



Aha!



Here we are again for another packed issue of Commodore Scene for all you dedicated true computer users :-)

**Retro Gamer :**  
Where do I start? This magazine has really taken off

big style!

Most of you already know that **Shaun Bebbington** wrote the huge article in issue 2 about the history of Commodore, well, Shaun has actually now joined the staff of RG and is probably the most genuinely knowledgeable person there for the job. I certainly can't think of anybody better qualified for the position, can you?

As I promised to **Martin Carroll** at the last **Micro Mart/NEC** show, I would help out in any way possible to make his magazine a success.

With Shaun now being at the nerve hub in RG I have been supplying items for photo shoots and even prizes for competitions (4 player adaptor + games). Watch out for the pictures in RG and the chances are that if there is something rare then it probably came from me or Shaun.

Shaun has even taken in a C128 to do his editorial work on (see the pictures above) and what's even more impressive is that he has it connected to the office network via the **Retro Replay RRnet** adaptor and it works!

**CS-DOOM-64** : Things are a little quiet on the Doom project at the moment. Fear not though, I am planning a 'big push' after the **Jagfest** (CS2004 page 29) when I hope that something will be happening to get somebody to come forward to take on the challenge. The cash pot has been slowly increasing in size and there is talk of a couple of investors for the project to help boost the funds, we could be talking about a substantial amount of money if the plans come to fruition.

Special thanks must go to **Barry 'Baz' Riddiford** (formally from the **Blackpool Amiga Club**) for donating these items to auction on eBay : **Amiga CD32** with games and three **Amiga A1200** setups.

The grand total raised from these items (after fees) is £78. A **BIG THANKS** to Baz for his generosity.

That puts the current fighting fund at £500 - €740 - US\$710 (please note that the prices fluctuate). Come on guys, that's not a bad start for a one level promo is it?

**Delivery** : My apologies to those subscribers in the USA (and other parts of the world). Due to the weight of the initial binder with two



issues + disk + cd, I had to send them surface mail. This was because they were simply too heavy for airmail and the cost would have soared to three times the normal rate - something I simply could not afford.

**Recycling** : Just so that you know, all those stamps and envelopes that you send to me are not just thrown in the bin. The envelopes are reused (as most of you will already know) and the stamps, well, they are carefully removed and saved in a box. Once a year they are sent to the **Silver Lining Appeal** on behalf of the **British Kidney Patient Association**. What makes it more worthwhile to me is that in the last booklet they sent me I actually recognized someone who lives local to me who I never even knew was a kidney patient. Even in 2004 the c64 is helping those less fortunate than ourselves!

*ally* ☺

# TERMINUS

At the moment the subscribers list for Commodore Scene stands at :  
**22(uk) + 22(world) = 44**



**DATA :** As predicted recently in CS, **Retro Gamer** magazine has now gone monthly due to the high demand for retro computers. On a side note, copies of **Retro Gamer** have been selling on eBay for huge amounts, and it's only at issue 4 !!

**DATA :** Loadstar issues 230 and 231 are now out. Pop along to ? for more details.

**DATA :** Tulip Computers have announced the forthcoming release of a Commodore straight-to-TV Mini

**Games Console.** No prices yet but hopefully full details will be available soon. Although it has to be said that the development of this device was widely anticipated so it comes as no great shock to most of us !! The device is rumored to have about 30 popular games and the only price available is 30 euros. It should be making an appearance in the latter half of 2004.

**DATA :** DriveGhost has been updated to v1.06. The main new feature is that DG can be used to backup/restore your CMD drive to an IDE64 drive (for those users lucky enough to have both). Other improvements include: \* importing of D81 images is now added \* improved caching of partition info to speed things up a little more \* distribution is a single runtime file which re-configures itself for each cable/mode.

**DATA :** The next **Back in Time Live** has been announced and is to be held

in London. The venue is : LSO St Luke's, 161 Old Street, London EC1V 9NG. The date is September 11th, 2004. This isn't a demo party. You don't need to be clever or famous to have a great time. You just need to bring your thirst and a listening ear: it will be caressed (loudly!). <http://www.backintimelive.com/>

**DATA :** On June 17, **Tulip Computers**, owner of the Commodore brand, had a public conference detailing their plans on the Commodore line of products. Speaking at the conference were officials of Tulip, their associates at **Ironstone Partners**, and Ruud Baltissen (long-time C-hacker). The conference was broadcast live at <http://www.commodoreworld.com> The conference was captured as a 230-240 mb ASF file, playable from a PC with Windows Media Player 9. It is at <http://www.cling.gu.se/~cl3polof/yeahronimo.asf> Ruud Baltissen had spoken to four of the top leaders at Tulip Computers and what they had to say makes for an interesting read. To read Ruud's

post-conference observations, go to <http://www.softwolves.pp.se/misc/arkiv/cbm-hackers/9/9477.html>. Following on from this it appears that there is nothing new for our c64's just yet. Let's hope there is better news later.

**DATA :** Nigel Parker informs us about another SID project at <http://www.sidsyn.com/>. An article will follow soon.

**DATA :** Dick Estel, **Fresno Commodore User Group** treasurer, has updated his FCUG webpages, especially the Commodore Article Index. The Commodore Article Index is a virtual treasure trove of over 200 Commodore news articles, many originally published in the FCUG newsletter, The Interface. Go to <http://home.att.net/%7ermstel/articleindex.html>

**DATA :** Arndt Dettke reported that he has redone four font sets for **Godot**. The four fonts are Snap, Impact, Desdemona, and BeesKnees. Go to <http://www.godot64.de> to download the fonts.



# PROTOVISION

MORE INFORMATION AT: [www.protovision-online.de](http://www.protovision-online.de)



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**CSIS GUARANTEE**

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## hockey mania

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*Once more into the breach, dear friends ...*

Thanks Allan,

I received the CS2004 today and it looks great. I will enjoy reading it in the next few days. Deadlines Slip! Who cares, you print a great mag and its worth waiting for. There is just something that is better reading a paper mag than a web page

Allen Monks

*Hi Allen,*

*Thanks for the praise. Unfortunately deadlines do slip quite a lot but I always get there in the end. I agree with you about a paper mag too, I prefer it to the web alternatives and I will continue to do it until the bitter end ;-)* - ED

Hi there Allan,

I have recieved Commodore Scene 2004 year-book, with the two accompanied cover disks and pages. I feel that the Commodore 64 seems to get a whole lot more attention than usual. Especially finding facts about various projects and general interests with use of a C64.

What I liked about the two installments of CS2004 was the music feature. Being a SID musician myself, I like to read articles about the music products that were produced in the past. I remember years ago, I used to use a music composing tool called 'The Music System', by Firebird software. Although the music program is very old, perhaps I should consider writing an article about the program. When I first had it, it was good at its time. I still own the original tape of The Music System, but unfortunately it seems to be missing somewhere, so I'll just download a version from the Internet.

I am impressed with a couple of Wayne's articles about the creation of his own SEUCK games. When Wayne and Andrew had entered Yak's Revenge for the TND SEUCK game compo, I was impressed with the game. I found the game amusing also. I heard that the sprites were changed, as the original sprites were done by Jeff Minter himself, but it was a pleasing result. It is just a shame I put some bad music (which I composed with using Goat Tracker) on the title screen.

Maybe I should change the music, pass the game over to Andrew and maybe have it included on the Commodore Scene cover disk for those readers to enjoy.

I am glad I put Retro-Wars on to the cover disk as exclusive, as I found the game to be highly amusing, and I think it would have entertained some children as well as us budding CBM hobbyists.

Wayne was impressed with Camels in Space and would love to see a sequel. Hmm, maybe I could produce a sequel exclusively to Commodore Scene issue 48. I am a fan of Jeff Minters' psychedelic

games.

I'm going to send an email to Andrew (Fisher) about the CS46 cover disk. I think he has done a great job with it.

When Andrew put the tune 'Clocks' (Coldplay) on to the cover disk menu. I recommended that he did that. I was very impressed with the SID cover of the tune. I bet Coldplay would have liked Andrew's version as well

Anyway, I have got to rush now, I'm off to speak to Andrew, so I see you soon.

Friendly regards, Richard Bayliss

*Hi Richard,*

*Thats a whole heap of praise, for which I thankyou for. Rarther than just take all the credit myself, I have to give thanks to all the people who send in articles, information and leads to good stories. The last music article was one such gem that was passed onto me by Nigel Parker, thanks Nigel. I hope you all enjoyed the music CD - ED*

Hi Allan,

I am emailing to ask you if and when your hardware page will be back up and running on your web site?

I have e-mailed CMD about the supercpu and they emailed me back to say they still have them for sale.

I have also been contacted by a guy called Eric on the c64 hardware website who is selling the new ide64 with the compact flash. He is now taking orders from any country with a paypal account which is good news because they were just selling to USA. I am wanting the ide64 with compact flash and the price is about £62.00 with delivery included in the price. I was wondering if you were stocking the ide64 or any other c64 stuff.

I have read the reviews on the new software for the c64 but it requires the supercpu. There is not much point reviewing new stuff if only for supercpu users even though they will be happy :)

P.S. Have yo got your rr-net working yet?

Paul Marshall

*Hi Paul,*

*Okay then lets see if I can answer your questions for you.*

*The problem with the web page is purely lack of time, but there will be an updated web site later this year and the hardware section will be put back in too. As for CMD, well, they don't do 'anything' for the Commodore anymore and haven't done for quite a few years now - I don't know who you talked to but this information just is not correct.*

*I can get the IDE64 and Compact Flash for you but £62 including a CF card and postage ? I'm afraid that just sounds too good to be true ! The last IDE64 I sold was £95 for the unit alone (inc p&p) and that was a direct exchange price - if this guy can do them at this price I'll buy mine from him too - can you give me his*

contact details please ? I hope he has included UK VAT and import duties in that price otherwise you may get a very nasty shock when they arrive.

As for the SuperCPU reviews : we have to move forward with the c64, that means reviewing all the stuff that is available and not just those people who don't want to enhance their Commodore's. Just for the record, CS2003 had only 5 pages dedicated to SuperCPU related stuff and the other 303 pages were for the standard c64/128 - I don't think that was excessive coverage of the SuperCPU - do you ?

Retro Replay NET : I haven't yet, but Shaun Bebbington has at his new job in Retro Gamer. He has it connected to the office intranet ! Further details will be in a future issue of CS - ED

Hi Allan,

Do you have a kit so i can hook up a hd to my 64 as I want it to be stand alone so I dont need a PC.

Is there also a windows type cartridge that I can plug into a 64 so that young users used to windows can just click and play ?

I think if there was a cartridge that could plug in and read the disk directory, preferably a hd, and there was a reset to clear the machine once the game was finished being played, then a whole ton of younger people will go 64 !

Yours, Francis.

Hi Francis,

In order, here are some replies that I hope will answer your queries : there are two options available to you depending on what you need it for. (1) The IDE64 will allow you to connect any IDE HD or Compact Flash Card to your C64 and use it to store files on. The IDE64 comes with its own DOS and starts as soon as you plug it into the Cartridge port. (2) The CMD HD is a truly compatible HD designed for the c64 and c128 and is GEOS/Wheels compatible. The two devices ARE NOT compatible with each other at the moment so you will have to decode which one you need and what you are going to use it for.

There are several cartridges that allow you to quickly select and start programs though and the most famous is the Action Replay Mk6, however, these are no longer made and the Retro Replay Cartridge has now taken its place.

I don't currently have any prices but I should have them by September - please remind me later and I will send them to you - ED

Well, thats it for this issue. I'm off to go and start the next issue now as articles are begining to pile up ;-)



RQ - Can I use my XE1541 cable and Star Commander software with Windows XP ?

Reply : Well, it says in the accompanying text file with Star Commander that you can if you make the right changes to the software. To be honest though, I have been trying for quite some time now to get it working without any success at all !

RQ - I am archiving my CS coverdisks but I have some missing for issues 1 to 10, can you help ?

Reply : I can send you those files but they are big so I hope you have a fast internet connection. Coverdisks for CS didn't actually start until issue 4. There is also a CD available from CS which has all the disks on along with many others and it only costs £20. All the current CS disk are available on the coverdisk of Retro Gamer issue 5.

RQ - What is the BASIC command for loading a disk ?

Reply : Firstly, the commands you are probably needing are :

**LOAD"\$",8** - loads the disk directory

**LIST** - will then list the directory to screen

**LOAD"\*",8,1** - will load and run the first program on the disk

Nigel Parker has written some very helpfull tip sheets containing many commands for BASIC, JiffyDOS, etc. These will be in the next issue as a 'pull out' reference section.

RG - What ever happened to EBES's software releases, I can't seem to find them anywhere.

Reply : When EBES folded Russ Micheals handed over some disks to me along with some hardware that I bought from him. I am sure there are some originals games on there such as Walkerz, Heavenbound, etc. In fact, some of the 3.5" disks are actually FD compilations of various games. I am sure Russ wouldn't mind if I gave them away on a future coverdisk. What this space.



## COMMODORE SCENE COVERDISK 47 - Side 1

Compiled by Andrew Fisher & Allan Bairstow

Due to a lack of time, an older version of the menu has been used for this issue's coverdisk.

### XETRIS

By Candyman/Civitas

*See the box to the right for full details.*

### OLYMPICS 2004 ATHENS

By Camelot

Here's a fun little game from Camelot, with six different events to take part in. Control this entry for the Crap Game Competition 2004 with a joystick in port 2.

### YAK'S REVENGE

By Wayne Womersley and Andrew Fisher

Title tune by Richard Bayliss

Here's the latest SEUCK game from the Art Ravers, inspired by the games of Jeff Minter. It was also entered for the SEUCK competition in 2003.

### ARROW BUSTERS

By Richard Bayliss

Inspired by the "beat mania" dancing games, here's Richard's C64 version. Use the joystick to change the border colour so it matches the arrows as they pass the black line. Press space to start again when time runs out.

### MSX FRONT64

By G-Fellow, Richard Bayliss, JSL and Ian Coog

Here is a collection of 10 tunes from G-Fellow, a musician who has returned to the scene and joined the group Civitas. You can hear his tunes in diskmag and Civitas productions, as well as enjoying the 3 exclusive tunes in this collection.

### SOLSKOGEN 2004 PARTY

Two files from the recent

Norwegian party.

SOLSKOGO41 NV is the party invitation made by Creators.

**X-ANIMATED** is the winning demo, by the Creators and The Bellows.

## Side 2

geoTELEGRAPH files  
geoTEL2004 (geopublish file)  
cs2004geoTEL (PP3 file)  
260504~1 (jpg file)

cs47 related files (load from BASIC)  
Radar Rat Race  
Lazarian  
Buggy Boy  
Jupiter Lander  
Xetris (text file)

## Xetris

### Game Play

On the main screen you can use the joystick in port 2 for the following purposes:

- left/right: in-game music on/off
- up/down: select level for practice

If you choose a level for practice (i.e. level selector different from 1), then no new high-score can be achieved, nor can you jump to a higher level after having completed the chosen one.

There are 16 levels, each consisting of a number of block rows that need to be cleared. A row of blocks in the pit is cleared whenever the row is complete without any gaps. You can make full rows by rotating the blocks so that they fit.

The joystick in port 2 controls the blocks in the following way:

- up: moves block down rapidly
- right: moves block right
- down: moves block down
- left: moves block left
- fire button: rotates the block clockwise

For each full row, 100 bonus points are added to your score. If, however, you manage to clear multiple successive rows at once, then the bonus points are increased with 100 points with each new full row.

- Ex. Clearing 4 rows 1 by 1  
gives you  $100+100+100+100=400$  bonus points  
Clearing 4 successive rows at once  
gives you  $100+200+300+400=1000$  bonus points!

After each level a bonus of 100 points is added to your score for each empty row in the pit.

With each new level, the pit may be already filled with a certain pattern of blocks, and the speed at which the blocks fall is increased.

During game play, the game can be paused by pressing the space bar.

The game screen consists of the following parts:

- top left: level indicator
- left: a view on the tower with the XETRIS ghosts whirling around
- middle: blocks storage pit
- top right: rows still needed
- top far right: preview window with the next block
- right: message window
- bottom right: score

### Acknowledgements

This game wasn't possible without the following people:

- Game graphics, sound effects and coding: Danny Biesmans
- Music: Richard Bayliss (a.k.a. TND)
- Main screen logo: JSL
- Additional support: Neil Kendall (Rubic Wizard), Marco Mäkelä and Lasse Öörni

### Contact info:

danny\_biesmans@hotmail.com (Member of Civitas)  
Danny Biesmans, May 2004.

*Please note that this text has been heavily edited for brevity. The full version is available on the coverdisk.*

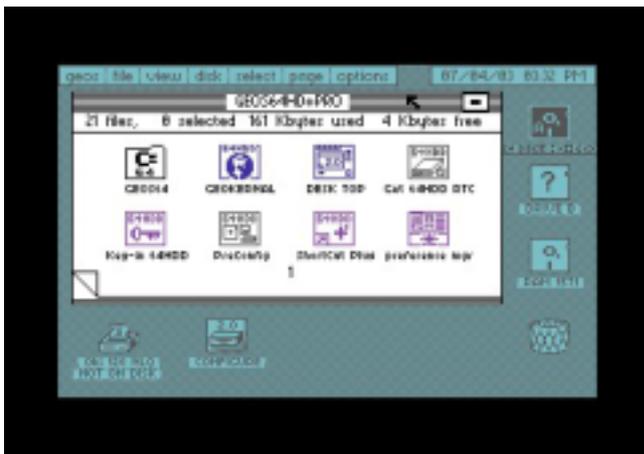
# Using GEOS - the 64HDD Way!

By Nicholas Coplin

GEOS is the Commodore's Graphical Environment Operating System, and now that it has been made available for free downloading from CMDRKEY's website - there's never been a better time to try it out.

## So, what can 64HDD do for GEOS?

The first thing that 64HDD will for you is let you do away with the real floppies and get you working with disk images. With the right options, you'll be able to take advantage of larger size disks and faster transfers.



## Before you get started...

You will need a 64HDD setup. If you haven't yet got one, visit the 64HDD website for info on how to get this system setup on your PC.

You will also need a copy of GEOS 2.0. You may already have this from days gone by, but if not go to the [www.cmdrkey.com](http://www.cmdrkey.com) website and download it. There is a selection of files available, the easiest thing to do is go straight to the "other useful things" section where you will find a zip with the standard GEOS distribution in D64 format, plus additional boot disks for 64HDD. Many thanks to Maurice for agreeing to host these! Once you have your D64s transfer them to your 64HDD setup.

## Getting started with 64HDD-GEOS

The easiest way to get started is to use the D64 disks downloaded from the CMDRKEY website. These disks are pre-keyed with the same serial number so you can enjoy applications like geoPaint and geoWrite without any further effort. There are two 64HDD disks to choose from depending upon whether you have a fast or slow PC as your 64HDD system. To boot GEOS, simply attach the 64HDD-GEOS boot disk to device #8 or #9 and LOAD"\*". A simple boot menu will let you select which geoKernal to load.

If you already have your own set of GEOS disks and applications (especially geoCalc, geoChart, geoPublish, etc) then you will need to have your 64HDD disks keyed to the same serial number as the applications you own.

The key-in process will copy your GEOS serial number to the disk image and authenticate the image. The procedure is fully described in the 64HDD documentation. The other option is to use a program such as Maverick to strip the serial number check from your application disks. In both cases, you will need to transfer these applications to D64 format if you want them to run from 64HDD.



If you've gotten this far, then great! It's recommended to copy the DESKTOP and SHORT-CUT files to each of the D64 images in your GEOS collection as this will help you operate GEOS smoothly.

## Swapping disks...

If you have used GEOS at all then probably dread having to change disks to run different applications. 64HDD-GEOS changes all this. You have several new ways to work with multiple disks:

- 1) Disk-flip - you can have up to 10 pre-defined disk images and switch to them using the disk-flip key or button.
- 2) Use the 64GUI (if you have 64HDD Professional).
- 3) Use the CMD-MOVE (if you have 64HDD Professional). This involves setting up the 64HDD partition table

with the location of your GEOS D64s. CMD-MOVE comes on the CMD Utilities disk (from CMDRKEY) or you may already have an early version of it from a BBS download.

- 4) Use the new "short-cut" utility. Versions are available with both 64HDD freeware and professional.

Some of you may already know the concept of *short-cuts* from the Windows platform. Similarly here *short-cuts* allow you to move from one disk image to another disk image.

The location is defined by filling in info-box for the *short-cut*. You can have lots of *short-cuts* on a disk, in fact your boot disk could have *short-cuts* to all the disks in your collection. The *short-cut plus* utility supplied with 64HDD Professional has a few extra features; for example it can attach disks to either drive and can even spawn a copy of itself automatically on target disks.



### What's the time?

Another tool supplied with 64HDD-GEOS is a RTC (or Real Time Clock) driver. This driver allows the GEOS date and time to be automatically set from the 64HDD clock when GEOS starts. It is best to place this tool up front in the directory so it can be run before other auto-exec programs.



### Need some eXtra Performance?

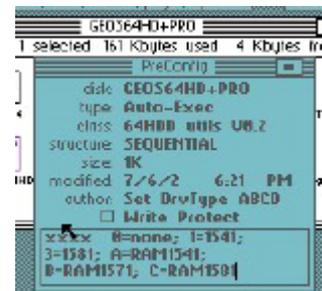
64HDD Professional comes with GEOS XP, and versions available for both the C64 and C128 modes. XP is a different, more compatible kernel than that available in the freeware 64HDD-GEOS download. In addition, GEOS XP supports D81 disk images. With 800k of storage space, most of your GEOS applications can be



put on one disk. This means less disk swapping when going between geoPaint and geoWrite. I imagine having your data files on the same disk as your applications. With an REU and the geoWizard you can swap between applications.

Another feature of GEOS XP is support of 64HDD's parallel cable, the Pwr/XE. With it data can be read and written from your 64HDD drives at a super fast pace. Only a RAM device can boast faster speeds. Protocol selection is simplified with a comprehensive boot menu and the use of selectable disk drivers.

GEOS XP also simplifies boot-up configuration with a simple utility called "pre-config" to setup the device tables at boot up. I imagine GEOS with two high speed, 800k drives; nice!



[www.64hdd.com](http://www.64hdd.com) (latest info and downloads)  
[ncoplin@lycos.com](mailto:ncoplin@lycos.com) (author's email address)  
[www.cmdrkey.com](http://www.cmdrkey.com) (Official GEOS distributions)

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### Pitfalls for new GEOS Users

GEOS was coded back in the late 1980's and so there are a few limitations built into it that you may have learn to work with:

- 1) GEOS only recognises up to 4 drives, through in practice that translates to 2 drives and an RAM device. Only one RAM device type is allowed. Each disk type is controlled by its own device driver.
- 2) Only drives A, B, C and D (device 8 through 11) can be used. GEOS cannot understand higher number device numbers, and can lead to memory corruption if devices with a number greater than 11 are used.
- 3) To boot from a particular device, the device's driver must be built into the

boot file. This means you can't simply copy the boot file from a 1541 to a 1581 disk, or to a 64HDD disk and expect it to work.

- 4) GEOS can only find files on the disks that are active, it has no way of knowing where files might be even if the disk was previously used.
- 5) At least one of the disks needs to have a copy of DESKTOP (or a suitable replacement of the same name) as all applications will quit to the desktop.
- 6) Some GEOS applications must be keyed with the same serial number as the boot disk. This was done to prevent the circulation of copies of the additional applications that were available separate of the base system. You need to be mindful of this when buying second hand GEOS software.



In the world of Commodore nothing seems to sit still for too long, even in recent times when things are a bit thin on the ground, new things have a habit of cropping up and because of this, I now have another cunning plan!

Recently I was asked "*what makes a good game?*"

Well, as most of you know, I am no games player at all, but I do have an eye for an addictive and very playable game when they crop up and in recent times this has been because of one thing and one thing alone - **a multi-player mode.**

My first ever addictive game was (and still is) **Mario Kart** on the **Nintendo 64** which we have at my work. This has the advantage of allowing four players at once using a quarter of the screen each. The action is fast and furious but at the same time it is simple to pick up and even a novice can play against seasoned pro's, such as ourselves. The game itself is not complicated and the graphics are no great shakes either, in fact, they reminded me of **Buggy Boy** on the c64, hmmm now there's an idea!

Recently, **Protovision** have brought us the superb **4-Player Adaptor** which has brought with it such modern classics as **Bomb Mania** and the new **Worms** clone **Grubz**. A demo version of **Grubz** was on last issue's coverdisk and is a superb conversion which I and Shaun enjoyed playing at the recent **JagFest**.



So what? I hear you ask, well we don't really have a great four player racing game for our Commodore's, so I think we should consider the possibility that we now have the hardware to accomplish such a task and all we need is somebody to write it. I am not suggesting for a minute that we split the screen into four as that would be ridiculous, but, how about linking together four c64's with their own monitors where each player could view a 'buggy boy style' view? Surely, that would be possible, wouldn't it?

**What if?** - We could create a multi player racing game like **Mario Kart** on the c64.

**What if?** - We could connect four c64's together so we could all see the full screen action.

**What if?** - We could use the SuperCPU to handle the re draw so there is no slow down.

Now there's something to think about ;-)

Allan Bairstow



# Introducing DriveGhost...

By Nicholas Coplin

Ever since the advent of larger disk drives there's been the question of how to back them up. CMD drives are no different in this respect. There are several tried and proven ways, all with their advantages and disadvantages. Now there is a "new kid" on the block...



## The Ghosting concept...

No, this is not some paranormal spook... Ghosting is a technique used to copy every detail off a disk drive and onto a backup device. Its also called "imaging" and the process saves data at track and sector level, not file level as most copy programs do. More so, a good ghosting tool will save the contents of hidden disk data allowing for restoration of details such as partition tables and so on.

## The established options...

Okay... disk backups are not new, so let's take a look at the established methods:

**File Copiers:** this is first, and simplest, method and there are many good programs out there. This class of program generally only copy files, not the disk's structure and hidden data.

**BCOPY/BCOPY+,** the second option, is a handy tool introduced by CMD back in the early '90s. BCOPY introduced the concept of partition imaging to the Commodore world, and probably remains the most common method presently used by CMD owners to make backups. Its primary purpose is to transfer whole partitions from one Commodore drive to another.

"Commodore meets Linux", sounds like a David and Goliath challenge, but its method number three...

Most users know about "foreign partitions", and this is akin to that. Essentially your CMD SCSI mechanism is mounted as a "foreign partition" into a Linux based computer and the whole disk sucked across as one big file. The Linux computer doesn't understand what's in this file, but you now at least have a copy of your drive.

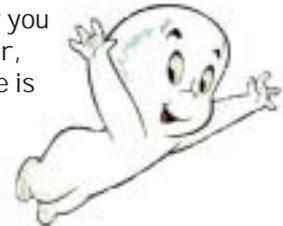


Each of the above methods has its advantages and disadvantages, but what is needed is tool that does it all.

## The "New Kid" on the block...

DriveGhost was inspired by a request from a Commodore friend of my mine living in Melbourne, Australia. He's had several CMD setups for quite a few years and had never quite found a disk imaging tool that let him selectively put his RL and HD onto CDROM and restore parts of it as he worked on different projects. With no such thing as a CD-Writer for the C64, he asked if 64HDD could make it happen... Interested, I took up the challenge and got myself a CMD HD and RL.

DriveGhost strives to take Commodore disk ghosting to the next level, providing, in addition to basic backup and restore functions, the ability to import D64 images and manage things on a partition-by-partition basis. Individual partitions can be "tagged" for backup/restore; keyboard, joystick and the 1351 mouse is supported by the GUI. Like BCOPY, DriveGhost runs on a Commodore - and there's a demo version available from the 64HDD website for you to download and try. However, unlike the Linux method there is no need to remove the HD mechanism from your drive, you simply connect your Commodore setup to a DOS PC by a special cable.



## Making the connection...

For years people have been connecting their Commodore 1541 drive to the PC to create D64 disk "images". 64HDD uses the same cable to allow the Commodore computer connect to a PC to directly work with those and other disk images. To get started you'll need an XE1541 or Pwr/XE cable, the 64HDD software and, of course, a PC.

If you're new to the world of PC-to-Commodore connectivity, then you'll need to patiently work through the setup process. Unfortunately, PCs come in all differently shapes and flavours and not all units are as "compatible" as they claim to be... but the little bit of effort is well worth it, and you'll join the thousands of Commodore users enjoying the benefits of having made the PC link.



### Can you make a turtle run?

How long will it all take? Let's face it, backups are a pain until the day your hard drive dies or the battery fails on your RL...

JiffyDOS is famous for its speed, but even when it's flat-chat during a plain LOAD it only transfers data at a few kilobytes per second. In order to track and sector "image" a disk, the command channel is used instead and this is even slower than a simple LOAD. And, writing to a HD takes twice as long as reading does. When you factor that the data has to be shuffled twice (first to the C64, then to the drive) the time starts to add up.

Fortunately, both the CMD HD and 64HDD support parallel data transfers with their special cables. v1.05 of DriveGhost takes advantage of this to dramatically reduce the time to backup and restore your partitions. It also supports a special FastSerial mode for restores.

DriveGhost Performance	D64 (import) min:sec	1581 min:sec
With XE1541		
Restore to RL (CBM serial)	7:32	35:03
Backup from RL (CBM serial)	6:03	27:01
Restore to RL (DG FastSerial)	2:54	13:25
With Pwr/XE		
Backup from RL	3:25	15:30
Restore to RL	2:23	11:06
Backup from HD (JD serial)	3:33	13:18
Restore to HD (JD serial)	2:43	11:13
Restore to HD (serial no-JD)	5:25	25:25

The times recorded for restoring a 1541 image (D64) are in the ballpark of the benchmark set by those famous "3minute copiers", confirming that with the right gear there's nothing sluggish about DriveGhost.

If you have a SuperCPU, expect to see some further minor improvements in the time taken to calculate track and sector details whilst the DriveGhost runs. If you have both a parallel link between your RL/HD and a SuperCPU you will be in for a pleasant surprise - a 16MB HD partition will backup to 64HDD Pwr/XE in only 64mins!



#### DriveGhost Features:

- € Complete backup solution for CMD drive users - HD, FD or RAMLI NK
- € Uses "imaging" to capture all disk data - not just the files
- € Simple, intuitive point and click user interface

- € Runs unsupervised once started
- € Works with freeware and Professional versions of 64HDD using the popular X1541 cable
- € Image files stored in PC format and can be transferred to CDROM
- € I deal for:
  - o Backups
  - o Restoration
  - o Drive mechanism upgrades
  - o Data exchange (emailing)
  - o Installing D64 files
  - o Shuffling partitions around
  - o and more...
- € Version 1.03 includes:
  - o Standard serial mode
  - o Fast-Serial restore mode
  - o Pwr/XE cable support for the fastest backup/restore

### What's in store for the future...

DriveGhost has been out since June 2003 with improvements made to speed and functionality in response to user requests. Continued support will see further developments made during the course of 2004. Ideas kicking around at the moment include "empty block" detection / skipping, "mounting" of the image files by emulators such as 64HDD and expansion of the CBMDI SK tool to allow viewing of the image files on a PC.



[www.64hdd.com](http://www.64hdd.com) (latest info and downloads)  
[ncoplin@lycos.com](mailto:ncoplin@lycos.com) (author's email address)  
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For more info about the CMD-Linux connection, check out this website at <http://c128.port5.com/scsi/scsi.html> where there are some notes by Geoff Sullivan and Raj Wurttemberg.

## Alan Cartridge - Triple Cartridge

A special big "HELLO" to Shaun Bebbington and his lovely girlfriend Michelle who are regular readers of my column !!!!!

YEP! Here is three times the fun folks. Here's the last of my old Commodore cartridges (unless anyone wants to send me some more old stuff to review...)

### LAZARIAN ~ 1983



planet to allow you to rescue the ship sending an 'SOS'. You then have to blast the meteors that are now orbiting the planet.

**Phase 2 :** You negotiate your way through some tunnels, you make your way from the bottom of the screen to the top. Every tunnel is slightly different, sometimes you have to shoot baddies, others you need to dodge.

**Phase 3 :** Finally you meet your Nemesis, you have to shoot away a tunnel to shoot directly at the eye. Once you do this everything else disappears and its a straight battle between you and the eye - I really like this bit, its VERY Jeff Minter orientated, lots of colour effects and nice sounds as you shoot the evil eye. Completing this takes you back to the beginning where everything begins again at the same difficulty...

The graphics and colour schemes are a bit dodgy but there's fun to be had, albeit for a short time.



### JUPITER LANDER ~ 1982

The aim is to land your Lunar module 'thingy' safely. The action is set on a single screen, you can use a joystick or keyboard to control the lander. Left and right controls thrust for that direction and 'fire' controls the upward thruster.

There are three possible landing pads for you to choose from, each has a different score according to the difficulty of landing



Out of the three, I pick this as my favourite Cartridge. This is a special home version of the arcade game (apparently). Never having played LAZARIAN I can't compare it to its arcade parent. As a Multi stage game, you control a spaceship with the aim being to progress through the various levels set on stationery single screens and kill the evil alien eye.

**Phase 1 :** Set in space, you shoot away the meteors that are stuck to the outside of the





on it. You begin with a full tank of fuel, when you use thrust your fuel depletes, when you run out of fuel you crash into the planet's landscape and die ! Fuel is topped up by landing on the landing pads. You must also avoid contact with the cavern walls and anything that isn't a landing pad. The harder the landing pad, the higher your score and intake of fuel.

I personally found the right hand side landing pad the hardest !

You also have to take care that you land softly - a white line on a gauge on the right hand side of the screen indicates whether you are safe to land or not, this is linked to the thrusters on your ship, the more thrust you use the higher the white line rises. If you try to land below the safety level then you die ! When you land, your fuel and score are added to your current status and then you begin again.

It's a shame more wasn't done with the game really, as it stands this is pretty basic stuff. A couple of things I did like though were the close-up view as you approach the appropriate landing pad and the nice explosion effect when you die.

I've seen better variations of this type of game, most notably **1985** by Mastertronic, **GRAVITY** by Richard Bayliss and **LUNA LANDA** by 'Spare Change' on P.D. which is still available from **BI NARY ZONE** I think...

### RADAR RAT RACE ~ 1982

The game itself is a **PAC MAN** style game



where you control a rat making its way round a maze collecting the cheese. For its age there are some brilliant ideas in here, the problem is they're poorly implemented. The graphics are pretty basic - although the cheese looks quite nice ! The scrolling is poor. That wretched looped in-game tune of "Three Blind Mice" is a musical variation on the well known 'Chinese Water Torture' - Aaaargh !

This game was on the coverdisk ages back, there are no differences between the disk and cartridge version. To be honest if you missed it, not playing it is not going to be the end of your world....

*See you next time for some more Cocky Cartridge Collection fun XXXXX*

P.S. Does anyone have a copy of **DONKEY KONG** on cartridge that I could borrow to review please ?

-----oOo-----

It has become apparent that we need to create a list of games that were released in cartridge format, unfortunately the superb resource ~ [www.cia.c64.org](http://www.cia.c64.org) - has closed down and with it goes the best ever list of games cartridges.

So, on the next few pages, is a list compiled by various people and sources at the <http://www.digitpress.com/faq/c64carts.htm> website,



which I have cross referenced with the original CIA list and hand typed back into this article (no mean feat I can tell you). Full credit is given to Scott 'Steg' Henderson at the digitpress web site and I urge you to pop along and look for yourself at the huge list.

For this Commodore Scene list, all the non-games cartridges have been removed and extra, relevant, details have been added where possible. Please let me know if you can add to the information here or if you know of other games or indeed if I have included something that is not actually a game at all. I will update the list later in CS2005 (yes there 'will' be a CS2005) - ED.

# CARTRIDGE LIST

Name (A-Z)	Year	Copyright	Review & Special Notes
"64" Demo	-	-	
3 in 1	-	Commodore	
4 in 1	-	Commodore	
Aegean Voyage	-	Spinmaker	
Alf in the Color Caves	1984	Spinmaker	
Amazing Maze	-	-	
Astroblitz	1983	Creative	
Attack / Mutant Camels	1983	HES	USA release only
Avenger	-	Commodore	
Badlands	1990	Tengen	
Batman: The Movie	1989	Ocean	
Battle Command	1991	Ocean	
Battlezone	-	Atarisoft	
BC's Quest for Tires	1983	Sierra On-Line	
Beamrider	1984	Activision	
Block Hopper	-	Fantasy Software	
Blueprint	1983	Commodore	
Bubble Burst	-	Spinmaker	
Bubble Busters	-	Maxion	
Buck Rogers	1983	Sega	Planet of Zoom/Doom ???
Bug Crusher	-	Mr Computer Products	
Castle Hassle	-	Roklan	
Centipede	1983	Atarisoft	
Chase HQ 2: S.C.I.	1990	Ocean	
Choplifter	1982	Broderbund	
Circus Fun	1982	Commodore	
Close Encounters	-	-	
Clowns	1982	Commodore	CS2003 p148 - Paddles required
Colosus Chess 2	1988	Commodore	* CDS
Congo Bongo	1983	Sega	
Cosmic Combat	-	Maxion	* Spinmaker
Cosmic Life	-	Spinmaker	
Crisis Mountain	1983	Creative	
Cyberball	1990	Tengen	
Decathlon	1983	Activision	
Defender	1983	Atarisoft	
Diamond Mine	1983	Roklan	
Diamonds Are Forever	1984	Parker Brothers	
Dig Dug	1983	Atarisoft	CS2003 p89
Donkey Kong	1983	Atarisoft	* Nintendo
Dot Gobbler	-	Machine Lang' Games	* Mr Computer Products)
Double Dragon	1991	Ocean	
Dragonsden	1983	Commodore	
Ducks Ahoy	1984	CBS	* Joyce Hakansson Associates
Espial	1984	Tigervision	
Facemaker	1983	Spinmaker	
Fiendish Freddy's	1989	Gray Matter	Fiendish Freddy's Big Top Of Fun
Flimbo's Quest	1990	Commodore	* System 3
Frog Master	1983	Commodore	* Michael F.C. Crick
Frogger	1983	Atarisoft	* Parker Brothers and SEGA
Frogger II Threedeeep	1984	Parker Brothers	
Galaxian	1983	Atarisoft	



# CARTRIDGE LIST

<u>Name (A~Z)</u>	<u>Year</u>	<u>Copyright</u>	<u>Review &amp; Special Notes</u>
Gateway to Apshai	1983	Epyx	
Ghostbusters	1984	Activision	
Gold Record Race	-	Maxion	* Spinmaker
Gorf	1983	Commodore	Magic Voice compatible
Gridrunner	1983	HES	* Llamasoft
Gyruss	1984	Parker Brothers	
H.E.R.O.	1984	Activision	
International Football	1983	Commodore	Re-released in 1988 & 1990
International Soccer	1983	Commodore	Re-released in 1988 & 1990
Isepic	-	Star Point	
In the Chips	-	Creative Software	
Jack Attack	1983	Commodore	
James Bond 007	1984	Parker Brothers	Diamonds Are Forever
Jawbreaker II	1983	Sierra On-Line	
Juice	1983	Tronix	
Jukebox	1984	Spinmaker	
Jumpman Junior	1983	Epyx	
Jungle Hunt	1983	Atarisoft	
Jupiter Lander	1982	Commodore	CS2004 p62
Kickman	1982	Commodore	* Bally
Kindercomp	1983	Spinmaker	
Klax	1990	Tengen	* Commodore
Last Ninja Remix	1990	System 3	
Lazarian	1983	Commodore	CS2004 p62
Lazer Zone	1983	Llamasoft	* HES
Le Mans	-	Commodore	CS2004 p49
Loderunner	1983	Broderbund	
Lunar Leeper	1981	Sierra On-Line	
Lunar Outpost	-	Epyx	
Mario's Brewery	1983	Jeremy Thorne	
Maze Master	1983	HES	
Miner 2049er	1983	Reston Software	* Big Five Software
Minnesota Fats	1983	HES	Pool Challenger
Monster Voyage	-	Maxion	* Spinmaker
Moondust	-	Creative Software	
Moon Patrol	1983	Atarisoft	
Motorman	1982	UMI	
Mountain King	1983	Beyond	
Mr Cool	1983	Sierra On-Line	
Mr TNT	1984	HES	
Ms Pacman	1983	Atarisoft	
Myth	1989	System 3	
Narco Police	-	Dinamic	
Navy Seals	1990	Ocean	
Oil's Well	1983	Sierra On-Line	
Omega Race	1982	Commodore	* Bally
Pac Man	1983	Atarisoft	
Pals Around Town	-	Hi-Tech Expressions	
Pang	1991	Ocean	
Pastfinder	1984	Activision	
Peanut Butter Panic	1984	CBS	
Pinball Spectacular	1983	Commodore & Hal	CS2004 p50 - Paddles required



# CARTRIDGE LIST

<u>Name (A-Z)</u>	<u>Year</u>	<u>Copyright</u>	<u>Review &amp; Special Notes</u>
Pipes	1983	Creative Software	
Pit, The	-	HES	
Pitfall	1984	Activision	
Pitfall II : Lost Caverns	1984	Activision	
Pitstop	1983	Epyx	
Pole Position	1983	Atarisoft	CS2003 p89
Popeye	-	Parker Brothers	
Power Play	-	Disc	
Princess and Frog	-	Romox	
Puzzle Panic	-	Epyx	
Q*bert	1983	Parker Brothers / Mylstar Electronics	
Rack Em Up	-	Roklan	
Radar Rat Race	1982	Commodore	CS2004 p63
Ranch	-	Spinmaker	
Retro Ball	1982	HES	
River Raid	1984	Activision	
Robocop	-	Ocean	
Robocop 2	1990	-	
Robocop 3	1992	Ocean	
Robotron 2084	1982	Atarisoft	CS2003 p21 - * Williams Electronics
Rootin' Tootin'	1983	HES	
Sammy Lightfoot	1983	Sierra On-Line	
Satan	1990	Dinamic	
Save New York	1983	Creative	
Sea Wolf	-	Commodore	CS2003 p148 - Paddles required
Seafox	-	Broderbund	
Seahorses	1984	CBS	* Joyce Hakansson Associates
Serpentine	1982	Broderbund	
Shadow Of The Beast	1990	Ocean / Psynosis	
Silicon Syborgs	1988	Epyx	
Silicon Warrior	1988	Epyx	
Solar Fox	1983	Commodore	
Space Action	-	Handic	
Space Gun	1992	Ocean	
Space Journey	-	Roklan	
Space Rick-O-Shay	-	Mr Computer Products	
Space Shuttle	-	Activision	
Spitball	1983	Creative	
Spy Hunter	1983	Bally/Midway	* SEGA
Star Post	1983	Commodore	
Star Ranger	1983	Commodore	
Star Trek: SOS	1983	Sega	
Star Wars	-	Parker Brothers	* Lucasfilm Ltd/Atari
Story Machine	1983	Spinmaker	
Super Games (3 in 1)	-	Commodore	
Super Smash	1983	Commodore	Prototype ?
Super Zaxxon	1984	Sega	
Sword of Fargoal	-	Epyx	
Tank Wars	-	Machine Language Games	
Tapper	1983	Bally/Midway	CS2003 p21 - * SEGA
Terminator 2	1991	Ocean	Judgement Day



# CARTRIDGE LIST

<u>Name (A~Z)</u>	<u>Year</u>	<u>Copyright</u>	<u>Review &amp; Special Notes</u>
Threshold	1983	Sierra On-Line	
Toki	1991	Ocean	
Tooth Invaders	1982	Commodore	
Toy Bizarre	1984	Activision	
Trashman	-	Creative	
TSI Maze Man	-	Turbo Software Inc	
Turtle Graphics II	-	HES	
Tyler's Dungeons	-	Turbo Software Inc	
Up for Grabs	1983	Spinmaker	
Up N Down	1984	Sega	
Viking Raider	-	Interphase	
Webster	1983	Heuristic	The World Game
Wizard of Wor	1983	Commodore	Magic Voice compatible
Zaxxon	1984	Sega	
Zenji	1984	Activision	
Zone Ranger	1984	Activision	

## Key

- = Unknown fact, can you help ?
- \* = Possible alternative copyright, or, released under a different manufacturer.

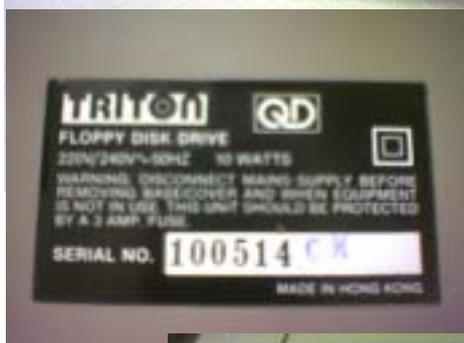
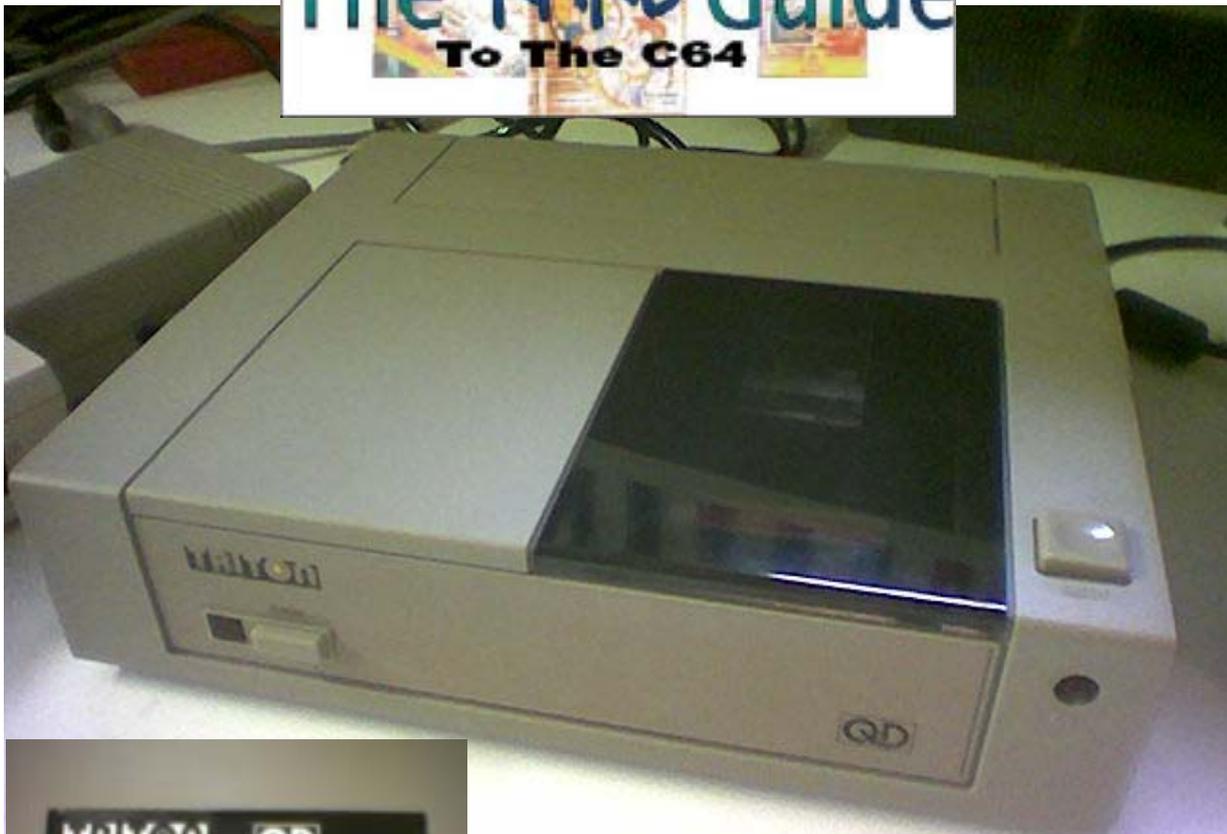
Please note that this list is NOT complete and Commodore Scene would like you to fill in the blank spaces, add to the list or help us remove items which are not strictly games. Remember, this is a games list and any other type of cartridge is not included.

Amendments to this list will be published later on and hopefully, in CS2005, we will reprint the entire list with full details.



 **commodore**

# The RARE Guide To The C64



## TRITON QD 3" Disk Drive

Can anyone please help me ?

I need to know absolutely ANYTHING about this device that you can come forward with. I don't know how to command this device or even what device number it is ? What are the commands ? Will it work with any other devices ? Do you have any articles or reviews of this device ?

The unit powers up okay and appears to try to access the disk but nothing further happens. It has a cartridge port connector which has a pass-thru port on the rear. It is switchable unit between device 1 or 2 so I assume you can use two of these units in conjunction with each other.

Can you help ?

Contact Allan at [commodorescene@btopenworld.com](mailto:commodorescene@btopenworld.com)