

THE BEST SOURCE OF C64 INFORMATION, ANYWHERE!

COMMODORE FORMAT

If you've got a C64 then get this

FORMAT

ISSUE 50 • £2.95 • APRIL 1993

Now!
Your STRICK
System - p.17

DON'T PANIC!

If your C64 is sick, fix it. We tell you how...

PLUS!

- MD hard drives
- GeoPublish - DTP program
- Smart mart - your small ads

ALSO!

- Gamesbusters
- Techy tips
- ROM routines



**Top
to disk
SMART!**
See p. 8



WIN!
A copy of
JiffyDOS
and get it
installed
FREE!

WIN!
10 copies of
the Shoot 'em Up
Destruction Kit

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Your guarantee
of value





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If a leg reaches the end of its tether, is that the end of its life? It was given you a custom font and some slanted would it drive you to drink or to clean up your C64's act?

In the first of a two-part series on font and font computer Jason Finch tells you how to save the poor peripherals.



10 Making it up!

Features, flyers, magazines, newsletters... They're all here done using desktop publishing, using the CD/DiskPublish software Russ Michaels turns into a book to show you how.

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CP games ace Andy Roberts reviews the newest games from Hudson, Software, Do they still fit or do they add?

16 Well 'ard II

Dr. Well 'arder Russ Michaels continues his. Probably more than you ever wanted to know about 'ard 'drive', 'ard', 'ard', 'ard', 'ard'. Russ is on the case and we give you with a review of the C64 'ard' drive.

5 ON THE POWERPACK...



Sceptre of Baghdad

At least it's the full, unedited version of Sir Walter Innes's Eastern-flavored fantasy adventure. Guide the shrunken Sultan on his mystical quest...

Squarescape

The second member of a rapidly less puzzle game that'll be an instant classic. You'll see.



Stars and Rings

A rarity among puzzle games!—one that is actually based on an original concept! It's also an intriguingly addictive puzzle wiggler.

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It's springtime on your machine, 'tween your grin and gears to show your C64 a little TLC. This month printers, tapes and more.

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Forget Post Script and photostyling: get a desktop publishing package. Russ Michaels has one he experimented with earlier. —*JoePubbish*

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Everyone needs a hard disc. But which? Russ Michaels proves himself a hard (yet) man.

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Andy Roberts reviews four games in one — PlayStation's latest SNES compilation.

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Andy Roberts has seen this, played that and avoided something! This month's domain scan lists four *Older Art Collections* 2, 3, 4 and 5.

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SETLFS and SETSIB with Jason Finch, et al, and you might need to know how to LDMS, too.

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You suffer. Jason Finch diagnoses. You get well.

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You talk. We keep silence. Well sometimes.

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If you want it, here's where you get it. Or beg it.

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News

discussions on all aspects of electronic music.

Tickets cost £5 each in advance or £8 on the door, however, we have five tickets to give away. To get which take the Olympia to go, get your entry in before Friday, April 7 and you could go free!

For more information or to order for your office visit:

Super-mop your VDU

The people who brought you the Super-mop now produce the Microclean-Clean, a freshener of fabric designed especially to clean your VDU.

"It's all down to the fibres," explains a VDU spokesman. "What you didn't really think it was down to is residues in your space saving fabric, did you?"

It's made from Solime X (found in a detergent) a combination of water-attracting and oil-attracting polyamide fibres that remove much of a microscopic



Microclean-Clean (the new Microclean-Brush from VDU) could revamp your network on the work.

level. Fine, but the microscopic much is invisible to the human eye, surely?

Anyway, you can use it on your glasses as well and it's available from all good cleaning specialists. Look for it up in the Yellow Pages.

Electric Boys split!

You might have noticed that the coverpages have reverted to the old loading system. Why hadn't? Maybe you do need one of those Microsoft Office-32! But this because the Electric Boys are no longer doing the tape mastering. Don't panic, just get through - we haven't fallen out and Steve Minto will have loads of working plans. But saying it on an internet split with the company - Dawn Gillies has left the Electric Boys - we're back to our old system.

Meanwhile, we hear rumours that Paula is setting up a high-quality CD40 deal, quite possibly with some well-known musical software - MIDI-FO software, at that. It's possible however.

Around the world in Sixty Four ways

Issue three of the fabulous *Study Four* will be the first in the series to feature a cover story.

Editors Matthew Wilkins and Ben Paddock are planning to distribute the 'one as for auld an' Australia, because issue two was still available for £1. The price for issue three has yet to be fixed.

If you have software you want the 'time to review, or to order copies of the 'time or for more information send an SAE to: subscriptions@future.com.au, Future Publishing, James Pitt Way.

Downunder and out

Commodore Down Under is, as you've probably guessed, a new Australian format. It covers all aspects of computing with your Commodore and comes with a coverpage.

If you're interested in seeing what our independent readers are up to CD40-wise, try writing to: Down Under@future.com.au, 28 Railway Street, North Sydney, NSW, New South Wales, Australia.

Safe for all ages

You know how all the fuss about violent video games lead to a voluntary ratings system? Well, it turns out that only one per cent of games have been rated for 15s and over while a massive 99 per cent have been exempt safe for all ages, according to a £1,500, the European Leisure Software Publishers' Association Ltd in conjunction with the Video Standards Council. Is this probably haven't been completed.

Protect yourself

Are you involved with an organisation which holds or processes personal data on computers? If so, then you probably need to register with the Data Protection Registrar. A new series of Data Protection Guidelines, which explains the implications of the 1984 Data Protection Act, is now out. Information Bureau Department, Office of the Data Protection Registrar, Haywards House, Chichester BN1 5AF + (01243) 82877.

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Comms and get it!

Commodore Format reads you. First, of course we do. Without readers, there wouldn't be a magazine. But we're actually after a specific you.

The you we need must be a systems novice - the sort of person who wouldn't know a modem from a answer phone but who has decided now is the time to learn - or someone who has just stepped off the band into the information Superhighway.

If you have a yearning to get wired and cut the net or paddle in it a bit at least, and you can write - let us know! We'd be interested in running a series of articles on how you use your CD40 to connect to the information, what you do when you are there, and what fun and frustrations you have had along the way!

Key[board] facts

Only one in five people thinks typing is a computer competency, yet while more than one in three people consider it a core skill, a computer according to a recent Dallas survey. It seems 31% of 18 to 24-year-olds think their computer skills are up to scratch compared with 12% of 45 to 54-year-olds while 36% of 25 to 34-year-olds use a computer at work compared to 21% of 45 to 54-year-olds.

Going up

Go on - be honest. You're not going to mess up are you? It's a small price for a man, but a great leap in income for us which will ensure the life of CP for a while yet. Top, from next month CP costs £2,000. Sorry about that, but you wouldn't believe the price of paper at the moment but our managed trees, of course. And it's only 4p. You'll hardly notice the difference.

FUTURE MUSIC'S MEMS

the first national print publication for the music industry

They're shaking it again. The music industry's first national print publication for the music industry.

Friday, 21 April and Sunday, 23 April.

But by CP's own press mag, Future Music, MEMS '93 is the biggest! It's packed with news in the world of music and sound technology.

As well as more than 60 contributors from all over the world there will be loads of forums and

THE MIGHTY BRAIN

Could CF

learn a thing or two from fanzines?

Is GEOS the best thing since thick-sliced Mighty White? Where have all the Australian Commodore Clubs gone? The Brain tackles these posers and more as he sifts through this month's mailbag...

Return to Gz?

I have a problem, a big problem. I cannot find any mail-order companies, fanzines or clubs for the good old G4 in Australia. Can you possibly help me? I'm getting desperate.

Fanzine and Commodore closed down last year before I could get in touch.

Any help at all would be greatly appreciated but I'm sure it's within your great power.
Lodge Gardner, Australia

My powers are indeed great. Answering some say. But the recent superhighway connection I had with Australia has been a bit dodgy recently. So I look like we're going to have to rely on the more mundane means of communication—the post. If any Australian readers know of any active user groups, please write to the address in white right now.

A taste of GEOS

I have owned my C64 for just over five years and I would just like to say that GEOS is the best thing that could have happened to the C64. Could you put a couple boxes of GEOS on the coverpage of that I can buy 8 units

Here are my top ten game and utilities

- 1 GEOS
- 2 Skyline in Monocland
- 3 Omega
- 4 PANG
- 5 Days of Thunder
- 6 Lemmings
- 7 Street Fighter 2
- 8 Castles 2
- 9 Bubble Buster
- 10 Castles

I also own a 512K and a Samoyel — why do you always criticize Nintendo?

Andrew Dixon, Brisbane

Were looking into the possibility of some sort of GEOS-related program on the coverpage at the moment. Though quite what form it would take isn't clear. Stay tuned, as they say.

Back to basics

I have been reading your magazine since issue 40 (also says we don't get any new readers these days? — 1989) and think that it's great. Recently I have been interested in writing a C64 game and soon that a month-by-month programming guide as suggested by D-Slay in CFSO would be brilliant for people like me who can't understand Mean Machine (Code or Turbo Tips).

And how about more classic games on the computer? Dragonair or CFSO was brilliant.
J McLean, Australia

So we provide the routine month by month and you lock them together into a game? Hmm, a could work. It'll have a word with that so-called editor. You never know, you might be in luck.

Packed packs

Just got received issue 52 of Commodore Format and the Exclusive FO Extravaganza was excellent. Mega Force was great, too.

My best Powerpack games are as follows:

- 1 Mean Machine Games (CPS1)
- 2 City Bomber (CPS6)
- 3 Penguin Trains (CPS5)
- 4 Colour Money (CPS1)
- 5 November (CPS6)
- 6 Omega (CPS6)
- 7 Omega (CPS6)
- 8 Deadline (CPS1)
- 9 Mega Force (CPS2)
- 10 Exclusive FO Extravaganza (CPS2).

Did you know that the music from Chess was swiped from an old Spacey game called Mega Appoplepp?
Richard Spooner, Huf

You haven't been reading CF for long, have you?

All you need

If you don't need a large amount of memory why change from a 64 to another computer?
I have a C64, Hudson, several databases,

two drives, printers, a plotter and loads of software, all free for me. Indeed, my friend, my brother and my friend's sister all have C64s and are also very happy with them. When one of my future sister-in-laws' children compared Super Mario Brothers with Great Escape Sister they said that C64 was better.
NET (J. Smith) 7685, London

Was it a mutual love of C64s that brought you together, then?

Power to the fanzines

What a load of rubbish. I mean issue 52. It's supposed to be a magazine? You must be joking.

Both ZSAP and Commodore Force are streets ahead of CF. Okay, I know they are no longer with us (defunct since something in their early 70s — 1989) but you're going to be seen to be trying. The C64 needs all the support it can get. You're just not trying hard enough.

Have you seen any of the fanzines lately? Okay, they may be printed on low-quality paper, but they're got the right idea.

Try taking a look at Commodore Checker and you'll see what I mean. Plenty of reader input and, I like to be told, the corrections are very well done.
Richard Brown, Nottingham

The fact that we're all around while those other mags are long gone does rather suggest that we're getting something right. But, yes, we agree there is room for improvement. That's why the survey in CFSO is first and steady what our readers want from the magazine. (And if you've already seen in your survey reply, Richard?)

Quality control

I'm not convinced. I noticed a lot of these games from so-called 'independent' software companies would have been released as PD — for free — just a few years back. If I'm paying for a game I expect some decent packaging at least.
Tim Lynch, Egham

If supply and demand, ready C64 users are demanding new games, and so these supplying them are changing to their services. And who can blame them? And most of these new indie companies, including The Electric Blue, do provide proper packaging. Sure, it's not as glossy as the stuff that the major labels were producing a few years back, but what counts more — the packaging in the game?

Write right now!

If you're bounding with opinions on CF or the C64 scene, relieve the pressure by putting your view (right or keyboard (wrong)) into use. Sending your cards, notes and envelopes of wisdom to: The Mighty Brain, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 1JF. Or email us at CFM@future.com or putting 'Yes' in the subject line.



Discover what's on the cover tape and how to play it.

POWER PACK

WORLD PREMIERE!

Square Scape 2

Come the trumpet tentacles as Commodore Formed is proud to present the world premiere of a rarity — a sequel that is better than the original. And in this case it's not just better it's a hell of a lot better.

Like the original game, *Square Scape 2* is a puzzle in which you have to guide a block from the top right of the screen to the left (L), collecting all the letters on the way. The problem is that your block won't stop moving until it hits a wall, and you're only got a limited number of moves and not much time to think about things like where you're going, huh?

This may sound tough, there are a few differences. Actually, make that



The letters below — such as the arrows — may be either a help or a hindrance.



improvements. Apart from the graphics being a lot more polished, there are also bonus levels which may help or hinder your task — it's up to you to work them out. They certainly make the game a lot more challenging. The first few levels might be easy, but you're bound to be leaving loads more.

The controls are fairly straightforward — just your joystick. In this direction you want to go and your Fire to launch your block.

There's also an in-built cheat which gives you infinite gold about everything — but it's up to you to find out what it is.

Thanks to Peter Robinson for writing the exclusive game for CP. Best of all, we won't be hearing more from him in the near future, so...nope.

NO LOAD ZONE

If you are having trouble loading this month's *Powerpack* please check that tape is in a fully charged, fully up to date and 100% and insert it all in CP's Tape Management System, before Audio Plus can download tape from it. Failure: Storage 177-434.

Stars and Rings

This was one of the Top 20 recommended PC games back in CP8, and an odd title might it be, too! Deceptively simple, it is also infernally addictive.

You release a star which moves in a circle as long as you hold down the Fire button.

If you release the Fire button the star flies off in the direction it was moving when you released it.

The size of the circle it moves in will vary the size of the rings which appear in the playing area.

Sound simple? I can't hear it and



Sceptre of Baghdad

For your delight and delusion CP is proud to present the complete, uncut and unaltered version of the classic Sceptre of Baghdad.

It's the first day of the new year and the people of Baghdad are gathering at the palace to watch the Caliph inaugurate the Sceptre, an ancient talisman. But an evil wizard, who wants to seize the Caliph's ruling power, has drawn the Caliph to stop him coming out to make it. If the Caliph does not show the citizens the Sceptre by noon he will be deemed a power.

You take control of the boy Caliph in this platform collect 'em up. The aim is to find the Sceptre, then go to the palace balcony and hold a staff, but there are lots of puzzles along the way.

Obtaining any potions that you come across will save the game. The controls are:

Q or joystick up
A or joystick down

Q or joystick left
P or joystick right

Space or Fire
F1
F2
Fire/Stop

Jump
Draw door, use magic carpet or use the object being held.

Go left
Go right
Fire a magic orb
Cycle through objects held
Toggle fire mode
Fire/Stop



T A P E T O D I S K

This month's *Powerpack* is also available on disk. Right the star, version already out out the disk on the tape may card, with your name and full address (no piece of paper), may use both to accompany with a cheque for exact order, made out to: Audio Plus Video, for £1.95. In some applications (noted) and send £1.95. CP99 Tape To Disk, Audio Plus Video Ltd, Norwood, London SE14, Tel: 01-894 177-434.



GAMEBUSTERS

You can't sleep, you haven't eaten for a week; you won't pay the milkman or take the dog to the vet's until you find the cheat that's evading you. So...

WRESTLEMANIA

(COMMODORE 64)

With the wrestling tag back on late night tele, it seems appropriate to print the handy cheat for fans of the excellent game.

At the start of the round, move your wrestler down to the bottom of the screen, making sure that



if boxing rings your bells, then here's a cheat that will do you good. You'll win every time.

His feet are visible between the bottom and middle ropes - the other guy should follow you to the bottom.

Now, without moving up or down, run towards your opponent (he should start shaking and he soon as you can fly back him. He cannot move while you are running left and right, so repeat this action until he finally reaches over. When it does, get him down to see the 'out'.

THE ADDAMS FAMILY

(COLECO)

Following the appearance of the solution for level one on CP/M, I've been inundated with requests for the rest of it. In particular, Adam Brennan, Alan Frederick, Richard Black, Kevin Chase, Matthew Cox, David Hadley, and Stuart Brown all wrote in begging for assistance. As I'm so nice and generous (and modest - lol, hard to be complete without it) you are all in luck, by this silly tick...

On the title screen press **RESTORE** rather than **FIRE** to load the final level. When you start the game everything is level as if you hadn't made jumping on to the cauldron completely easier.



LEVEL 1

IN DOOR, LEFT (BOTTOM OF SCREEN), IN DOOR, LEFT, LEFT, GET KEY, RIGHT, IN DOOR, RIGHT, LEFT (TOP OF SCREEN), LEFT, IN DOOR, RIGHT, RIGHT, GET KEY, LEFT, LEFT, IN DOOR, RIGHT, IN DOOR, LEFT, RIGHT (TOP OF SCREEN), RIGHT, IN DOOR, RIGHT, IN DOOR (BOTTOM OF SCREEN), LEFT, LEFT, LEFT, IN DOOR, GET KEY, IN DOOR, RIGHT, RIGHT, RIGHT, IN DOOR, LEFT (TOP OF SCREEN), UP, LEFT, LEFT, LEFT, IN DOOR, GET KEY, IN DOOR, RIGHT, INDOOR (TOP OF SCREEN), LEFT, RESCUE PLAGUE, IN DOOR, IN DOOR, RIGHT, RIGHT (RIGHT), DOWN, RIGHT, IN DOOR, BOTTOM OF SCREEN, RIGHT, RIGHT, RIGHT, IN DOOR, RIGHT, RIGHT, RIGHT, IN DOOR, RESCUE



Are you being silly? Then this cheat is for you. Oh, and it's a surprise. How do you know?

UP, LEFT, IN DOOR, LEFT, LEFT, LEFT, IN DOOR, LEFT, LEFT, LEFT, LEFT, LEFT, IN DOOR, LEFT, IN DOOR, LEVEL COMPLETE.

LEVEL 2

RIGHT, LEFT (TOP OF SCREEN), IN DOOR, RIGHT, IN DOOR, LEFT, IN DOOR, RIGHT, RIGHT, DOWN, IN DOOR, LEFT, DOWN, RIGHT, RIGHT, IN DOOR, RIGHT, RIGHT, IN DOOR, RIGHT, IN DOOR (RIGHT-HAND SIDE), IN DOOR (TOP OF SCREEN), LEFT, DOWN, LEFT, LEFT, LEFT, LEFT, IN DOOR, RIGHT (BOTTOM OF SCREEN), IN DOOR, LEFT, LEFT, GET KEY, RIGHT, RIGHT, IN DOOR, UP, LEFT, (TOP OF SCREEN), IN DOOR, LEFT, LEFT, RESCUE MORTICA, RIGHT, RIGHT, IN DOOR, DOWN (LEFT-HAND SIDE), IN DOOR, RIGHT, RIGHT,

RIGHT, RIGHT, UP, RIGHT, IN DOOR, IN BOTTOM DOOR, IN LEFT DOOR, LEFT, LEFT, LEFT, IN DOOR, GET KEY (TOP OF SCREEN), LEFT, LEFT, UP, RIGHT, IN DOOR, UP, LEFT, LEFT, IN DOOR (BOTTOM OF SCREEN), RIGHT, RIGHT, RIGHT, RIGHT, IN DOOR, RIGHT, RIGHT, IN DOOR, LEVEL COMPLETE.

LEVEL 3

RIGHT, RIGHT, RIGHT, IN DOOR, LEFT, IN DOOR, RIGHT, RIGHT, RIGHT, DOWN, LEFT, LEFT, IN DOOR, DOWN, LEFT, IN DOOR, LEFT, LEFT, LEFT, IN DOOR, LEFT (TOP OF SCREEN), LEFT, LEFT, LEFT, LEFT, IN DOOR, RIGHT, RIGHT, UP.

RESCUE

GRABBER, DOWN, LEFT, LEFT, DOWN, GET KEY, UP, IN DOOR, RIGHT, RIGHT, RIGHT, LEFT (BOTTOM OF SCREEN), LEFT, DOWN, RIGHT DOOR, RESCUE THING, IN DOOR, UP, RIGHT, IN DOOR (LEFT-HAND SIDE), LEFT, RIGHT (TOP OF SCREEN), IN DOOR (TOP OF SCREEN), LEFT, LEFT, IN DOOR, LEFT, LEFT, LEFT, RESCUE WEDGEMAN, GAME COMPLETE.



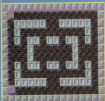
MEGAPACE

(POWERPAGE 80)

Certainly not the greatest game the C64 has ever seen, but in two-player mode it can be a lot of a laugh, if you're not



Get tangled up with this code. Should get you all for an hour. Birmingham, anyway. Sorry.



Without ever getting your feet wet you can be as the garage owner and the next level.

to getting the life of your tank and use some of the laser levels. Light is the key to infinite energy.

- 1 010-86999232 0280 01 940
- 2 00F 0400 00 0704000 000-0-0-0000
- 3 04000
- 4 0F 00400 0000 0000 0000 0000 0000
- 5 0000 00000000 0000 0000 0000 0000 0000
- 6 0000 0000 0000 0000 0000 0000 0000
- 7 0000 0000 0000 0000 0000 0000 0000
- 8 0000 0000 0000 0000 0000 0000 0000
- 9 0000 0000 0000 0000 0000 0000 0000
- 10 0000 0000 0000 0000 0000 0000 0000
- 11 0000 0000 0000 0000 0000 0000 0000
- 12 0000 0000 0000 0000 0000 0000 0000
- 13 0000 0000 0000 0000 0000 0000 0000
- 14 0000 0000 0000 0000 0000 0000 0000
- 15 0000 0000 0000 0000 0000 0000 0000
- 16 0000 0000 0000 0000 0000 0000 0000
- 17 0000 0000 0000 0000 0000 0000 0000
- 18 0000 0000 0000 0000 0000 0000 0000
- 19 0000 0000 0000 0000 0000 0000 0000
- 20 0000 0000 0000 0000 0000 0000 0000

- 21 0000 0000 0000 0000 0000 0000 0000
- 22 0000 0000 0000 0000 0000 0000 0000
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- 24 0000 0000 0000 0000 0000 0000 0000
- 25 0000 0000 0000 0000 0000 0000 0000
- 26 0000 0000 0000 0000 0000 0000 0000
- 27 0000 0000 0000 0000 0000 0000 0000
- 28 0000 0000 0000 0000 0000 0000 0000
- 29 0000 0000 0000 0000 0000 0000 0000
- 30 0000 0000 0000 0000 0000 0000 0000

DEADLINE DEMO

(POWERPACK 81)

Better late than never, here is a simply splendid being crafted by the equally splendid Warner Pillingbury.

Warner's contribution allows you up for infinite lives, plus the ability to choose the number of main to save. If you are still in need of assistance, check out the tips in CPCL.

- 0 000 000000 0000 0000 0000 0000
- 1 000 0000 00 000000 0000000000
- 2 00000
- 3 0F 004000 0000 0000 0000 0000 0000
- 4 0000 00000000 0000 0000 0000 0000
- 5 0000 0000 0000 0000 0000 0000 0000
- 6 0000 0000 0000 0000 0000 0000 0000
- 7 0000 0000 0000 0000 0000 0000 0000
- 8 0000 0000 0000 0000 0000 0000 0000
- 9 0000 0000 0000 0000 0000 0000 0000
- 10 0000 0000 0000 0000 0000 0000 0000
- 11 0000 0000 0000 0000 0000 0000 0000
- 12 0000 0000 0000 0000 0000 0000 0000
- 13 0000 0000 0000 0000 0000 0000 0000
- 14 0000 0000 0000 0000 0000 0000 0000
- 15 0000 0000 0000 0000 0000 0000 0000
- 16 0000 0000 0000 0000 0000 0000 0000
- 17 0000 0000 0000 0000 0000 0000 0000
- 18 0000 0000 0000 0000 0000 0000 0000
- 19 0000 0000 0000 0000 0000 0000 0000
- 20 0000 0000 0000 0000 0000 0000 0000



The new one (about) than last year's deadline is now all your own work. Games up. When up. We forever, you finished!

- 20 0000 0000 0000 0000 0000 0000 0000
- 21 0000 0000 0000 0000 0000 0000 0000
- 22 0000 0000 0000 0000 0000 0000 0000
- 23 0000 0000 0000 0000 0000 0000 0000
- 24 0000 0000 0000 0000 0000 0000 0000
- 25 0000 0000 0000 0000 0000 0000 0000
- 26 0000 0000 0000 0000 0000 0000 0000
- 27 0000 0000 0000 0000 0000 0000 0000
- 28 0000 0000 0000 0000 0000 0000 0000
- 29 0000 0000 0000 0000 0000 0000 0000
- 30 0000 0000 0000 0000 0000 0000 0000

LITTLE PUFF

(POWERPACK 81)

If you have been using

the optimized

Mathlab's program

for Powerpack 81 to play

through this game, you

might have found

the going's

easy.



ACTION REPLAY POKES

Most multi-function cartridge POKES (courtesy of Warner Pillingbury, and if you're not fully conversant with the whole cartridge thing, here's how to use them... Press the game, press E to enter the POKES (press RETURN twice when you have entered the last POKES), then press F3 to restart the game.

DEADLINE DEMO

POKE 0000,000

POKE 0000,000 - infinite lives

POKE 0000,000000000000000000000000

- 1 man to save

MEGAFORCE

POKE 0000,0 - infinite Energy

POKE 0000,0 - infinite Energy

POKE 0000,000000000000000000000000

POKE 0000,0 - infinite Energy

POKE 0000,0 - infinite Energy

ALIEN WORLD

POKE 0000,000 - infinite lives, level 1

POKE 0000,000 - infinite lives, level 2

POKE 0000,000 - infinite lives, level 3

SPELLBOUND BIZZY

POKE 0000,000 - infinite lives

BIZZY DOWN THE RAPIDS

POKE 0000,000 - infinite lives

BIZZY PRINCE OF THE TORNADO

POKE 0000,000 - infinite lives

POKE 0000,000 - infinite energy

POKE 0000,000 - infinite lives

POKE 0000,000 - infinite lives

POKE 0000,000 - infinite lives

POKE 0000,000 - infinite lives

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POKE 0000,000 - infinite lives

POKE 0000,000 - infinite lives



We've cracked it!

Not a month goes by without the Commodore mailing containing at least one letter from a frustrated floppy player - that little egg-heads are in search for:

If you are one of the dozens of people stuck on a floppy game, check out the 'Buzzy Mega-Chest'. Simply type in the main listing, SAVE it to tape or disk, for future use, then add the relevant database. Now type NAME and read the relevant game cassette to find a much easier game.

```
1. BZZZ (225) 800-4382 80-402
2. BZZZ (452) 30-50000000 7000-410000
3. J27827
4. BZ (00780) 7881 8000 7000 8800 7800
5. 8800 7800 70-1 7800 7000 700 2000000
6. 70
7. BZZZ 2, 70-00-000000 4
8. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
9. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
10. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
11. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
12. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
13. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
14. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
15. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
16. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
17. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
18. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

And here are Power databases...

BAMBLE BZZZT

(infinite lives)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

FAST FOOD BZZZT

(infinite lives)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```



Remember no peeks or cheating the address of our file (BZZZ) for the Commodore magazine among pals.

BZZZT

(infinite lives)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

SPELLSOUND BZZZT (NO VERBING)

(infinite lives & energy)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

BZZZT PANG

(one object per level)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
22. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
23. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
24. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
25. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

BZZZT DOWN THE RAMP

(infinite lives & bullets)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
22. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

BZZZT - PRINCE OF THE FOURFOLD

(infinite lives & energy)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

FAST TALK WORLD BZZZT

(infinite lives & energy)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
22. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

SPINNING BZZZT

(infinite lives & energy)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

TREASURE ISLAND BZZZT (ORIGINAL)

(infinite lives)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
22. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

TREASURE ISLAND BZZZT (BZZZT)

(infinite lives)

```
20. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
21. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
22. BZZZ 000, 000, 000, 000, 000, 000, 000, 000
```

and BOB, RIGHT, RIGHT, RIGHT, RIGHT, take CONCOCRETE, RIGHT (take ENVELOPE, RIGHT, drop CONCOCRETE, RIGHT, take PUMP, LEFT, fall down hole, take FOOD, LEFT, LEFT, LEFT, LEFT, take CONCRETE, LEFT, press BOX with HAMMER to make a KEY, go to DOOR, take PUMP, push-up at DOOR, RIGHT, jump on to PULVERISER and drop the PUMP, LEFT, go through the DOOR, LEFT, take BAMBOO, LEFT, LEFT, LEFT, take BOTTLE and drop the BRICK, LEFT, LEFT, take FOOD and ENVELOPE, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, up through DOOR, RIGHT, take PUMP (make sure that you have the LIFEWEAL,

FOODPUMP, and the BOTTLE at this point), Go LEFT, up through DOOR, LEFT, down HOLE, LEFT, cross BOTTLE with CONCOCRETE to make part of the PASS (again make sure you have the LIFEWEAL and LIFEWEAL at this point), drop down ROPE, take THE LEFT, LEFT, LEFT, LEFT, LEFT, LEFT, up through DOOR, LEFT, LEFT, take BOTTLE OF WATER, drop LIFEWEAL and PUMP, take ENVELOPE (you should now have an assembled PASS CARD), take CONCRETE, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, take SAW-GUN and CONCRETE changes into a GOLD COIN, RIGHT, drop GOLD COIN near YOUR DRAGON (the dragon), RIGHT, RIGHT, and RIGHT to complete the game.

SHOOT'EM UP CONSTRUCTION KIT

(by J. W. H. H. H. H. H.)

Here's a cheat (or code) for all you Action Posing owners-out there which will work on any SHOOT'EM UP game which you care to mention.



Start the game and press the Freeze-button, then press F to enter the code file. Now press C to select both. When the 'resumed' message appears, press any key to exit, then F10 to restart the game with no collision-detection.

START HERE

Not only can Commodore supply you with the biggest, brightest, and most accurate tips in the universe, we can also help if you happen to be stuck on a game. If that's your need is to reach information about the game as possible and where you are stuck.

And if you have any maps, tips, cheats, POWs, solutions, or general game-leaving bits and pieces send them to: Andy Roberts, Commodore, Commodore Forum, 20 Bonmouth Street, Brix, New BR1 3PW or email us at: info@commodore.co.uk putting 'GamesTIPS' in the subject line.

Finally, if you have any questions, comments, ideas, or suggestions to make GamesTIPS an even better tips section, send them to: 500.



We all know that there's no substitute for us, so no need to feel guilty about putting Puff out.

TRUE ROM-ANTICS



SETLFS and **SETNAM** are the ROM routines you use for accessing the tape deck and disc drive. You have to call them before you can load or save. You'd better get to know them and the **LOAD** routine, too, says Jason Finch. But he promises to help.

SETNAM

Routine name: SETNAM
Function: Set up a filename
Call address: \$F780 (\$5400)

Parameter passing: Accumulator, X and Y index registers

Prerequisite routines: None

Error reports: None

Stack requirements: At least 2

Registers changed: None

Description: When you open a file you sometimes need to give a filename, most commonly when the device is the tape deck or a disc drive. The routine allows you to specify the filename you want to use. You should load the accumulator with the length of the filename, and the X and Y index registers with the address of the filename. These must be specified as a vector in the normal two-high format. If you don't want to give a filename, load the accumulator with zero.

Example: You want to load a file called FREE. At locations \$C100-\$C103 you have stored the ASCII values for the letters in the filename. Before loading, you must have called SETLFS and SETNAM.

```

LDR #4
LDR #100
LDR #C100
JIR $D77000
  
```

LOAD

Routine name: LOAD
Function: Loads file from a device
Call address: \$F700 (\$5400)

Parameter passing: Accumulator, X and Y index registers

Prerequisite routines: SETLFS, SETNAM

Error reports: 0, 1, 5, 6, 7, 9, \$A001

Stack requirements: None

Registers changed: Accumulator, X and Y index registers

Description: Use the LOAD routine to load a file from an input device such as the tape deck or a disc drive.

or to verify that the information stored on the tape or disc is the same as that in memory. You must first load the accumulator with \$000 if you want to load a file, or with \$001 if you want to perform a verify operation. If you have loaded the file with a secondary address of 0, you can specify a new start address for the file by giving 0 in the X and Y index registers in the normal two-high format. This means you can force a file to load to a specific address in memory, even if it was originally saved from a different location. Under normal circumstances where you want the file to load back normally, open the file with a secondary address of 1. This then instructs the computer to look at the information given in the file's header. When the LOAD has finished, the address of the highest memory location loaded is returned in the X and Y registers. Be sure you call the SETLFS and SETNAM routines to open the file and to specify a filename before calling LOAD.

Example: There is a file on disc called FREE that you would like to load into memory. You do not want to change the load address. The filename is stored at location \$C300.

```

LDR #1
LDR #0
LDR #1
JIR $D77000
LDR #4
LDR #+SETLFS
LDR #+SETNAM
JIR $D77000
LDR #0
LDR #C300
  
```



NEXT MONTH

Jason Finch offers suggestions for when you get error reports and looks at saving a file to either tape or disc.

SETLFS

Routine name: SETLFS
Function: Set up a logical file
Call address: \$F700 (\$5400)

Parameter passing: Accumulator, X and Y index registers

Prerequisite routines: None

Error reports: None

Stack requirements: 2

Registers changed: None

Description: You use this routine before you call a number of others. You use it to set up all the information that the computer needs to open a file for the logical file number, the device number and the secondary address. The device numbers most commonly used are 1 for opening a file on tape and 0 for opening a file on disc. You should load the accumulator with the file number, the X index register with the device number, and the Y index register with the secondary address. If you don't want to include a secondary address, set the Y register to 255 before calling the routine.

Example: The basic command OPEN 1,4,7 opens file number 1. This means you can then send information via file number 1 to the device specified. In this case, the device is number 4 and the secondary address is 7. If you want the secondary address to a vector, it works in most cases made instead of specifying. The machine language equivalent uses SETLFS.

```

LDR #1
LDR #4
LDR #7
JIR $D77000
  
```



Making it up!

Chances are any newspapers, fanzines, posters, or magazines that you read, are created using a desktop publishing system. Want to try your hand? Russ Michaels uses GEDPublish to show you how.

Then what GEDPublish can do I used it to create the latest Electric Boys Entertainment Software product guide. So, to demonstrate what DTP desktop-publishing can do and how to use it, I use the product guide as an example.

The first step to design the product guide is to create all the text files in GEDWrite for the various sections in the final product, for example the software text, software text, and reviews. All of these are in separate files so you can design them in standard fonts and styles and then change them within GEDPub.

GEDPublish has three main editing areas:

Master pages

This is where you set up all the guidelines for the rest of the document. Any graphics you place on the master page appear in every other page. So your first step will be to decide the position of the borders around each page. Position the guidelines using the ruler built



Box in everything in page design but there are multiple ways of altering fonts and graphics...

in inches from each side and from top and bottom. Next put a guideline down the middle of the page to separate the two columns. This is all I need in this instance but you can set up guides for numerous amounts of different sized columns and paragraphs, or place the text and graphics that you wish to appear on every page of your product.

Page layout

Here you set up the actual position and design of all the text on each page. Using the open region text you create a window the size of the left column and then select the text to place text in this opened region. This presents you with a list of all the GEDWrite files on the disc, so select the one you wish to use. Once

the text is done, open the file and click the pointer on the previously open area to place the text.

The entire region is now filled with diagonal broken lines. You can now move (resize) the text so that the text fits the space into the region after which the diagonal lines become uniform and terminate at the position where the text ends. Now you can re-size your window to fit most text size.

Repeat the process to place a window where the one you have just created for the software text and then three more times for the various lines in the right-hand column.

In page layout mode you can also import graphic objects from a spreadsheet or photo album into a window of any size, either the actual size of the graphics or you can resize them to fit the window. Any text is now to be re-formatted to surround the graphic object.

It, at any time, you decide to add or change any of the text or change some of the text just click on the window containing the text you wish to alter and select EDITOR from the MODE menu. This gives you a mini GEDWrite-type editing facility containing the text you selected.

Page graphics

Now you can draw text and graphics of any size directly in the page of your document or import graphics from a photo album on to a page. You can set an foreground or background area graphics produced here according to the text in the layout.

When you click into the page you can change its size by changing the point size. Note, though, that the larger you make the text, the 'bigger' it looks. This is where the 560007160 attribute comes in. Select this and all the jagged edges on the letters are smoothed out. This is how I created the text cover of the guide because the size of the text is bigger than available on those fonts.

Here your text drawing functions such as



Tools for this job. Now select it, you're finished!

circle/caps, textsize, square, polygon, line, spine, and closed/align.

You can change various attributes on each such as the thickness, the pattern, or even make them transparent.

There is also a neat zoom mode that allows you to select any part of your document and take it closer look, in fact.

This is the only way

you can read the text. You can also preview the current page as an A4 representation. You can't read much in such a compressed space but you can clearly see the layout and structure of your design to make sure they have turned out as you wanted them.

There are many more functions available than I can list here but these are the basics of creating a DTP document. GEDPublish allows you to do just about everything you would expect only to find on a more powerful machine except that it produces strictly more graphics. However, as the CD4 wasn't designed with colour printing in mind this is not actually a problem.

Once you have had some practice you may find yourself spending many a late night creating your own fanzine. Get to the ball of it.

Buy it from...

GEDPublish costs £29 from
Electric Boys Entertainment Software,
4118 Brighton Road, Purley,
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Grin and repair it!

Can you cope if you knock a can of Cola over the keyboard? Can your C84? Jason Finch advises on caring for your peripherals and tells you how to remedy the damage, if you do happen to spill that drink.

There are so many different things that could go wrong with your computer that you are likely to give yourself more if you sit down and think about it for more than about five seconds. Just clean a great deal or whether or not your computer is going to behave itself, as does the amount of dust in your bathroom.

Computer owners are all the more of unexpected bursts of activity, strong magnetic fields, and worst of all, millions of message bugs that you can't see.



A cassette is for life, not just for Christmas

See. Some people I know have had their C84s for more than 100 years and haven't had any problems... Their software always loads, their computer never crashes, and their tapes never stop. Do they pray to some deity 'God of Computing'? Do they clean everything meticulously every day of their lives? Probably neither.

I do everything I can to maintain disaster yet, in the last five years, the best I have managed to make of my C84 and I have managed to make of two disc drives. Now my problems don't work, my keys tend to be battered with a hammer before they recognise that they have been pressed, and my monitor forces me to look at everything as though I'm watching a film in endless format. So I'm pretty much aware of the things that could go wrong and fear less, in theory at least, to prevent that happening. Even though I never make for me, it could well work for you...



Get it taped!

Under normal circumstances tapes are mean, lean, fighting machines. If you treat them properly they last for ages and always work. Of course, we all know that they eventually end up going wrong and that is why it is important to make sure you are good and that is why it is important to make sure you are good for Christmas.

The first point to remember is that you should never ever store tapes near anything that creates a magnetic field around it. Normal things around the house that do this include speakers, power supply units and television sets. Never leave your parental fridge magnets to see whether the plastic casing of a tape is magnetic or not. It isn't, okay.

Why of the fact about magnets? Well, tapes store information by rearranging small magnetic particles on the surface of the tape. If you put the tape near a magnet, these small particles are rearranged and so you could lose your data. The stronger the magnetic attraction, the more likely you are to find yourself sitting in the corner of the room because your favourite game won't work. Either that or your pocket money will be stopped because you've added



start to pray. If it's the tape deck, whip out your tools and uncase the cap on your bottle of alcohol.

Keep it clean

There are four main bits that you need to keep spotless to ensure that your tape deck always works: the two heads, the capstan pin and the idler. For 00



Illustration by Mike Roberts

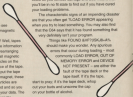
the tape deck through the nearest window!

That scurrying ink brings me on to the database unit itself. All you need to keep the thing working is a handful of cotton wool buds and some petroleum spirit or pure alcohol. It can be a bit messy when your programs start refusing to load. However, no matter how tempted you are to drink the alcohol, remember it is for cleaning purposes only. Drinking the alcohol could do you serious damage and also means that you'll be in no fit state to find out if you have cured your loading problems.

The characteristic signs of an impending disaster are that you often get TUGAD ERROR appearing when you try to load something. You may also find that the C84 says that it has found something that very definitely isn't your program.

Things like FOUND 04875926444 should make you wonder. Any software seems that never during loading - most commonly LOAD ERROR, OUT OF MEMORY ERROR and DEVICE NOT PRESENT - on either the front of the tape deck or the tape itself. If it's the tape,

start to pray. If it's the tape deck, whip out your tools and uncase the cap on your bottle of alcohol.



you tell what they look like?

Well, if you fit the bit of your tape back and gently press **PLAY**, two chunks of metal appear: one behind the **PLAY** key and the other about 1/2 inch to the right. The black rubber wheel still farther to the right is the filler while the bit metal thing that is spinning around and pressing against it is the capstan arm.

Get some alcohol on your cotton bud and gently wipe these parts with it to clean dirt and grease accumulations on the head. Leave your D50 to stand for half an hour. The reason you should do it this is simple: dirt and dust can get on to the heads and are then transferred on to the surface of all your tapes.

Cleaning the tapes isn't something you can do without doing some harm to good.

However, if you stay in a good state if you rewound them fully at least once a month, keep them in a plastic case, and if you don't expose them to nasty things like magnets, X-rays, should, rain, occasionally run a commercial demagnetizing tape through your datasteer to get rid of magnetisms that build up quite naturally on the internal parts of the tape deck.

Maintaining things is always a hassle, just like tending your backdoor. However, cleaning up your room is always something that can wait for another day. But you will learn the hard way if you don't clean and demagnetize your tape deck regularly and if your tapes are just stored where they happen to land when you've finished with them.

Have you noticed I haven't mentioned alignment yet? This is because it can be the cause of your worst nightmares. Over time the read and write heads on your tape deck can move out slightly out of alignment. This slight movement is often



enough to cause your programs not to load. You could get strange results where your commercial games don't load, but your own programs do, or you could find that nothing loads. These are both signs for realignment. It means you get a small cross-head screwdriver and insert it into the small hole located on the top of the datasteer, near to the plastic tape cover. Depending on which version of the datasteer you own, this hole may or may not exist. Use your initiative with a bit. Insert the



Don't try realigning your tape heads if they are already aligned. But if you do, have some headache pills at hand.

screwdriver and turn it about a quarter of one turn in one direction. Try loading something. If it works, cool, if it doesn't, turn the screwdriver again and try again until something loads. It becomes a tedious exercise and one which will probably not work anyway. You shouldn't need to turn the screw more than two turns in either direction. And, please, whatever you do, don't try realigning your tape heads if they are



already aligned and everything works. But if you do, make sure you have some headache pills at hand.

Practice getting LAYD!

Discs are prone to even more damage than tapes. Yes, it's true. So you should make sure your LAYD look after your discs. Always keep them in their sleeves and never touch the surface of the disc. The 5 1/4 you can see through the clear plastic cases. It's also a good idea to keep them out of the way of magnets. Never to be tempted to rub them in half just to see what happens. They can withstand a bit of handling but it's not a good idea to handle it. If you are writing data through the door with something like:

"Do not bend or expose to magnetic fields. Enclosure contains computer disc."

on the envelope. This way it may avoid unnecessary contact with floppy disk machinery that could do some damage to discs. Alternatively, depending on the person in the writing office at that time, you may find the



package is in a situation where you might as well have written "These magazines are on the envelope."

One time that got really if you've used a lot (I think a lot of a sweeping generalisation isn't it?) - Ah, yes, but if you've been doing some and replace operations, and if you have a 1541 and don't use an Action Replay cartridge (does that mean many people?) - Oh then a bug in the ROM of the 1541 means you are taking your life in your hands every time you save something. A save and replace is done with **SAVE+@FILENAME** and means I know I've got a file called **FILENAME** but I want to save this program with that name so get rid of the old program and replace it with this one. Please?

If you have an AP, the old file will first be scratched automatically with an **OPEN FILE+@FILENAME+@FILENAME+CLOSE** before you do a normal **SAVE+FILENAME**. This prevents the bug meaning it fails.

Should you disc it?

But what do you do if discs do go wrong? Well that's a tricky question. It depends on your understanding of how a disc works. If you've got an AT cartridge, by entering the machine language monitor, you can now give the **DIR** and **DIRM** commands to read and write individual sectors of the disc. For example, at the AT prompt, type **DIR 12 14** which means to track 12, sector 14 to memory locations **SC0F0-SC0FF**. Note that everything is in hexadecimal.

If you now do **DIR C0F00-C0F0F** you should find that you get four lines of information. This is the first track of data about what's on the disc and you should see the filename of the first program to the right of the screen. The numbers and letters are the hexadecimal version of ASCII as their codes, eight bytes per line of information.

Each sector in the directory holds the information for up to eight files, eight blocks of 50 bytes. So if you do **DIR C0F0F** you get the information for the second file. Read, but! The first two bytes can be ignored for now, the

and one is the program file type (**SECL**, **PRG**) and so on, the fourth and fifth are the track and sector numbers for the start of the file, the next 16 are the filename, and the last two are the file length in blocks in the usual long-hyphen format. Therefore, if you look at the fourth and fifth bytes of the first line, these are track and sector numbers in



Where to clean up your act

Software (generally)
Earthly Bytes + 011 448 7776

Hardware (generally)
Electric Bytes + 011 448 7766
Crescent Computers + 011 461 0066

Printers
Mastermind Ltd + 011 521 3202
Data Electronics + 011 762 76767

Repairs
Dart Computing + 011 047 8899



hexadecimal. Go to the end program and enter 0000 followed by a space and the track and sector numbers. So they may want 01 and 00 you would enter 0000 01 00 after the dot. Now do it

CF80-0000 to see track 01 (this is decimal, 01 is the hexadecimal equivalent), sector 0. The first two bytes are pointers to the next track and sector at which the file is stored. So do M CF80 CF80 and check out the first two bytes in the line of eight. Do the 0000 again and you can track the whole program.

At times you may find that these two initial bytes have been corrupted and that is why a program refuses to load. Simply change them to what they should be and write the sector back with 0000 XZ YY where you replace XZ and YY with the track and sector numbers that you used in the 0000 command.

But how do you know what they should be?

This is a good question, and one which, unfortunately, I cannot answer. There are programs around that trace all the files on a disc and save you of problems and the files take up a portion of the

memory (but by typing over it and pressing RETURN) and then they save it back. I recommend that you use these commands with caution as an important disc while you practice.

Disc drives themselves can go out of alignment just like tape drives, but this is much less common. If this happens, or if the speed at which the disc spins slows down, then your programs won't load at all. You should take your disc drive to a repair centre if this occurs. Attempting to fix a drive yourself is not worth the trouble that you will suffer.

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Get it on paper

Printers are fun items. There are so many of them and each has its own idiosyncrasies. The

first question you may have when you get your printer home is, "How on earth do I connect that thing to the computer?"

Almost any printer can be connected to the C64 as long as you have something called a Printer Interface. There are a number of suppliers of these (see Where to Shop on page 13). They can make up sets of leads if one doesn't exist. Plug them up, tell them what printer you're going to use and they'll connect it to a Commodore 64, and be prepared to go.

Of course, if you have a standard 604 printer, all is well. Inevitably you find some programs that won't print at all, some programs that print word lines on to your paper instead of text, and a variety of other things that all get you writing to Terence Tipler.



Printers are fun items. There are so many of them and each has its own idiosyncrasies.

However, these problems don't generally have a solution. Prepare to cry if it's the software that is at fault because it doesn't know how to communicate with your printer, or your printer isn't recognizing the codes that are being sent, and your software hasn't got any backup facility to change that.

Some software comes with a thing called a printer driver. This is another bit of software that contains all the important information about how your printer works and what commands it recognises. It's a bit of a headache. Hundreds of them exist for the GEOS software packages, but only for the GEOS software package. However, it does mean that when all else fails, you may find that GEOS has the answer.

A normal printer should work if you do OPEN a PRINT, a TEST/CLOSE it depending on how it is controlled. You may find you have to do OPEN 4,2 instead of OPEN 4,4 but either, or both, of your interface manual and your printer manual should tell you the right information.

One important point to remember is that although you may have a colour printer, there is very little software out there that prints in colour. Your pictures may still come out in black and white even though you have a colour ribbon installed. This is because printing a picture in colour is something the authors of the program hadn't thought about. The Easy Electronics for printer driver software for colour printers.

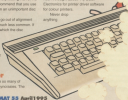
Never stop anything

inside the printer. This is very easily done because of the construction of printers but it could cost you a fortune. If something does happen to fall in there, get it out straight away. Don't think that because you can't forget about it, it's not inside the printer thinking up its revenge way to cost you lots of cash. I once dropped a small tin of metal inside the casing of my EPSON LC100. A few days later I noticed smoke rising from the depths and ended up having to replace the whole circuit board a somewhat costly development.

Also be careful if you are in the habit of running self-adhesive labels through the rollers to print addresses or some such. These can just off as they go round and get stuck to the roller. Yet another nightmare begins if this happens, as you need to dismantle the printer.

It may sound silly, but vacuum clean your printer occasionally, inside at the same time you could do the tape deck and disc drive. If all you know about a vacuum cleaner is that it's the big thing that makes sucking noises and fires under the stairs, then learn some more. Using a vacuum on your C64 assumes that any bits are caught, and also keep clear of the important parts of the machinery. Keep the casing clean by wiping it with a damp cloth. Notice I said damp and not wet. You don't want to

find that the inside of your printer has now become a hotbed...



NEXT MONTH

In the second half of this feature we'll first aid for your computer Jason

First looks look at the C64 itself and at the little classes of errors when you are programming. Because, although the machine tells you what's gone wrong, it's often difficult to know why it has done so!



Well 'ard II

Or Well 'ander. So, it's a sad pun, says Russ Michaels, but excuses himself claiming it's a fair description of this month's installment of his series on hard drives.

As up to 100 times faster than a 1941 Commodore hard drive can, without a doubt, the fastest disk-based storage device available for the C64/128. Connected via the serial port to a stock computer, HD series drives outperform all other competitors. If your computer is equipped with JHDOS (see C64), the HD delivers unbelievable speed, in most cases even outperforming older parallel-oriented systems.

When connected to the parallel port on the FAREX II, the HD becomes an act as fast drive found on newer, more expensive machines. Transferring data at up to 1,000 bytes/sec, a 128-foot mode and over 500 bytes/sec in 65 mode.

Compatibility

The specially designed operating system (HD DOS) gives the HD the ability to work with nearly all commercial software, fully supporting all Commodore DOS commands.

As with the HD series the HD has the ability to use partitions which utilize 1344, 1536 and 1920 bytes for a level of compatibility unutilized in other hard-drive systems. And, because the operating system is stored on the hard drive itself and not in ROM, this allows you to install DOS upgrades quickly and easily without opening your drive.

The HD is simply dead to use. With the included FTOOLS software, tasks such as sub-directories and partitions are handled effortlessly.

HDOS compatibility is accomplished easily by installing a new configure file on your HDOS boot disc. Utilities have been provided to automatically set

the HDOS data from the HD-real time clock and to quickly navigate through and copy files between the partitions. Easy-to-remember commands allow you to create HD-DOS style sub-directories within partitions and other sub-directories and create easy movement to other areas within the drive.

Another important feature of HD hard drives is that they are designed to be part of your future computer system. HD series drives are based on SCSI and are equipped with an external SCSI controller which allows them to be connected to many other types of computer such as IBM, Amiga, or Atari using standard SCSI interfaces.

Benefits

Save your programs and data organized with up to 254 separate partitions and an unlimited number of sub-directories. A full set of DOS commands makes for easy movement and easy finding and erasing files anywhere on the drive.

Yes, you, for example:

- give your programs the ability to store more data than ever before with the extended storage capacity provided with native partitions, which can go up to 16Mb each.
- use more software on your HD with the increased compatibility provided with emulation mode partitions that accept the commands specific to the 1941, 1536, 1344 drives.
- never upgrade the HD the hard drive. It is compatible with all IBM (bulletin board systems) programs, many of which have special support

How fast?

For a useful speed comparison chart showing you the speed advantages of all the hardware we have reported on you will cover the last three months, and for the first three months, your name, address and whether you'd like a copy or disc. In Closing, Buy's Entertainment Software, 6700 Brighton Road, Purley, Surrey CR8 3RN.

features such as automatic setting of time and date, and has the ability to be set up to 6.4 gigabytes of storage space. With JHDOS it's the fastest HD around and coupled with FAREX II makes you into a new realm of performance.

- easily exchange device numbers with your current floppy drives using device numbers 0-9 by means of the unique switch button. This facility allows easy access to the HD from software with a limited device number support.
- keep track of when files were last updated with the time and date stamping, allowing you to make incremental back-ups of important data.

What about that question I'm sure you are asking "What do I need that much disk space for?" No programs are large enough to warrant it.

The answer is an ERES file (as I can export an "X" file) from the editor (my favorite text).

When you accumulate all the various applications, add-ons, PC, database file and pieces that go with HDOS there is a definite use for an HD.

There are also, of course, there are the forthcoming ERES releases, whether they are games, utilities, or productivity software, all of which have HD installation options as standard as they are directed toward the OS market.

So time goes on programs will get bigger, IBM, MS, etc. You are going to need that space.

Not too hard - more commands

cd directory name	make new sub-dir
cd directory name	removes sub-dir
cp partitionC	change to sub-dir
cp dir/partitionC	change to partition (MBC)
cp dir/partitionC	change to partition (EMCC)
cp dir/partitionC	get info on partition (MBC)
cp dir/partitionC	get info on partition (EMCC)
4-4/5/6/7/8 command	send DOS commands to controller
dir	read real time clock (MBC)
dirpartition	write real time clock (MBC)
dir	read real time clock (MBC)
dirpartition	write real time clock (MBC)
dir	read real time clock (realtime)
dirpartition	write real time clock (realtime)

Cash course

Money, cash, sportscasters... The subject of grapes and means from those of you who think that HDOS (see C64) is too expensive. Yes the price is higher than for the average game, but you get a lot more for your money than just a game. Compare the HDOS prices to their PC counterparts on the table below. Because, to prove a point, and give you a bit more faith in your HD I have compiled a comparison chart between HDOS and its applications, and Windows and its equivalent applications for the PC.

C64		PC	
HDOS system	£35.00	Windows system	£35.00
HDWrite	(included w/HDOS)	Word	£245.00
HDPrint	(included w/HDOS)	CorelDraw	£35.00 - £495.00
HDFile	£25.00	Office Pro	£105.00
HDQueue	£25.00	Visual Basic	£55.00
HDQuatlib	£25.00	Publisher	£55.00

Note that these PC prices are estimates. I'd use the best of available prices to compare the pricing from those who sell retail.

SEUDS Corner

You know how it is, you wait for months for a decent game to arrive, and then, like buses, four turn up at once. In the first of two reviews of commercial games Andy Roberts catches Pyronic's latest SEUCK compilation.

Fragment with the success of their previous *Seeds* (see our *Construction Kit* (SEUCK) collection, the mighty *Archangel* and *Cape 3* (also 100% in *CFM*), Pyronic Software have recently released a second seed pot below.

The games were written by legendary SEUCK master Alf Inge, responsible for *Archangel*, *Cape 3*, *Two Tigers*, and several other classics. With Jon High leaving areas on several different projects, the task of embarking the games falls to Jason Kirk (Mission, Powerpak 87) and Simon Pilkington (Qualifier/Tenacious, Powerpak 88), sounds for this one could be a winner...

SILVERFISH

SEUCK allows you to produce either static screens or vertically scrolling games, so how on earth has Alf Inge managed to create this fantastically scrolling (horizontally?) Silverfish?

Well, with a little thought and imagination. All that managed to simulate



All the fish of the sea, it's an ocean (you) and a jet fighter against the rest of the albatross world.

horizontal motion by using enemy sprites as trees and ground-based objects - an very clever stuff. The aim of the game is to shoot everything and anything which gets in your way (something which happens frequently).

As with the aforementioned *Silverfish*, player one controls the armoured car while player two pilots the *Viet Jet fighter*. The stress of alternating gameplay tactics. As the armoured car can move left and right only it is up to the jet fighter to protect it from descending enemies. Likewise, the jet can only move up or down, and so you must use the armoured car to destroy any other air-based adversaries. This subtle yet cunning plot means that you can play the game in a variety of ways, either as a team or as opponents.

Silverfish is well designed, with some serious attack scenes and the obligatory end-of-level bonus. However, the game seems a bit of a mess, and some of the colour schemes are tedious to gaze.

In short it's inspired, but by no means inspirational.

**RATING
75%**

FLIGHT OF THE ALBATROSS

A SEUCK collection wouldn't be complete without at least one vertically scrolling shooter - and this title beauty fits the bill perfectly. As the pilot of the Albatross,

your mission is to fly across enemy lines into the heart of the battle to deliver much needed medical supplies. It seems that the big albatross is the only plane capable of making the flight so the success of the mission depends on you.

How are the things done that only you can save the mission. There is not to be seen why...



SEUCK games Andy Roberts got SEUCKed in. What do you?



Injection Point. Could anyone fail to respond to a mission like this?

Unlike Alf's other creations, this is a one-player game for most of the time and the playing area is much smaller than usual, too. Confused? I was.

However, from the moment you press *Play*, the imagination and talent behind the game shine through. From the comic book-style dialogue to the music (expertly detailed and animated) until the game begins to overheat and abort.

The final section, up in the clouds, continues you with a veritable army of enemy planes to tackle, before the action clips swiftly to the top.

Name that tune

As well as the four games, the compilation also includes a special treat for music lovers - a copy of the new *Soundtrack/Tenacious* demo by regular CF contributor Warren Pilkington. The six tunes from the original have been subtly tweaked, locked, and removed if you don't *Soundtrack/Tenacious* 2 (see *Powerpak 88*), then this demo, with nearly an hour of music, funk, and downright aggressive tunes to show your stuff to, is for you.





The thingy game. From the moment you press Play you'll be captivated, but don't forget the themes.

where heavily armed submarines and boats to fit, track the jungle, the water hits into second gear, as tanks, cannons, choppers, and ground troops do their best to stop you. As you reach the mountain section, the playing area expands and player two can join in.

When the submarine is carried through the mountain ridge by train the prep player two protects the train from enemy attack - a brilliant twist. After this is a superb lightning storm and then the final section which is tough enough to make grown-men weep.

Blind Rage is probably the best AI trope game I have played. If you thought SEUCK games were dull and repetitive, prepare to eat your words.

RATING
90%

NIKUNIN & THE RONIN

If you have played PlayStation's *Archiego*, you know what is expected: a sprawling, detailed, two-player arcade adventure with a whole host of neat touches and efforts to entertain you.

The game is set in medieval Japan where our egomaniacal adventures have become famous. Taking either the role of Nikunin (a samurai), or Ronin (a ninja), you must fight your way through to the final boss, destroying the badies who are out to stop you.

SEUCK and SEUDS: the difference!

The *Shoot 'em Up Construction Kit* is a utility which allows people to create their own games, known as SEUCK games. Generally, the average SEUCK game is well conceived, but some people, such as AI Trope (professional 'trope' producer), took it a bit far. Psygnosis Software have already released a compilation containing two SEUCK games. The second compilation, renamed here, is the fairly nice *Shoot 'em Up Destruction Kit*.

So, in this review SEUCK or *Shoot 'em Up Construction Kit* refers to the original utility, while SEUDS or the *Shoot 'em Up Destruction Software* is the compilation reviewed, standard game created using SEUCK.

WIN!WIN! WIN!WIN!WIN!

Turn to page 23 NOW! You could win one of 10 copies of the PlayStation SEUDS.

Well, it's all for a good cause. By with SEUCK, each player has a slightly different control method to the other, which again adds to the playability. Being a Samurai, Nikunin is only armed with a sword, and Ronin has a limited combat range. To compensate for this a very quick and agile. In contrast, Ronin the Ninja is armed with Shurikens (which have a very long range), but he moves much more slowly than Nikunin (just to even the score a little).

The relatively simple addition improves the



cut and dash to excellent degree. Collecting gold or even wild flowers bumps up your score.

gameplay in two distinct ways:

- In two-player mode, each player must help and assist the other in various situations.
- If you complete the game with one character, there is the incentive to play again with the other.

As you progress through the forests, villages and temples there are plenty of thugs, rangers, and other such adversaries to stop you. Along the way you can collect gold from temples, or wild flowers, for bonus points. Oh, and watch out for the relaxing Beams in the rain!

Overall it is slick, playable, and superbly imaginative.

RATING
85%

INSECTOPHOBIA

Apart from the classic *Insects in Space* and *Beetle*, insect-based games on the C64 have been rather few and far between.

The plot is simple: your house has been invaded by insects and it's up to you and a friend to stop them.

Armed only with a mallet and a can of bug spray you must pulverise and punt anything that does vaguely hurt the ground.

Unlike the two other insect games mentioned, *Insectophob*



doesn't take the form of a shoot 'em up as such. In fact, in this game each level is based around a monochrome color.

THE SHOOT 'EM UP DESTRUCTION SET

PRICE: £14.99

FORMAT: Tape/Cartridge

FROM: Psygnosis Software, (a Portland Road, Southsea, Worcs NR9 1PP) t (01905 776214)

screen, which activates occasionally (ohh and you'll see likely to miss it).

At the end of each level you see a huge picture of an animated bug, before you move on to the next level which looks and plays like the previous one. No, I call it a lie... It plays exactly like the previous level.

On to next, *Insectophob* would stand out rather strange and a definitely the worst AI trope game I have seen. However, put it next to quality games such as *Flight of the Atlantic* and *Musson* at the time, and it begins to look like a rather feeble space filler.

Five touches. Original. Plays like a loaf of moisty bread.

RATING
65%



Don't expect a gut to get hold of this game. It can't compare with the others on the compilation.

UPPERS

- Slick and glossy presentation
- Detailed graphics with stunning animation
- Generous amounts of playability
- Imaginative

DOWNERS

- Incomparable to your compared to the other games
- Some sound effects are annoying

RATING
90%

NEXT MONTH

Checklist, delivered on Powergiga II is how a full game, like Andy Roberts, without the pretence!

PD FORMAT

Andy Roberts has done the legwork so now you can just sit back, read the latest news and reviews, and see if you agree with his ratings!



Stop, is the company name but is it not?

Digital Mayhem

We recently received a couple of discs from a group of C&E artists called Mayhem, who have a rather large size to go with covering the demos which grace CPS's Powerpack.

Apart from offering the graphical quality of the digi-pictures, Mayhem also have a few less-than-kind words to say about the Electric Boys and Apex. Strong words and submanagement need to be backed up with evidence. "Check out our discs", they brag. So, with heart-throat, we did...

DIGI ART 2

(MAYHEM)

First of all, don't be confused by the name of this particular demo-group - they bear no resemblance to that tube title (though, and neither are they associated with Apex). It's just a name. Digi Art Pt. 1 promises the sequel to Digi Art 1, and is basically a disc-only collection. After a long-awaited intro screen complete with pictures, logos, and scrolling



When the gods were that kind come of justice he'll be welcome on Stratford-on-Avon. Watch out Walt!

Color as beautiful, that message, the experience begins.

Digi Art 2

Contains no fewer than 18 separate pictures, each accompanied by a piece of music and scrolling message. Thankfully, the authors have deliberately made these scrolls very small so they don't obscure the artwork, Dave stuff.

The picture content varies extensively and includes several hand-drawn pictures by the group's own artist Ben. However, the bulk of the artwork is digitized - scanned directly from a video image.

Among the things artists and digital artists for instance The Arts with his Arts, by hand!



Moreover, I HES, there are several pictures borrowed from Amiga games. These include XCOM, Con-Vex, The Sacred Grove, and Phoenix. The picture quality is far from perfect and the screens are usually limited to their size of color.

Although Digi Art 2 manages to hold your interest with a unique and sometimes amusing array of pictures, I found the music much more enjoyable than the pictures - there are some real renditions of Yasunobu, Greenpeace, and even Phil Spector's 18. And Megadeth fans will gain limited appeal from this disc alone. However, if you like to look back and relax, it's ideal.

BUYERS 75%

DIGI ART 3

(MAYHEM)

Naturally, a less-than original sequel demands the use of a less-than-original title, and Digi Art 2 certainly has that, it does a striking similarity to Digi Art 2 in many respects, even down to the introduction sequence (which loads identical logos, pictures, and scrolling messages). This third demo comprises 17 digitized pictures, each one taken from a variety of sources. The main influence this time seems to be Manga magazines, with several pictures taken from the Cool Dude comic strip.

TV and film titles also make an appearance, with titles from Starzack-2, The Teen Adventures, The Flintstones (the TV cartoon, that is), Pate and Dale, and even a fetching shot of Celine Dion. The

SOMETHING OLD...

So it seems for old PD fans: this month, as MFD announces that they are closing their doors and packing away their discs for the last time.

Mark Kibben, the man behind the company, has decided to retire from the PD scene, and, at his request, we have removed MFD's from our PD Format directory. Please do not write to MFD for catalogues or software, as this will only lead to disappointment, distress, sleepless, and no doubt something else beginning with D.

SOMETHING NEW...

However, as one door closes another opens, and this month, we've another addition to the already extensive range of PD libraries...

Gordon McDermott is the driving force behind Mega Music PD, and aims to supply quality PD software to the masses (at an affordable price). Mega Music PD is based in Northern Ireland and, by our reckoning, is the second PD library to emerge from the Emerald Isle (the first being PL PD, as reviewed in CPS). If you want to get hold of a catalogue, send a blank disc and an SMI to Mega Music PD at the address listed in the PD Format Directory overleaf.



Have the little puns and a view the feature pictures but not his money.

These words sure make a mess of headlines.



creators have even managed to include a couple of pictures from other comics, such as the title screen from *RoboCop* or Terminator (Negative) and *Shrek* (Frodo the Cow).

Digi Art 3 is not significantly different from its predecessor, indeed the picture quality is, if less, is almost indistinguishable. However, the music quality is, once again, excellent. My favourites being *Las Vegas*, the title tune from *Jack the Ripper*, and the Teddy Bears from *Are you feeling all right, Andy?* — Ed.

I found myself enjoying the music more than the pictures — not exactly the best advertisement for an art album. Nevertheless, consumers of the CD art and music should find it entertaining enough.

RATING
75%

DIGI ART 4

IMAGES

Following on from Digi Art 3 (as if you haven't guessed already), the fourth instalment contains another 14 digitised pictures from various sources, each one accompanied by a lengthy piece of music.

After finishing



Could it be a man with blue eyes. But blue eyes... how?

there are other pictures to keep you amused, including a gorgeous portrait of Anne Lennox, and even a digitised shot of a Mickey Mouse music mat.

The picture quality improves on the previous two Digi discs, which is mainly because most of the comic book images are relatively simple. There is, thankfully, a distinct lack of hand-drawn artwork in the discs, which can only be a good thing as they were generally wide and uninteresting, especially alongside the digitised titles. The music, too, is better than before and includes some very nice tunes, such as

the theme from *Grease*, *Sea Boat*, and the *Las Vegas*.

Digi Art 4 scores no points for originality for concept, and it's a little tedious to keep pressing the spacebar to load each section. To add insult to injury, my review copy refused to load on several occasions — not exactly the best way to get on my good side. However, the whole package made much more of an impression on me than its predecessors.

RATING
80%

DIGI ART 5

IMAGES

Although the latest instalment of the Digi Art saga offers nothing new in the way of originality, the picture quality is generally better than before, and most of the images are instantly appealing. However, you'll be fooled into thinking that the Mayhem group have set new standards for the CDAs — the pictures, although excellent, are far from being the pinnacle of digitised graphics.



They say, you give you a great picture.

The actual format of the album is much the same as the other Digi albums, each section consisting of a picture and music. As a bonus, each section also has an introduction screen either that an over-the-shoulder message (which did prove to be more than a little disturbing).

In terms of content, Digi Art 5 has a little more variety than its Merge-based progeny. However, having said that, the *Mad-Dos* make a couple of appearances. Most pictures, however, are based on artwork from classic CDAs, such as *Star Wars*, *Penelope*, *Barbie*, *4 Afterburner*, *Osiris*, and a still from the *SHOGUN* game. *Star Wars* PC. So, you might expect, Digi Art 5 is the best in the series, even if it contains fewer pictures than the other four discs.

The presentation is above average, the music accompanying in places, and the whole experience is enjoyable and relaxing. If you only manage to get hold of one Digi Art disc, make sure it's this one.

RATING
85%

OUR SURVEY SAYS...

There's no doubt that the Digi Art series is an impressive collection of artwork, with some stunning music to boot. However, it certainly isn't the best artwork I have ever seen on the CD (indeed some of the pictures are, despite the author's boasts, worse than those on *PowerBook 885*). Nevertheless, the Digi Art series do make an impression, and I look forward to seeing the next production from the Mayhem group (well, would you believe, Digi Art 6).

We warned that Digi Art 4 and 5 were sent to CP exclusively, so some PC libraries may not have them in stock yet. We recommend

that you check before you order.

NEXT MONTH

PD Format Directory

Unless a particular piece of software is available in a library, we never recommend a company to buy your PD software from. That's because PD software is free and most libraries should have all the latest software in stock. To make the choice easier for you we go to unparalleled lengths each month to compile this, the PD Format Directory, making it surely the most up-to-date public domain guide.

If you have never ordered PD software before write to a few libraries enclosing an SAE and asking for a recent catalogue.

Some libraries only stock old-fashioned software, so state whether you want a disk drive. To make it easier for you, we specify whether the companies stock tapes (T) or disks (D). Look for the symbol after the company name.

If you run a PD library and can't find your company listed here (if you have discovered some software you think we should know about or even if you are a PD programmer with a new demo to share with the world), write to us at: PD Format, Commodore Format, 38 Monmouth Street, Bath, Avon BA1 2BN or e-mail us at pdformat@uk.net putting 'PD Directory' in the subject line.

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+44 1687 776274

ELECTRON 8075 PD (D)

17 PB Brighton Road, Purley, Surrey CR8 2BP
+44 181 888 1550
PO: PD (D)

E Station Avenue, Gosport Green, Wigan
W60 6EJ

EMPS (T/D)

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KA1 7AJ

EMPOWER PD (D)

72 Glenora Road, Shelfield S2 2ER
SHELA MANIA PD (D)

5 Enter Gardens, Gairloch, County Down,
Northern Ireland BT18 1E5

EMQATRONIC SOFTWARE (T/D)

21 Tired House Lane, Penrith, Cumbria PA6,
West Yorkshire S7S 6LJ + 01464 11112.
Fax + 01464 88824

e-mail:

Magnum2...software@trinitymagnum.demon.co.uk
PLPD (D)

40 Windsor Avenue, Whitehead, County Antrim,
Northern Ireland BT18 9RX

EMPOWER PLUS (D)

PO Box 381, Wors, Wors 67N
WTFPSA PD (D)

16 Dunsmuir Road, Godswan, Aberdeen,
West Glamorgan CF44 8NS

Nothing in life is certain. There are few solid facts. God lies, even more actually can be hard to track down. So, next month we (probably) shall be (probably) some of the greatest CDAs musicians around at the moment. With any luck, almost definitely, if this is your last year — Ed.

TECHNICAL TIPS

All washed up? Does your C64 seem a bit of a beach? Out of your depth? Don't panic! Your CF technical lifeguard Jason Finch is perched at the poolside ready to wade in to your rescue.



DISC DILEMMA

1 I purchased a 1941 MSX disc drive would it be possible to load the 1941 discs up on a Commodore PC and other PCs?

2 Could you please tell me what the full memory capacity of a standard 5.25-inch disc is? Adam Gatelybury, Shipmorth

1 It would not be possible to convert the 1941 to the PC directly. The 1941 is a disc that was designed specifically for use with the MSX and, therefore, it cannot be plugged into other machines and still function as intended. However, there is a special tool available, and software for PCs, that allows a 1941 to be hooked up so that discs can be read without

problem. All PCs have built-in floppy drives anyway so unless you specifically need to transfer MSX files to the PC then this sort of compatibility is not something to worry about. Also bear in mind that programs written on the MSX won't work on the PC unless you are running an MSX emulator.

2 When formatted on a 1.5M disc drive, a 5.25-inch disc gives you 804 double bytes. This does not include track number 18 which is reserved for holding the directory information. Each track, in essence, can hold 256 bytes of information and therefore the total capacity is 160K. However, if you are storing normal files on the disc, each track also needs to know where on the disc it can find the next bit of the program.

Therefore there are only 254 bytes for storage in most systems. This reduces the usable space to around 154.7K.



ALL AN ILLUSION

1 I use a Commodore printer with the word processor All-in-One 2. However, it is not very good because it doesn't print things exactly as you see them



All-in-One: you get it in the layout commands.

on the screen. If I get a proper MSX printer would it print exactly as it is on the screen, or would it be the same?

2 Do you need a special printer to



See something that flickers? Get this printer for its screen.

FLICKER FIXER

I have enclosed a program which is supposed to fix a machine language version of the vertical scrollbar in CPM, but it flickers even more than the BASIC version! What am I doing wrong? Danny Post Bolder



The BASIC version, and its machine language equivalent, will never be perfect as far as vertical scrolling is concerned, because of the problems with timing. You must ensure that you do not scroll the display while the computer is still drawing it on the screen—something that is done 90 times every second—and you need to insert a small loop when waiting for it to finish.

I usually call this sort of thing *WAITWAIT* because it is the rather silly line you are waiting for. Because it's pretty ugly—as an example, I've included your listing here. The addition of the *WAITWAIT* loop should mean that there is no flickering.

```

1000  *44152
1010  1818 1
1020  1818 1
1030  1818 1
1040  1818 1
1050  1818 1
1060  1818 1
1070  1818 1
1080  1818 1
1090  1818 1
1100  1818 1
1110  1818 1
1120  1818 1
1130  1818 1
1140  1818 1
1150  1818 1
1160  1818 1
1170  1818 1
1180  1
1190  1818 1
1200  1818 1
1210  1818 1
1220  1818 1
1230  1818 1
1240  1818 1
1250  1818 1
1260  1818 1
1270  1818 1
1280  1818 1
1290  1818 1
1300  1818 1
1310  1818 1
1320  1818 1
1330  1818 1
1340  1818 1
1350  1818 1
1360  1818 1
1370  1818 1
1380  1818 1
1390  1818 1
1400  1818 1
1410  1818 1
1420  1818 1
1430  1818 1
1440  1818 1
1450  1818 1
1460  1818 1
1470  1818 1
1480  1818 1
1490  1818 1
1500  1818 1
1510  1818 1
1520  1818 1
1530  1818 1
1540  1818 1
1550  1818 1
1560  1818 1
1570  1818 1
1580  1818 1
1590  1818 1
1600  1818 1
1610  1818 1
1620  1818 1
1630  1818 1
1640  1818 1
1650  1818 1
1660  1818 1
1670  1818 1
1680  1818 1
1690  1818 1
1700  1818 1
1710  1818 1
1720  1818 1
1730  1818 1
1740  1818 1
1750  1818 1
1760  1818 1
1770  1818 1
1780  1818 1
1790  1818 1
1800  1818 1
1810  1818 1
1820  1818 1
1830  1818 1
1840  1818 1
1850  1818 1
1860  1818 1
1870  1818 1
1880  1818 1
1890  1818 1
1900  1818 1
1910  1818 1
1920  1818 1
1930  1818 1
1940  1818 1
1950  1818 1
1960  1818 1
1970  1818 1
1980  1818 1
1990  1818 1
2000  1818 1

```



also Office, better and right, also includes a diskform. You decide the presentation of the forms.



enable me to load or read the other disk without loading it over? (I discovered, finally)

1 The D: drive was designed in such a way that it could go into your mode by doing one of a number of things, entering 3000 is just one of them.

The DM does not have the same function built in to allow it to become a different computer. Therefore, there is no command that makes your DM think it is a DM in the same way that a D: drive can be made to think that it is a DM.

The reason you get errors when you try to load the games is because the built-in SAVE and LOAD functions of the two computers are different. Figuratively speaking, you are trying to fit a circular shape into a square hole, well, trying to load a D: drive program into a DM. But it does do one of the same things — it just isn't going to work.

2 The INT1 is indeed a double-sided disk. When you format a disc it formats both sides and gives you 1500 blocks less instead of 800. But that's only when it works out that it is plugged into a D: drive, if you are using it with a DM it results back to 7041 blocks. This is of course unnecessary and a complete pain. The commands:

```
FORMAT
DS,0,15,79,DM745,700,407,1,CLONE 15
and
FORMAT
```

```
DS,0,15,79,DM745,700,407,1,CLONE 15
will work on some models of INT1 to switch between 7000 blocks (DS) and INT1 mode (M).
```

I recommend that you at least give it a label and see what happens.



PEST CONTROL

1 I have recently received the Advanced Air Mouse and the mouse that came with it is fine except it won't allow me to type certain characters.

Can I leave this problem without having to keep disconnecting the mouse?

2 How can I print out the lists of my programs? 3 Is there any way I could make my programs load automatically when I turn the computer on without the disk in it? Andrew Cox, Bath

3 Not if the mouse is plugged into a joystick port one. That one is already connected to some of the same bits of internal circuitry that the keyboard is connected to. Therefore, when you move the mouse the computer also thinks you are pressing down some keys. It also thinks you are pressing down some keys when the mouse isn't moving and so doesn't register either.

This can also happen occasionally when it is in port two but that is rarer. You have to keep disconnecting your mouse. Sorry.

3 If you mean things of 84,800 programs, you do 0700, 1, 1, 0700, 1, 0700

another
PRINTING+CLOSE 1
when it has finished.

However, if you mean how do you print out floppy listings of the programs on a disc, you find 86,1000000, 1

Another: follow the GEMM, 1 4. Finally,
3 Not an idea. You can put a boot sector drive drive that can be used on a INT1 also drive with a DM but unfortunately this useful facility isn't supported by the DM.



A STAR IS BORN

I was browsing through second-hand book shops and I came across The Commodore 64 Game Book by Commodore and Mark Rembert, published by Ballantine Books.

I used to like the Chess program, but they give me and I finished I typed ROM. However, all I got was a syntax error in 83000.

I have enclosed a copy of the program, have I done something wrong or is there an error in the program listing in the book? 2 Raymond, Weston-super-Mare

You have done something wrong, I'm afraid.

Although your game is very specific and not really related to anyone else I thought I would post it anyway. It is an ideal opportunity to release the pent about releasing solutions in memory using a thing called a stack.

It is a 65C81 compiled in 65k, but a pointer to a pair of 64k bytes (in the range 0-255) are contained in its two 16-bit address 00-00000 using the formula 4+1700-100. The values of 14 and 10 are the 16-bit 16-bit bytes, the high byte and the low byte.

You entered line 62000 of the Chess program, and maybe others did too, as 62000 7=7000 820 256=7000 052 1+1 which is wrong. The value should be changed into a star. The address in the book is too low, of course, I agree, but the line should read 62000 7=7000 820 256=7000 052 1+1

This line is missing in a vector to find out an address. It is the computer equivalent of saying that 74 is less than 75-64. But we all know that computers work in powers of 2 and not 10. Or do we? Maybe not. Anyway, that is the problem.

You should also correct the colors in lines 83000, 83100 and 83700 of your program.

That sinking feeling?

Don't go under, go for a pat and a stamp to send your questions to Techie Tips, Commodore Forum, 30 Mountbath Street, Bath, Avon BA1 2BN or e-mail us at techietips@compuserve.com or write 'Techie Tips' in the subject line. Please note that there is no-one in the CP office who can help with telephone enquiries. We can only answer queries through the pages of the magazine.



print out the different forms when using Quattro and other SBC software? Greg Shepherd, Westbury

1 No, it is the word processor that is the problem and not necessarily your printer. There is an abbreviation that is used to describe some word processors: WYSIWYG. This stands for What You See is What You Get. Obviously this means that whatever appears on the screen is exactly what you see when it is printed out.

2 Yes, Office 2.0 is not a WYSIWYG word processor. You have to put in your own typed commands using embedded instructions which can get a lot complicated at times until you know what you are doing. Calling a program DM printer won't necessarily solve the problem. Calling a WYSIWYG word processor (such as Quattro) probably will.

3 Again, it's a negative, Captain. You don't need a special printer, you just need to ensure that a printer driver exists for your printer.

A printer driver is a set of software that tells Quattro of about your printer. Quattro uses the graphics mode of a printer to output forms on a variety of patterns of dots. Therefore you can get any height and any style of text that you desire, your printer thinks it is printing graphics and not text.



READY, STEADY, NO GO!

1 I was back in 1981 I had a Commodore 16 and loved playing games on it, but in 1990 I upgraded to a DM. Could you please tell me how I load in my old C16 games on my DM?

2 When I try to do this I get an error message. I find it very confusing because on the C16 you can type in 9084 and then it loads C16 games. However, what command did I use to achieve this on the DM?

3 Is there a command for my disc drive (D7)? Is



JiffyDOS

WIN! WIN! WIN! WIN!

...And be quick about it!

Show your DM you care! That it is an upgrade... JiffyDOS (see review in OFPS) is a replacement (chip-set for your Base64 ROM and DOS ROM). It opens up the file access of your C64 or C128 and offers multiple drive support for speeding up 1541, 1571, 1581 to 152 mode. JiffyDOS usually costs between £20 and £40 (depending on the type of drive you have), but the Electric Boys are offering one lucky reader a free upgrade with JiffyDOS and free installation!

Just tell us (on a postcard, back-of-an-envelope or by e-mail) from which country the JiffyDOS originates. Here's an program as a start!

SAIMIED TAUNTER FOCATES

Write to: In a Jiffy, Commodore Format, 30 Moorcroft Street, Bath, Avon BA1 2SR or info@format.co.uk before Friday, 11 May 1995.

For more information about JiffyDOS and other C64-related hard- and software contact Electric Boys Software Entertainment, 217's Brighton Road, Purley, Surrey CR8 2BP + 0181 888 7595.

SEUCK

WIN! WIN! WIN! WIN!

it and see!

Bill Fegans is known not only for his sufficient-looking name but also for his out-of-the-ordinary talent for producing imaginative SEUCK games. The latest release from Bill is the Shock 'em Up Destruction! But a competition of its kind has never been done in one OF review. Andy Roberts gives the first look (see page 17) and collectively liked the presentation, the detailed graphics, the stunning animation and the playability. Available on both tape or disc, the set retails at £2.99 but we have 10 to give away!

Simply tell us what SEUCK stands for

Mail: see the letters on pages 17-18 and send your answer on a postcard, back-of-an-envelope or via e-mail to: How's it SEUCKing, Commodore Format, 30 Moorcroft Street, Bath, Avon BA1 2SR or info@format.co.uk before Friday, 10 May 1995.

For further information on this competition or other Psytronic Software products contact Psytronic Software, 64 Portland Road, Dorking, Surrey RH9 7DZ + 01895 776274.

NEXT MONTH

Look lively!

Put a spring into your spirits. Jason Finn tells you how.

Put it right

Recognise and correct the most likely causes of your programming errors.

Games round-up

Andy Roberts dangles and blasts his opponents to hell in Defender clone, Deadline, now a full game.

Plus

Clubs and fanzines: who's doing what and where
True ROM-antics: error reports and saving a file to tape or disc
Techy tips, Competitions
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On your May Powerpack

- Game Road of Darkness 2
- Game Strike Force Harrier

The May issue of *Commodore Format* is on sale

Tuesday, 11 April 1995



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