for the rest of the world

See the prices above but please add an extra £10.00. Please note that all items are supplied with UK compatible PSU's were applicable but an adapter may be required in some countries.

## Listings & order forms

If you require an up-to-date listing and/or orderform then please send a SAE to the following address.

## Contact address and payment details

Make payments payable to :  
 A J Bairstow

Send to : CS Importing Service  
 14 Glamis Close  
 Garforth  
 Leeds  
 West Yorkshire  
 LS25 2NQ  
 United Kingdom

Tel / Fax : (0113) 2861573

## E-mail

allanbairstow@compuserve.com

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. Please - ring before 9pm in the evening, thank you.

## 'IN STOCK' OFFERS

All the following items are in stock, ready for immediate despatch and include P&P in the mainland UK but are in limited numbers - ring to confirm availability before ordering.

RAMLink jumper clip ..... CS £2.50  
 CMD hard drive PSU ..... CS £35.00  
 CMD FD & RL2 PSU ..... CS £25.00  
 GoDot ..... CS £35.00

The details on this list were correct at the time of printing, all prices are subject to change - you will be notified prior to orders being accepted.

1st September 1999

