A look forward to issue #23

- **FREE** colour cover for everybody !
- **FREE** - Savage Platforms game !
- **FREE** - GEOS utilities disk !
- Comprehensive UK fanzine review !
- Bumper 68 page issue !
- Maurice Randall talks to CS !
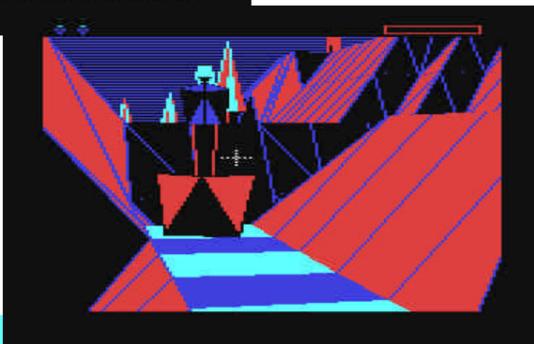- We help you file and collate all your C64/128 disks !

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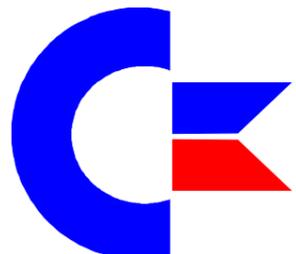(all the above details are subject to change without notice)

GIANA 001240 BONUS 01 LIVES 03 STAGE 02 TIME 99

Great Giana Sisters - Page 29

Mario Brothers - Page 29

The 'nearly' completed display stand for the Leeds exhibition - Page 31

Sentinel - Page 34

MARIO bros.
PROGRAM BY : ALLAN SHORTT
GRAPHICS BY : JANE LOWE
MUSIC BY : FRED GRAY
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Commodore scene

8th September 1998

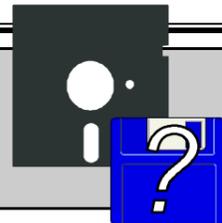## • C64 • C128 • EMULATORS

In this issue
- A new look
- Serious Stuff
- GEOS
- Contax
- Classified
- Letters
- Reviews
- Previews
- GODOT
- Wheels64
- and much, much MORE

We're back !
We're digital !
We're in colour ! *
And, we're going to kick some bottom !

* The colour cover for this issue was an option.

COVERDISK
See page 5 for more details

Issue #22
64 packed pages in this issue !

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COLOUR NEWS

EDITORIAL ADDRESS

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emanated from his c128 system, the most memorable being sound clips from star trek and star wars. his advice for those looking for more .wav files--use a search engine on the internet and look for "wav" or go to one of his favorite places on the web, www.dailywav.com .

finally, at the northeast corner of the room was john lindemann's system, comprised of a c128, 1571 and 1581 disk drives, a swiftlink-232 modem interface, and a 14.4k external data/fax modem, all housed in a homemade, plywood, wheeled cart which was lockable when all cart doors were closed. from this set-up, john demonstrated Loadstar disks, specifically the star extra disks which were full of public domain elite. the first demonstration of the day came a bit after 11 a.m.; dale sidebottom began his presentation of using postscript with the Commodore computer. I pulled out my videocamera and quickly moved over to dale's area. unfortunately, the battery on the videocamera did not work, and I had to find the nearest electrical wall outlet to use, which was by the entryway. I had to contend with attendees walking past and bumping into me. not only did I have that problem, but also I had no tripod for the one-hour plus presentation. shaky camerawork and sore arms were going to be the results if I wasn't careful.dale began his presentation clearly enough; the Commodore computer is a very capable machine, but the programs that it uses haven't been upgraded. Wheels is the first step in a new geos, but all the other applications are still the same. therefore, it is essential to learn the most about postscript in order to get the most out of the Commodore and geos.

dale continued by explaining a bit of the history of postscript, abit about the language of postscript, and a bit about how geos interactswith postscript. using a maurice randall program called postprint, daleprinted some document samples through the hewlett-packard color laser printer. using Wheels, geowrite, and geopublish under supercpu control, dale dazzled the audience with how fast and efficiently he created his work. only when dale began talking about the fine details of postscript did I start to become confused. he opened up a postscript document and showed all of the coding it takes to set margins, use one color, change to another color, etc.. the document reminded me of an old-fashioned, post-formatted document from the paperclip word processor...just strings and strings of commands. when dale publishes his book on postscript, such confusing matters should be cleared up. dale's presentation ran overTime, and my vhs-c camcorder ran out of tape. I switched tapes, but he closed his session with a private question-and-answer chat. at one o'clock Tim lewis began his session on connecting with an internet service provider through a shell account and then onto the delphi network. he talked about the pricing of signing onto delphi directly versus signing onto delphi through an isp. His conclusion--it was cheaper to sign on through an isp. using desterm 2.0 on his c128d, Tim showed how to log onto his isp, arq.net. though some of the commands were specific to arq.net, many of his actions were applicable to signing onto other services. for reference, he recommended gaelyne gasson's book, the internet for Commodore c64/128 users. He then connected onto delphi and went to the Commodore area of the service. his talk also went from the general to the specific, and though I did not stay too long at his session, by the Time I left, he was talking about other minute details of arq.net.

I returned to the FCUG table; i'm sure passing attendees were wondering what happened to the person in charge of the table. as I wrote down some notes and reorganized my camera equipment, I was able to distribute more newsletters. several attendees were extremely interested in the British Commodore magazines, others in the c65 photos, and others in the KF-PD catalogs. Time after Time, people were surprised when they found out how far I had come. after what seemed to be a brief Time at the table, I was off again, this Time to visit the vendors and to schmooze with the attendees. Randy harris, president of the south west regional association of programmers, was passing questionaires concerning the 1998 chicago Commodore Expo. randy was also a member of the Genie network and was familiar with the many uploads I sent to the Commodore library there. "[so] you're robert bernardo...," he said as we shook hands. I told him that the Genie Commodore library had been too quiet and that if no one else was going to put programs into it, I would. my goal was to upload more files until the Commodore library crossed 18,500, and then I would set another goal after that. he remarked that he should upload some files, too. the chicago Commodore Expo was to be at the holiday inn in lansing, illinois on october 24, and admission was to be $5 at the door. unfortunately, I had to tell him that I wouldn't be attending the show; I couldn't take another day off of work to travel again.

I met eric kudzin, member of LACC and creator of a compact disc music player program which allows a Commodore to run a scsi cd-rom drive through a cmd hard drive. I had read of this program when Commodore world magazine did a report on the LACC Expo a few years ago. I asked him whether it was for sale. he told me that the program was still an alpha version and thus not ready to be marketed. I assured him that when the program was ready I would buy it immediately. I supported all programmers by buying their products, for example, ron and ruth hackley of the fun graphics machine, arndt dettke of godot, and nate dannenberg of modplay 128 v1 (before it went public domain).

I met maurine gutowski, newsletter editor for the muskegon area Commodore users group in Michigan. taking many photos for her newsletter, she was there at the Expo to report on the activities for her group. being more assertive than I, she would round up various Expo people to pose in front of her camera. she was able to get all of the Genie hosts together for picture--david witmer, cccc editor of the four c'er; Tim hewelt, member of LACC; and bernie h.. maurine even took a picture or two of me. she also distributed a free 5 1/4" disk-of-the-month from her group. (perhaps I should have also distributed the FCUG disks for free.

I didn't make one sale of them, probably because I couldn't demonstrate them and because I wasn't at my table for much of the Time.) three o'clock and the highlight of the Expo was saved for last. all of the people gathered around the north end of room, and they became quiet. maurice randall was about to unveil Wheels 64 in an official demonstration. after a brief introduction, maurice opened up a Wheels package and went through the step-by-step process of installing the disk. the installation procedure required the use of an original geos 2.0 disk and the disconnection of all hardware but one disk drive. after the installation, all hardware was reattached including a minimum of 100k ram expansion. without the extra ram, Wheels would not be able to function.

he rebooted the installed Wheels 64 disk, answered the screen prompts concerning hardware configuration, and finally arrived at the renamed desktop called the dashboard. from there he showed how to set the clock, how to move windows around, how to enlarge or shrink the windows, how to set the windows for icon or text mode, how to easily copy from one device to another, and how applications could be launched. he started the application make-sysdisk, a program which makes more Wheels master disks or bootable Wheels disks. he recommended that users never work from a master disk but from bootable Wheels disks. he launched the toolbox, a program which replaces the old configure program and which lets a user configure his bootable disks and save the configuration. during the demonstration, Wheels was under 20 mhz. supercpu control, and within the supercpu's expanded 16 meg. of ram, maurice created the largest geos native ramdisk partition ever tried--all 16 meg.! quite amazing! Wheels had freed geos from memory shackles and disk drive limitations. his session lasted for more than an hour, and I ran out of videotape with which to record the last minutes of his talk. after the session, maurice took private questions-and-answers and sold more Wheels packages. I picked up my two Wheels and one geoFax packages, paying a total of $102. that was a $10 discount. while buying the software, I asked maurice if FCUG could be included in the LACC newsletter exchange. he said that he would look into it. darn! I was in the presence of such Commodore elite that I forgot to ask maurice to autograph my Wheels package. the Expo was winding down. the happy attendees were making their last-minute purchases, and the demonstrators were answering their last questions. tables started to come down. at the FCUG table most of the newsletters were gone, but I had dozens of other user group newsletters to take their place in the suitcase. as I slowly but surely packed my materials, the other demonstrators/vendors also were in no great hurry.

they talked among themselves and showed off other programs. at his table raymond day was running the game, total eclipse, under supercpu control. it worked! in the game you use a joystick to move through corridors from a first-person perspective. without the supercpu the game updates the graphics slowly, jerkily; with the supercpu all movements become fluid. as raymond day put it, "it's doom for the c64!" with all of my materials packed, I helped Tim lewis and Fred tafel move their goods back to the car. then I helped maurice randall load up his van. 5:15 and finally everybody was out of the building. there in the parking lot we talked in small groups. should we get together to go out dinner? Fred had to leave right now in order to meet with his family. Tim had to bring his materials back to his apartment first.

someone would have to follow us in his car and shuttle us back for any dinner. there were no takers; no one could decide whether to have dinner. I supposed that everybody was tired from the long day. I myself didn't have any lunch. the Time had passed so fast that I hadn't thought about food. I said my quick good-bye's to everyone, and Fred, Tim, and I left for downtown lansing. as we travelled toward Tim's apartment, I reviewed the day's events in my mind over and over again. all in all, I was very happy and satisfied. it was great to be in the midst of so many Commodore enthusiasts. Michigan must truly be the hotbed of Commodore activity.

we arrived at Tim's building, and Tim and I said good-bye to Fred. after a brief break, Tim and I headed for dinner at a different restaurant, my treat. this Time we were going to an italian restaurant/karaoke bar...but I wasn't going to get behind a microphone and sing! no matter--Tim promised to sing. we arrived at carlucci's restaurant as evening set outside. instead of going to the ground level restaurant, we went downstairs to the basement bar. here in the dark, smoke-filled bar we ordered our steaks and listened to the disc jockey as he called one after another to the stage for a song. oh, yes, the people tried, and their vocal abilities ranged from poor to mediocre.

after picking his songs from a list of hundreds of well-known tunes, Tim stepped up to the mic, and he was in fine form. in his spare Time Tim was a stage actor who had acted in several, local plays, and his stage voice came in handy this Time. he sang barry manilow's "mandy" superbly, hitting every note wonderfully, touching every emphasis correctly. was I astonished! well-deserved applause rang out from the audience. then he sang meatloaf's "i'd do anything for love (but I won't do that)"--not an easy song to sing with its rock-opera roots. the smoke became more intense in the unventilated bar; obviously, Michigan didn't have any smoking ordinances. my throat was hurting, and Tim decided to call it a night. he said good-bye to the appreciative crowd, and we left for his building. we arrived back at his place at 11. he was exhausted and promptly went to bed. I stayed up to read through some Commodore newsletters, and around midnight I went to sleep. sunday morning...we both slept late. I awoke first and went back to perusing through newsletters. Tim finally woke up, and we had some Time before I had to go to church. he reconnected his c128d system, and then we tried to connect to the local Genie phone number so that I could have sent an e-mail to dick estel. however, the local number was a sprintnet number and only recognized an upper-case h when logging on. Tim had desterm 2.0, which could not do an upper-case h from terminal mode (later versions of desterm corrected that). we couldn't log on. Instead of sending e-mail, I showed Tim some demos from the FCUG disks-of-the-month which weren't sold. he in turn showed me a game demo, shadow of the beast, which he ran on his 1/2 meg. Amiga 1000. I in turn showed him a slideshow of imap (interlaced bit-mapped picture) graphics, courtesy of British programmer paul kubiszyn. imap's were paul's invention--320x200 interlaced c64 screens with up to four colors.

Tim was surprised at how detailed the pictures were. I gave Tim the disks-of-the-month and promised that I would look for some Amiga disks that would run on his a1000. Time was passing, and after I washed and dressed, Tim led me to st. mary cathedral, an old, stone-faced church in the middle of downtown. He left me there, and after services, I found my way back to Tim's place. I packed up my suitcase and camera case; space was tight; I had too many newsletters, and the strike force cobra box was bulky. I finally had the suitcase in order--not bulging so that it could meet american airline requirements for underseat stowage. my outgoing flight was to be at 4:44 p.m., and it was already 2. we left the apartment to go to the nearest bus station. it was a warm, breezy, sunny day as we walked one last Time. at the bus station Tim found the correct bus, but I had trouble loading on my heavy suitcase. the bus driver obliged and lowered the ramp to his bus, and when I was on the bus, he discovered I was from California. for the entire trip to the airport, he engaged me in a spirited conversation on California politics. Tim and I smiled at each other, and after we got off the bus, we both agreed that the driver was quite a character.

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

after lunch we went through security and waited in the airline waiting lounge, and we talked of Commodore and of the weekend again. I had learned so much...I had discussed so much...I had met so many people ...I had so much Commodore inside of me. I could have gone on and on with the Expo. it was amazing to see visitors come from all over Michigan, illinois, ohio, tennessee, indiana, alabama, and of course, California. the LACC Expo was truly a national event. Tim was pleased that my visit was productive. I promised to send him some disks and California souvenirs, and he promised that he would look into the newsletter exchange and keep me informed on his european fiancee.

boarding began. we shook hands, and he invited me back to another Expo when I could make it. I thanked him for his hospitality, and he thanked me for coming. my seat number was called. as I entered the gate,

I waved good-bye, and he waved back.

POSTCARD FROM THE USA

By Robert Bernardo, Fresno Commodore User Group.
Whew !!

What follows is my overly-long article, detailing my experiences going to the Lansing Area Commodore Club Expo.
Enjoy!

Lansing, Michigan lay below the wings of the american eagle turboprop airplane. I looked out of the plane's window and noted the surrounding countryside, the squared patchwork of farmland interspersed with groves of trees. Lansing itself seemed to be a compact city, not huge and not full of urban sprawl. One hour earlier I had left the Chicago-O'Hare airport, and five hours before that, I had left the Los Angeles International Airport on my long journey to the Lansing Area Commodore Club Expo. The LACC Expo, the annual show which was the closest thing to a national event for Commodore, the show which was reported in Commodore World magazine...and now here I was, having spent $388 for the plane ticket, taking a day off of work, and going through all of the trouble in transferring from airport to airport just to network with my fellow commodorians. Tim Lewis, the president of LACC, was to meet me and show me to his apartment--my residence for friday and saturday nights. We had only communicated via e-mail, and so I was anxious to finally meet my cyberfriend. Anxious?! I was anxious about meeting new people, seeing new sights, and learning new things about Commodore. I was anxious to see the introduction of Wheels 64, the GEOS 2.0 upgrade authored by Maurice Randall, the creator of geoFax, geoshell, and invoice writter ii. Anxious?!

Though the day was sunny with hazy clouds, there was a strong crosswind as the plane started its landing approach. I made sure that my seat belt was fastened tightly. The commuter plane didn't touchdown in a parallel direction to the airport runway, but it quickly straightened itself out as the engines were throttled down and the brakes were applied. The plane taxied to the small airport terminal and stopped. My videocamera case was in the overhead bin, and my one suitcase was stuffed tightly under the seat. I had to let other passengers go ahead of me as I wrestled the suitcase out. finally, I walked down the gangplank and into the terminal. Right there at the gate stood Tim Lewis--5 foot, 1 inch; short, graying hair; mustached, small of build, casually-dressed in jeans and sweatshirt. I immediately walked up to him, "Tim!!!" we shook hands. He asked me about the flight and the layover in chicago. I mentioned how tired, how jet-lagged I was, but that I was eager, too. After I assured him that I had all of my cases, we boarded a bus in order to reach his apartment.

The bus trip didn't seem to last that long; we were so busy talking to each other. That night he would treat me to dinner at a restaurant, and the next day we would carpool with another member to get to the Expo. The bus stopped, and we walked the last few blocks to Tim's ten-floor building. The building was a security building; Tim punched his code into the 10-keypad, and the door opened. Then Tim waved as we passed the guard seated at the entrance. We entered an elevator, went to the tenth floor, and found the apartment. His apartment was small, decorated "bachelor-style".

I was developing a headache, and Tim urged me to rest on the sofa, the sofa which was to be my bed for the next two nights. As I sat there,I unpacked my suitcase slowly while Tim talked about the Expo, Maurice Randall, the state of his club, his Commodore interests, his fiancee, and the restaurant that we were to go to. I responded in kind--the vintage computer fair I had attended in the San Francisco area, Maurice Randall, the state of the Fresno Commodore user group, my uneventful love life, and the restaurant which we were to go to.

After a short rest, we left the apartment at 7 p.m. and walked downtown toward the special restaurant that Tim had planned. Clara's restaurant was by the train tracks, had a railroad motif, and had an old railcoach making up part of the business. It sounded wonderful.

We passed through the downtown city park, complete with water fountain in the centre. We passed by the state capitol building, an antique edifice that would not survive if it were in earthquake-prone California. We crossed the bridge over the grand river which was lined with sidewalks and office buildings. We walked by Oldsmobile Stadium; a baseball game was taking place under the symbol of Oldsmobile Motors. We finally arrived at Clara's but found out that there was a waiting Time of 30 or more minutes. We left and walked a few blocks back to a low-lying brick building which was overshadowed by a tall, multi-story, factory smokestack topped off with a giant wheel lugnut. This building was home to the nut house sports bar, a crowded establishment full of sports fans who had just gotten off of work. In the glare of a wall of multiple t.v. monitors showing a hockey match between the detroit red wings and a canadian team, Tim and I wolfed down our burgers and french fries.

An hour or so later and after a brief rainstorm, we walked back through the quiet downtown streets to Tim's apartment. there we planned out what was to happen the next day. Tim left me a stack of LACC newsletters to read, and he went to bed. I read through part of the newsletters, and around midnight, I went to sleep.

Seven a.m., May 9. Tim awoke me on a this bright, clear morning. I hurriedly prepared myself. The driver was coming earlier than expected. I checked the videocamera one more Time and made sure that my suitcase was ready, too. I had taken out the clothing and personal items and had left packed all of the materials that I was to take to the Expo--materials like Fresno Commodore User Group newsletters, FCUG disks-of-the-quarter, Amiga Group Enthusiasts (of Fresno) newsletters, British Commodore Scene and Commodore Zone magazines, KF-PD (Kenneth Franklin Public Domain of Los Angeles) catalogs for c64/128 and plus/4 computers, photos of a FCUG meeting, and close-up photos of the exterior and interior of a c65 I had seen during my trip to England in 1997.

We rushed downstairs and waited outside the front door for ourdriver. Fred Tafel, a tall, portly man, arrived a few minutes later with the car. The previous day Tim had already left his computer equipment with another friend who would bring the materials to the Expo, and today we squeezed in my cases into Fred's small car. We then headed east through the empty downtown streets, over the grand river, past Oldsmobile Stadium, past Clara's restaurant, and into east lansing, the area of the Michigan state university riots the previous week (the students had rioted, because the university had banned alcohol at a practice football field). We stopped at a mini-market to buy doughnuts and coffee/tea, and then we stopped at the wal-mart department store to buy supplies--batteries, videotape, and writing materials for me, and drinking cups for Fred.

From there we drove to Okemos (/o ka mus/) a few blocks away, and a few more after that we arrived at the meridian township centre, the location of the LACC Expo. It was a modern, brick, one-story building with plenty of plate-glass windows. We were the first ones there, but a few minutes thereafter Maurice Randall came in a large van, and other demonstrators/ vendors started arriving, too. Tim introduced me to the others; some were surprised that I had come nearly 2,000 miles; others like Maurice Randall were expecting me and greeted me warmly.

It was 8:45; the room for the Expo was being used for a public works meeting. We waited outside until the meeting was over, and then we poured into the large, meeting room. it was organized chaos. The free tables were set up and rearranged. The demonstrators/vendors continually marched back and forth between their cars and the tables, hauling boxes and equipment. For a few minutes I stood dumbfounded; then I realized I had to set up a table for the Fresno Commodore user group. I appropriated a round table at the west end of the room and started taking my materials out of the cases.

Meanwhile, I heard Tim bellowing for me to help him and Fred with their materials. I rushed to help carry the boxes, and then I went back to my table to set up. Though Maurice had hinted that there might be a computer system for me to use at the Expo, there were no extra ones, and so the FCUG table would be an informational table rather than a demonstration table.

Attendees started arriving before the official ten o'clock start of the Expo. Everybody seemed happy and upbeat. Commodore was the only topic of concern. I started the Expo by manning the FCUG table. To the front of the table I taped a Printmaster-created banner that said, "Fresno Commodore user group," and which was decorated with graphics of a Commodore computer. The FCUG interface and halfling newsletters and FCUG flyers and business cards were neatly arranged at the front, along with the Amiga group enthusiasts newsletters and flyers. Copies of the spring and winter disks-of-the-quarter were at the back of the table as were the British Commodore magazines, the KF-PD catalogs, and the FCUG and c65 photos.

To my left was Bob Campbell and his table of hundreds of LACC public domain disks, all neatly-organized and complete with descriptive binders of information. During the day, I twice told Bob that I would sit down and study all of the geopaint images that were for sale. I never did sit down long enough to buy any of the disks.

To my right was an empty table for the Cincinnati Commodore Computer Club of Ohio. Left unattended, the table was only used as a spot to distribute the CCCC "four c'er" newsletter, and later, to distribute the "comm-adore", the newsletter of the south west regional association association of programmers of Chicago, Illinois. I grabbed many of these free newsletters.

To my far right was Raymond Day's table. All day he played midi music from his supercpu'ed, highly-modified c128 which was connected to a Yamaha keyboard with stereo speakers. Later he explained to me how he expanded the internal memory of the c128 and how he was using a midi program from Loadstar disk magazine. I asked him whether he was still upgrading Commodore 17xx ram expanders. He had not done one in a long Time and asked me why I didn't buy the Creative Micro Designs expanders. I responded that I had a CMD 1750XL but that it was not fully-compatible with the zed 0.77 text editor for the c128. I still had a 1764 256k expander and wanted more memory. Did a memory upgrade with its extra memory chips cause more rf interference? Raymond said that he had never had any problems in any of the expanders he had upgraded over the years. He couldn't quite remember his pricing for upgrading expanders, and he gave me his e-mail address.

After the Expo, I did e-mail Raymond and asked about his pricing. He never replied.

On the north side of the room Maurice (pronounced morris) Randall had set up two Commodore systems in order to demonstrate geoFax 2.1 and more importantly, Wheels 64. One system was a brown c64 with a supercpu, 2 meg. bbgram, cmd hd-200 hard drive, 1581 drive, fd-2000 high-density drive, canon bjc-4100 bubblejet printer, and turbo-232 modem interface cabled to a Sharp fax machine.

But what was that Toshiba pc laptop computer doing next to the Commodore system?! Maurice was taking photographs using a Sony mavica camera, which saves its jpeg photos on a 3 1/2" high-density disk. With the Toshiba pc, Maurice would place the jpeg's within a pc fax program, and then they would be transmitted to the c64 running geoFax. Then geoFax would print, using the fax machine's printing functions. In fact, Maurice had a sample fax already printed and sitting on top of the machine--a fax of his face. However, for most of the day the Toshiba was set up in case anybody wanted to graphically browse through Maurice's website.

To the right of the c64 system, Maurice had a c128d system with supercpu and 16 mb of superram, ramlink, cmd hard drive, external 1571, fd-2000 drive, and hewlett-packard laserjet printer. the c128d was in 64 mode, and with this system he showed off the capabilities of Wheels 64.

Maurice had brought two other systems to show --one was a sx-64 transportable computer modified with a cmd hard drive and 1581 drive, and the other was a b128 business computer. Maurice had a continual stream of visitors throughout the Expo, with each visitor, he quietly but thoroughly explained his products. When I had Time away from my table, I reminded him that I would later buy geoFax and Wheels 64 for myself and an extra copy of Wheels for our newsletter editor, Dick Estel.

In the centre and south side of the room were vendors selling Commodore software and hardware. Tim Hewelt, one of the hosts of the Genie network, was also busily selling and had many monitors, keyboards, and software packages for sale. During my Time away from the FCUG table, I had to buy a few things--for one of our members a fastload cartridge for $5, and for myself a Swiftlink-232 modem interface board for $8, and a commercial game that I had never seen before, Strike Force Cobra, for $5. These all had to be small enough to fit into my one suitcase. I was also hoping to win a prize to take back to California. In addition to paying a $3 Expo entry fee, for an additional dollar you could get a raffle ticket which put you in the drawing for various prizes, like software, disk accessories, and cash. The drawing was held every hour or so.

The first to be raffled off was a copy of Wheels 64. Darn! I didn't win that. Neither did I win the subsequent drawings, including the cash. However, at the last drawing, my number was called. The prize--an electric massage, lower back support for use when sitting down. It was big and bulky, too big and bulky for my suitcase. I eventually left it with Tim Lewis.

This article will conclude in the next issue of Commodore Scene -ED

at the southeast of the room next to the entryway was dale sidebottom's system. dale had come all the way from tennessee todemonstrate the use of geos, Wheels, and postscript. he was very proud of his system, consisting of a flat c128, supercpu, ramlink, cmd hard drive, scsi zip drive within a cmd hard drive case, fd-2000 high-density disk drive, and geocable connected to the biggest printer I had ever seen, a hewlett-packard copyjet m color laser printer. guessing $3,000 or more, I asked dale about his cost for the copyjet. it had only cost him $750! it was a discontinued model which dale had bought directly from hewlett-packard. I asked him that if there were any further bargains like this he should give me a call. he showed off the zip drive and revealed that cmd sold the hard drive parts separately. to build his "cmd zip", he bought just the casing, motherboard, and power supply and installed the scsi zip drive in place of the hard drive mechanism. when asked how he did this (or in other words, how did he get cmd to sell the parts separately), he said that anyone could do what he did by just calling up cmd. on the other side of the entryway, Fred tafel collected the entry fees and cash for the raffle drawing. on his table were several months of the latest LACC newsletters, the double click, a very professionally done, laser-printed letter. once again there was so much to see and do at the Expo I forgot to visit the table and pick up copies of the double click. I had to settle for some of the older ones that Tim lewis ent to me for photocopying.

Tim lewis had his table at the east end of the room. compared tothe high-power set-ups of the other demonstrators, his system was modest-- a c128d, external 1571 and 1581 disk drives, a ramlink with 4 mb., a Commodore 1750 ram expander, a swiftlink-232 modem interface, and a 14.4k external data/fax modem. throughout the day he demonstrated nate dannenberg's sound studio 3.8 and its ability to play .wav sound files. various noises

---

ED's Talk !

Hi to all of you who are now reading this very much improved version of Commodore Scene.

Well, what do you think ? I told you things would change, didn't I ?

Before we start, I have to be the first person to say that last issue's Commodore Scene left quite a bit to be desired. True, it was not the best issue ever and also true, is the fact that it could have been better in many areas. But, as I have already stated in that issue, I had my reasons and I will not go over them again. In this issue there is a review of issue #21 (page 10) and I have left in all the nasty bits too, no holds barred ! I can take criticism as good as the next person.

On a more serious note, I have to admit to being quite disappointed at the level of response (or lack of it) form people who used to buy/subscribe to this fine magazine. At the moment there is just enough of you to keep this magazine going in it's current format, if we loose anymore then I am afraid that cuts will have to be made.

Help me to help you !

I want to keep bringing new ideas and quality to you through these pages, in return I need your continued support - by buying Commodore Scene, let your friends know what is happening within these pages and convince them to support us.

The more readers we have then the more money I can plough back into the magazine and the more I can bring to you, the reader !

I was amazed at the amount of people who ordered or subscribed to Commodore Scene and sent the wrong amount to pay for it ! Why this happened I do not know as the cost of Commodore Scene was printed quite clearly in issue 20. Please ensure you pay the correct amount when ordering.

The current prices (which have not altered) are on page 23.

With the next issue of CS will come a questionnaire, it will be about what you, the reader, would like to happen to Commodore Scene. I would appreciate a reply from everybody, please spare us a few minuites of your time over the Christmas period and a stamp, it is not asking too much really - is it ?

As of this issue, ALL the covers for Commodore Scene will be designed and made with a colour cover (front page and back page only - not the insides).

Unfortunately the cost of actually printing in colour means that an extra charge will have to be made if you want the colour cover.

The additional cost at this present moment in time is 90p per issue and anybody wanting to take advantage of this option must order it prior to Commodore Scene going to the printers, any requests for colour covers after this time can not be accepted, sorry. This extra charge does not affect the FREE colour cover for the next issue (that is somthing that I wanted to bring you as somthing special for Christmas and to show my commitment to the C64 scene). It goes without saying that if there is an increase of subscribers and/or purshasers of Commodore Scene, then the colour cover could become a regular feature. Indeed, if any particular issue has enough orders then I will issue a colour cover for that particular issue to everybody - free of charge.

Remember, the next issue is the Christmas issue and it promises to be somthing quite special, don't miss it !

See the back cover for a preview of the next issue.

All things change eventually ! - Recently I had to make changes in my computer room, with the gradual increase of computer hardware for both the C64/128 and the PC (see the picture above) it became apparent that having only twelve sockets was woefully inadequate. What to do ? Do I relegate my C64/128 set-up (which was the main culprit) to the garage and have a permanent set-up in there ? Or do I expand the area that the computer takes up and install more sockets ? Well as you can imagine my wife was non too please with the second option and I didn't fancy using my C64/128 in the garage, so I decided to have a move around and a sort out some of the hardware configurations. The up shot of all this moving around means that I have to be careful which plugs I turn on and off, the results could be

disasterous. I would like to assure all of you that my C64/128 still plays a vital role in my computing and the PC does it's job as a <u>tool</u> for producing Commodore Scene.

It would have taken a blind person not to realise that this issue has changed a great deal from all the previous issues, there are many changes and new inovations within these pages and it does not end there. I want to bring more features to this magazine, I am already working on more screen-shots, artwork, logos, etc, and all this will take time and money (mainly my money !). So I ask you to bare with me while all these changes take place. I have taken heed of all the critisims and coments about the last issue and all the points will be acted upon in due course. With the amount of work that I have had to do over the past few months, many things and projects have had to be put on hold until the next issue - one of those things is my GEOS column - they will all return for issue 23, all I ask is that you are patient as I simply have not had the time !

One final point, we need more people to buy this magazine on a regular basis. If the readership goes up significantly then I can see no reason why this entire publication can not be in full colour, in a way, it already is as every picture, graphic and screen-shot is in full colour anyway. To make the headings colour and put a few extra pictures in is not a problem, so a full colour magazine is only a few readers away - it certainly bares thinking about doesn't it ?

One last thing, since the last issue was sent out, myself and other people have been working practicaly non-stop with such things as disk recognition, new systems and layouts for CS features and also a new menu system for the coverdisk and 3 1/2" disk support. This all takes time, and I would just like to thank all those people who took the time out to help me and CS provide a better service for all the C64 users - YOU ALL KNOW WHO YOU ARE - THANKYOU.

Until the next issue, bye for now.

Allan - editor

Commodore Scene Merchandising

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

Polo shirts	T Shirts	Sweatshirts
£15.00	£13.00	£15.50

Available sizes : Small (34/36"), Medium (38/40"), Large (42/44"), X Large (46/48").

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

All prices include p&p within the UK. Make all cheques payable to A.J.Bairstow. Please allow four weeks for delivery. COMING SOON :- Baseball caps !

Just for the record !

There are a couple of important points that I would like to clear up concerning Commodore Scene in general.

(1) All the prices and options are clearly printed on page 23, would you all please send the correct amounts when ordering.

(2) When I say I do not want any calls of a business nature after 9pm then I mean 9pm ! I recently had a call at 10.15pm - this is not acceptable - my family were in bed and my baby daughter was fast asleep. In future, all calls received after 9pm will not be dealt with and the caller will be politely told to call back at a reasonable hour.

Allan - editor

Created by Computer Scene
and reviewed by Andrew Fisher

RETRO CLASSICS PACKS 1 & 2

You could spend hours hunting through your cupboards and boxes to find an old game, spend ages fiddling with a tape deck and waiting for an antiquated loader to do its job, then panic when you don't know how to control the silly little sprite onscreen. Or you could invest in the Retro Classics packs from Computer Scene, transferred from their original tapes. The nicest touch has to be the fact that all the documentation for each game is included in a note file on the disk.

<u>PACK 1 covers a wide variety of styles...</u>

ENCOUNTER is the classic Novagen solid-3D shoot 'em up by Paul Woakes. Dodge bullets and homing missiles, blow up enemy ships or just play pinball off the towers with your own shots. Classic! 9/10.

AIRWOLF is based on the old TV show about a futuristic helicopter (I preferred Blue Thunder - the show, not the game!) A tricky maze game, but full of nice touches for such an old game. 8/10.

SUICIDE EXPRESS, a follow-up to the classic Loco, is not as good. Some poor speech and tricky gameplay, but fun for a while. 7/10.

FLIP & FLOP is an isometric 3D puzzle game, featuring a kangaroo and a monkey. Easy to learn, hard to beat, with some nice animation and the classic circus tune. 7/10.

ZIM SALA BIM tries too hard to impress, with its combination of arcade style graphics and text adventure. 6/10.

SPY HUNTER is the classic vertically-scrolling arcade game, with cars and motorbikes, boats and bridges, and of course the Peter Gunn theme. 9/10.

LAZY JONES is an odd combination of a basic platform game with lots of small sub-games. This one is showing its age. 6/10.

OVERALL.. good value for money.. 8/10.

<u>PACK 2 is perhaps not quite as good.</u>

TRISTAN & ISOLDE is part 3D maze game, part adventure. Dated graphics and sound, but fun for a while. 7/10.

HOVER BOVVER by Jeff Minter is probably the only lawn-mowing simulation available! Classic game, but not everyone's cup of tea. 8/10.

PURPLE TURTLES should not have been dug up. You'll laugh, you'll cry, but don't bother playing it. Hop across the turtles to collect fruit from the tree, but oh no! The turtles are moving up and down! For novelty value only, 5/10.

GOGO THE GHOST could be considered the forerunner of the Amiga classic Bubble Ghost. Cute graphics and average sound portray the adventures of a little ghost round a flickscreen castle. 6/10.

JUNGLE TROUBLE is very unusual, a sort of Pitfall designed by an intellectual. Avoid crocodiles, chop down trees and explore dark caverns. OK, but not earth-shattering. 6/10.

CHOC A BLOCK CHARLIE is a puzzle game, with you trying to push blocks around to escape from the warehouse. Limited gameplay, with the added frustration that your hand grenades do not kill the enemies, only destroy blocks. 5/10.

ARABIAN NIGHTS is a very ancient game, although the speech is quite good for the time. It's just very average in all departments, especially the gameplay. 6/10.

POTTY PAINTER is the classic game where you colour round a box to fill it in and score points, while avoiding enemies. Very basic, but good fun. 6/10.

OVERALL.. nostalgia isn't what it used to be.. 7/10.

Each pack costs :-   5.00 (UK)
6.00 (Europe)
7.00 (rest of the world).

Cheques/postal orders must be payable to :-
R.P.A. BOWEN

and the address to write to is (you should all know it by now):-

COMPUTER SCENE
c/o R.B. Productions
35 NOTTINGHAM ROAD
NUTHALL
NOTTINGHAM
NG16 1DN

Thanks Andrew, as there is a bit of space left here I thought It would be worth mentioning Purple Turtles again, only if it is actualy to 'rubbish' it a bit more. When I originaly bought this piece of software (early 80's), I thought it looked great, it had a nice box and the description of the game sounded okay - I handed over the then asking price of £8.99 which was a lot of money then. I got home and waited about 6 to 7 minuites for it to load from tape. When it eventually loaded It brought home to me the following thought - 'there's one born every miniute' and at that miniute it was me !

It is a truly dire game, you have been warned.

- ED

GENRE WATCH
by Andrew Fisher

I've decided to try and do something different with my regular retro review column this month. A lot of games are descendants of a few earlier arcade games - such as Pacman, or Pole Position - and so the genre I'll be looking at this month is DEFENDER. Also, I'll be giving some hints and tips along the way to help you play better.

Genre   : DEFENDER
Class   : shoot 'em up
Background   : usually a planet's surface
Scrolling   : horizontal, bi-directional
Armament   : laser gun, smart bombs, scanner
Objective   : stop "people" being abducted by aliens, which come in different forms
Enemies   : standard, person-grabbing alien that mutates an enemy that seperates into multiple parts fast-moving alien to hurry up slow players.

Name   : DEFENDER
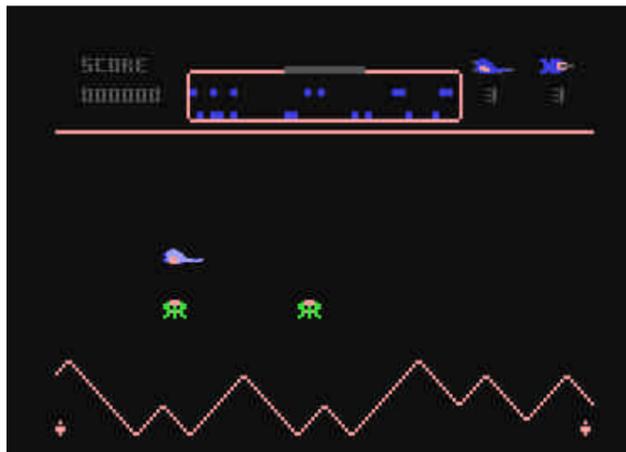
Company   : Atari
Programmer : Unknown

This is the "official" conversion of the original arcade game, which has it's share of faults but does a very good job.

TIP: scroll the screen in one direction only - that will help you and not confuse you too much. Use the scanner to spot potential trouble.

Name   : GUARDIAN/GUARDIAN 2
Company   : Alligata
Programmer : Steve Evans

Steve produces yet another very slick clone. But why do you have to use RUN-STOP to launch a smart bomb? Very awkward.

TIP: smart bombs are the key to big scores. Shoot the "cluster" alien so it seperates, then launch the bomb. Also, use the bomb when there are two or three enemies onscreen that have abducted people - but make sure you catch them.

Name   : RASKEL
Company   : Alligata

Programmer : Unknown

This time you have to worry about the energy track running across your planet rather than people. Lose it, and you are in big trouble! (see below) This is pretty average, due to the difficulty of seeing some aliens against the backdrop and because it is very repetitive.

TIP: DO NOT lose all the people! This will warp you into a very tricky situation in all the games mentioned here (except Deadline) where loads of fast enemies attack you. Survive for a couple of levels, and you will get back to normal.

Name   : DROPZONE
Company   : US Gold
Programmer : Archer Maclean

Probably the best Defender clone in the world, so much so that it has recently been updated for the Super Nintendo. The excellent graphics and fast pace make it tricky, but you'll want to go for those higher ranks. Here, you have to deposit the scientists in the base to complete the level; on Defender they simply have to be alive.

TIP: Dropzone's "cloak of invisibility" takes two levels to recharge. Save it for the spore invasion levels, shoot a few "pods" to split them open and then wipe them out with a smart bomb.

Name   : INSECTS IN SPACE
Company   : Rack-It/Hewson
Programmer : Sensible Software

A Martin Galway soundtrack full of buzzing bees heralds an instant classic from the 4th Dimension compilation. (Everyone should own a copy!) You are St Helen Bak, a busty angel with large.. wings, and you must protect the babies living in the Rhine valley from killer insects. The dual landscapes (inspired by Stargate) make this a very tricky game until you learn a few tricks..

TIP: Use the "cloud" feature wisely, to transport you to the nearest baby in trouble quickly, and to "hyperspace" (skip levels). Make sure you save as many babies as possible before hyperspacing. You can build up a high score and a large collection of lives and smart bombs like this.

Name   : DEADLINE
Programmer : Phil Nicholson

The sequel to Tracer, you have to pick up the scientists one by one and place them in the safety of the launch-pad. You can only activate a smart bomb by running into a black pearl. Unfortunately, the excellent graphics, sound and standard of programming are let down by the very ordinary attack waves - aliens just stream across the screen.

TIP: you don't have to kill all the aliens, since they just keep appearing! Instead, "follow" a large group - the computer will not add more to the screen, meaning you are relatively safe. Also, use the function keys on the title screen to change difficulty level.

Commodore Scene #22 Coverdisk
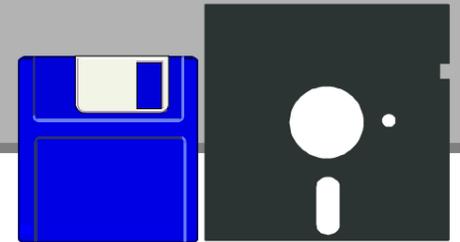
SIDE #1

Program name		Program description		Further information and/or instructions
Hawk	:	Game preview	:	See disk
Shllibbedon	:	Game preview	:	Load from CBM BASIC
Pull/wacek	:	Music	:	Load from CBM BASIC
Ice age	:	Music	:	Load from CBM BASIC
HD	:	Head alignment, drive 8	:	See article on page 22 for more details.
HD2	:	Head alignment, drives 8 to 11	:	See article on page 22 for more details.
HD#8	:	Head alignment, drive 8	:	See article on page 22 for more details.
HD#9	:	Head alignment, drive 9	:	See article on page 22 for more details.
HD#10	:	Head alignment, drive 10	:	See article on page 22 for more details.
HD#11	:	Head alignment, drive 11	:	See article on page 22 for more details.
Readers pics	:	Art / picture	:	Load from CBM BASIC
Face/sebaloz	:	Art / picture	:	Load from CBM BASIC
Silence/seba	:	Art / picture	:	See disk
M.Mania docs	:	Instructions for Motor Mania	:	See disk
Motor Mania	:	Game	:	Load from CBM BASIC
Weird!!/civ	:	CBM BASIC demo	:	Load from CBM BASIC

SIDE #2

Program name		Program description		Further information and/or instructions
Needle in the haystack	:	Game	:	Load from CBM BASIC
Realm of zozae +3	:	Game	:	Load from CBM BASIC
Boingmaster	:	Game	:	Load from CBM BASIC
Plush the system	:	Utility	:	Load from CBM BASIC
UFLI editor v1.0	:	Utility	:	Load from CBM BASIC
Morph ! 64FX	:	Utility	:	Load from CBM BASIC
The delta demo	:	Classic demo	:	Load from CBM BASIC
Expansions 'TST'	:	Classic demo	:	Load from CBM BASIC
Spidernim	:	Demo	:	Load from CBM BASIC

DISK ACKNOWLEDGMENTS

3 1/2" COVERDISK - NEWS UPDATE

I want to bring you the coverdisk on 3 1/2" disk, for those of you that would like one. But there are some problems, let me explain the main ones to you.

Problem #1 - The current menu system used by CS will not work on a 3 1/2" disk.

Problem #2 - I could put side A and side B on seperate partitions for you if you had an FD drive but you would still have to switch partitions, so that doesn't realy solve the problem of having all the files on one side.

Problem #3 - Some of the programs and demos on the disk simply will not work with a 3 1/2" drive.

All the above problems are in hand and, even as you read this, I am trying out a new menu system (by Danny Todd) and I hope to have it up and running in time for the next issue.

If you would like the coverdisk on 3 1/2" disk (when it is available), just let me know and I will send you one. There is no extra charge for this type of disk.
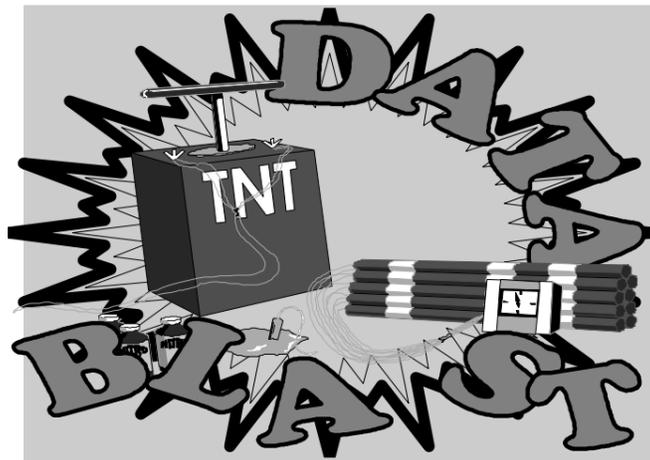
Now then, we appear to have very little to report on in this issues edition of data blast.

I do hope that this is not the start of the rot ! To be honest it appears that things have been vey quiet over the holiday period and I think that people being on holiday has had a lot to do with it, lets hope it picks up in time for the next issue.

Allan - ED

DISKMAGS

The folloing diskmags have been released since last issue was published.

Arachnaphobia 9 by Spiders
Internal 25 by WOW
Digital Talk (German diskmag)

COMPUTER SCENE

The Utility & Book Library has had to be discontinued due to mis-use by the very people using it.

When I read this bit of information I realy couldn't believe it.

I have to say this to the people who have

caused Richard to withdraw this fine service, and I ONLY say it to those people - no one else must take offence.

Are you so stupid that you can't see when people are trying to help you ? You must be completely brain dead and you have now ruined it for the rest of us - YOU BLOODY IDIOTS ! - ED

Don't forget that Richard / Computer Scene still offer the following services : C64/C16/C+4 software, C64 hardware, C64 PD, Eternity Diskmag, magazines & books, C64 tape/disk transfer, C64 contacts, GEOS software, and more.

COMMODORE SCENE

Oh dear ! I seem to have made quite a few mistakes in the last issue, it was to be expected I suppose.

Anyway here is the missing address for the Music CD review on page 53 of issue 21.

High Tech. Publishing Ltd
c/o Chris Abbot
PO Box 260
Bromley
Kent
BR2 0ZG

Sorry about that !

On a brighter note, there are many changes coming for Commodore Scene readers in the forthcomig issues, the question is where do I start ?
- Original software exclusive to CS.
- Comprehensive rundown of all the UK scene activity.
- More exhibitions.
- New articles.

even better. With the first version, there is a controllable menu, which can highlight the option, which you wish to select by using the cursor keys (shame you cannot use joystick). The menu screen was well-presented. There are other editors in the noter as well. You can erase text, centralise text, load in music save your text (i.e. for assembly code programming) and many others. In the main editor if F7 is pressed, you would see the HELP pages. After all this notewriter is very impressive and good to use. I think a LOGO version ought to be made, where you have a logo at the top with swirly sprites amongst it and a scrolly message at the bottom of the screen.

Rating: 91%

Organic/Briz

Now we jump on to the demo scene, firstly with a nice compo tune. I cannot say much apart from that it is pretty good.

Rating: 73%

Huelsbeck/ZE

This was a nicely drawn FLI picture of a sort of action hero.. The monochrome graphics is excellent. A world deserved high rating.

Rating: 81%

Exploding Faces Cruncher V1.0 (Hitmen Version)

As a crunchers freak, it was rather nice to have another cool cruncher on the coverdisk. This cruncher by the Hitmen is similar to a cruncher called Exploding Cruel. The dapacking effect is a clock in the centre, but I do not want to go on about the clock. It would be a bad idea. Instead, I shall go on about the cruncher, itself. Well, again it has a hardware loader, but this time it WORKS on my C64, but when it comes to saving. I have to transfer the crunched file into $0801 with my Action Replay cartridge and save the data from $0801 to where there is a load of wasted space. The Cruncher is not as fast as Fast Cruel, but it sure is a pretty good cruncher, even better than Timecruncher, but still not as good as the Cruel Crunchers, Fast Cruels and Cruncher AB's. The pack result is not bad, but the Cruellers beat it.

Rating: 63%

Super Skramble

Super scramble is one of these games which were written in 1983. the game plays where you are in a ship and need to fly through the alien territory, shooting aliens and bombing stuff, whiles't flying through eight sectors, full of chaos because during the journey, you need to shoot or bomb fuel pods. The gameplay itself is pretty slow, but the game itself was written in 1983, so what do you expect. To be fair this game will be rated as average.

Rating: 50% - Average

Monster/Kato

What? More graphics. This picture was prettyy nice to look at. The picture contains a monster, which has been nicely detailed. There was even music playing, which was entertaining. The graphics are really colourful and nicely presented. hang on, was this picture in a disk mag?

Rating: 79% - Nice!

Telekon Hit

Guess what? It is another cool interlaced picture. This time of someone outside a telephone booth. it was nicely presented as with the other picture demo. Well unfortunately there was not much colour, but it is worth a look.

Rating: 69% - Not bad

Dream World (Amiga Music Collection)

This is something, which i have not seen before. Amiga Music on the Commodore 64. Well, this demo was nicely presented and the music turned out fine.
* Acid Party - This is a techno tune (I hate 'em)
* Smile On - Nice
* Last Words - Good
* Red Sector - My favorite

Rating: 90%

Well that's you lot for this issue, so tune in next issue where I review issue 22's coverdisk.

WE'VE GOT IT COVERED FOR YOU

By Richard Bayliss

COMMODORE SCENE NO. 21
Coverdisk - June 1998
LOAD"*",8,1
Distributed by COMMODORE SCENE (UK)
14 Glamis Close , Garforth , Leeds , LS25 2NQ
West Yorkshire , United Kingdom

"What is this article about?" You may ask. Well as playing a role of a C64ster I have decided to do a review for every issue's Commodore Scene coverdisk. Today the review is going to be on issue 21 of CSs coverdisk which was the coverdisk before this issue. Well, before I go on, I was surprised that nobody was using the cool Fast Cruel V2.5 apart from the people who did the Amiga music demo. anyway this feature will be just the thing for all you C64sters who like the CS coverdisks. I shall now start the review.

Polonas +2

This is a pretty nice game, which is similar to a game by Twice Effect called Snake-Mania,(Its a shame that Snake-Mania does not work now). The title screen is pretty nice. you have anicely drawn clown, who gives you a welcome to this game by a demo group called "Digital Excess". The object of the game is to get all the people to join together to form a sort of band (unless they are doing the conga). It may sound easy, but is not because you have to avoid bumping into any men. Even worse, you have to be quick because you are against the clock.

The graphics to this game are excellent and so is the animation of the clowin, talking to you in the main title screen and when game is over. As for the game, the music is pretty good and you even see a person playing the drum and blowing the whistle. With this game, you are bound to be addicted to it, as I was. I really enjoyed it.

Rating: 93%0 - A well deserved score

Mystery World Preview

What? It's not full. Yes, the game is a Commdore 64 version of the Amiga game. A neat platfomer too, but to go for the low mark, it is damn difficult to play. No title screen of course, well it is a playable preview, so what do you really expect? The graphics are pretty nice and the music is good as well, but unfortunately, due to the colour of the sprites, you cannot see the player clearly enough. The scrolling is so slow and you lose lives easily at the beginning. The guys who did this game have been working very hard with the game, but it was too tough to play. Still, it was pretty good.

Rating: 59% - Not bad

Hackpack DX

This is not a pack which involves breaking in to other people's code. It is a neat collection of Commodore 64 crunchers and packers by Oneway. The mainly consist with the Cruncher AB. You have a menu with a Bon Jovi tune, "Keep The Faith" playing. Anyway I cannot give it a rating, because the hardware loader in Byte Boiler and Celleripack does not work on my C64. I suppose it probably is because my C64 needs refurbishing.

Dir Master V8.0

This cool utility was on Coverdisk 16 as part of the Antifan's toolbox. It is even more useful than X-Rateds V4.0 of this tool. Okay, the menu is the same, but new amendments were made. one of the were to find invisible files. So, I dug out a Megatronix PD Games disk 6 and found "Munch by Triad". I even tried it with Megatronix PD disk 4 and I found "Torsion Warriors" and "Puzzle Shuffle". Well, with some disks you can find nothing, but anything that does start at $0801 in the directory is a program.

Rating: 72% - Nice tool, better than V4.0

D.Icewriter

Still in the utilities scene, on the coverdisk is a pretty cool collection of two versions of Icewriter. The first version is the proper one, where you can load in music, and the other version is the light version. It is a bit like Facenoter, but is

---

- Review clearout !, all the reviews that are hanging around will be put into print along with a peice about the supplier.

- More, lots more ! Just wait and see !

C128

Here's a turn up for the books - some new stuff for the C128.

News comes from Linards Ticmanis.

He has made a new C128 CP/M 3 Bios (dubbed fast BIOS for now) with the folowing additions to the stock BIOS.

- 8OCOL console output speed vastly improved - very noticable and very much needed.

- KEYB input speed improved

- 13K of additional Data Buffer space gained, you now have 14K

For more indepth details contact Linards on ticmanis@coli.uni-sb.de

Amiga

Here we go again !

I'm sure most of you will already know that the Amiga is to make somthing of a comeback in the form of an Amiga/PC machine. It will be an Amiga built with modern PC parts and it will run the old Amiga programs as well as some more modern applications.

This has to beg the question - WHY ?

If they are going to make a PC Amiga compatible, what are they going to gain from it, all they seem to be doing is running an Amiga emulator on the PC, we've got that already.

A waste of money if you ask me - what ? -

you didn't ? Okay then, I'll keep my mouth shut.

More details on : www.amiga.com

MAGAZINES & FANZINES

C-Zone now has the option of two different formats, one in black/whit for £3.00 and the other in colour for £3.99. If there is a favourable response from the readership then both options will become permanent.

Don't forget that we Commodore Scene is now available in colour too - and that's permanent - ED

Commodore World #23 is now out from Creative Micro Designs. THe Importing Service (on pages 12 & 13) can get you a copy if you want one.

DEMO's

Frank Gasking is now part of the crew called SONIX. Frank is also very busy sorting out varios things such as his C64 machine language skills which he is going to be putting to good use in the future. Good luck Frank and don't forget to let me know how you are going on.

ART RAVERS (Helen & Wayne Womersley and Jason Mackenzie) have now completed their Star Wars slideshow which is available from C-Zone. ART RAVERS have promised to let Commodore Scene in on any future developments. They are also going to be attending
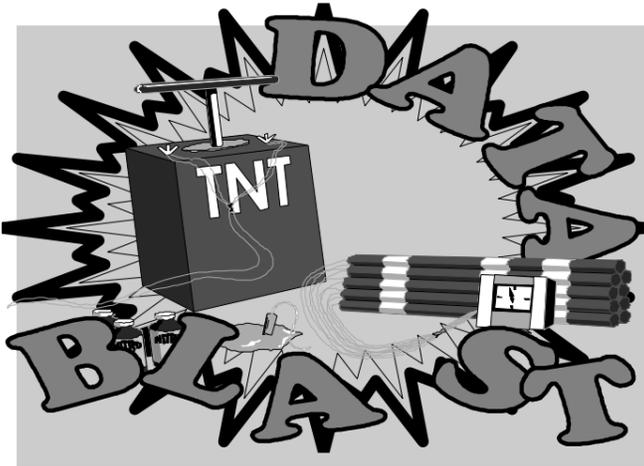
the Leeds Exhibition (see page 31) as visitors.

GEOS

Wheels64 has hit a few teething problems in the UK. See page 53 for a run down.

Wheel128 is now ready for final testing. Maurice Randall (the author) was talking about it on-line the other day - see below).

NEWS FROM USA

All the following snippets of information have been supplied to us by Robert Bernardo from various on-line chat forums.

What Maurice Randall has to say about Wheels128 :

- It will be on show in Chicago on 24th October 1998.

- Screen saver routines are ready.

- Problems with geoFax Wheels128 combination.

- Auto configures to your setup on boot-up.

- Pre-orders for Wheels128 are being taken.

It is $40 plus $4 for shipping in the USA

- SuperCPU128 patch is ready.

Want to know more ? Log onto - http://people.delphi.com/arca93 - for more information.

Thanks Robert - ED

OTHER NEWS

A company called VTECH are now advertising a 'NEW' computer which plugs directly into your TV and allows you to play games without using a PC. Don't think that this is some sort of super-computer as the graphics are worse than that on a C64 !

The prices start from a mere £159.99 !!!!

(I was going to print a picture of the computer but the scanner didn't arrive in time).

You'd be better off buying a C64 for a tenner !computer but the scanner didn't arrive in time).

You'd be better off buying a C64 for a tenner !

VERY LATE NEWS

Yet again there is some news about Commodore Scene and the newstand.

You may remember some time ago that Richard Bowen reported there may be a chance that this magazine would be making an appearance on the newstands, well as we all know, that never happened. Well, as you read this section I am in talks with several high street newsagents about the prospect of suppling them with Commodore Scene.

Lets see how it goes !

TASWORD

Tasword by Tasman Software Ltd

This is a word processor Program for the Commodore C64 Computer.

It is easy to load, and when loaded onto your system presents a blank screen with which you can prepare your text. At the bottom of the page is a status line which gives easy to see information as to the line and column you are working in, that you have selected the 'Word-wrap' facility and that the facility of 'Right Justification' has been selected.

One of the features of this Program is the ease at which 'HELP' screens can be selected, whilst working, and deselected to return you to your work. Pressing 'F3' reveals the 'HELP' screen, and pressing 'Return' returns you to the page you left off. All the commands and functions that make this program so easy to use, are in the 'HELP' screens.

Once you have loaded the program into the computer, it is essential that your should make a Back up copy of the program. The program allows you to do this. By pressing CONTROL and RETURN, a Menu appears. Selecting 'Save TASWORD' allows you to save the entire program to a work disk. This work disk should then be 'Customized' to your system, i.e., your printer. The only time you will need to alter the customized program is if you changed your printer.

I have used this word processor for some time now, and find it superior to the one in 'Mini Office II'. Everything you type is shown on the screen.

TASWORD is not public domain as far as I know, but in this day and age, I have no knowledge where it can be obtained from. It is over ten years old and can be considered quite dated having worked with other word processors for the 'PC's' in an office environment.

Brief Review by

David Walker

Word processing is something that the C64 is very good at. Despite the advances in technology that computers have brought us, the simple task of being able to compose a letter, alter it if needs be and then be able print it out does not require high-end PC technology. All you need is a simple word processor and this is one of them.

Don't forget, if you want to write for CS then the best and simplest way is to write your scribblings on a WP such as Tasword and then send the text on <u>disk</u> to me.

in the UK.... I must admit that, that would really pee me off! You can do so much for so long for the love of it, but not if you're not appreciated.

(M) COMMODORE SCENE could help the cause I'm sure and it's certainly worth supporting as a means of communication, but I do hope that the magazine doesn't lean to heavily towards GEOS as I feel that would be a backward step. I'm sure Allan will do a good job and I realise that many readers want to know about the latest developments for GEOS but I'm certain in my own mind that he must try to give an even coverage on all the different aspects of the 64. COMMODORE SCENE is the ideal forum for encouraging 64 users to produce their own work.

(DR) I agree with you Richard. COMMODORE SCENE has a lot going for it and I hope that Allan doesn't make the mistake of relying on GEOS. I can quite see it if he's not careful of becoming a totally GEOS based magazine which would totally defeat the object of the mag. That's how I see it anyway. My first impression of issue 21 that you have in your hands there Richard, is that it looks very disjointed and some of the articles appeared to be old. Still, let's see how issue 22 performs eh!

(M) Savage Platforms, the game by Mike Berry, was the biggest disappointment for me on the 64 last year. The preview was great and I'm sure most people would echo my sentiment, but for the UK it seems to be the same old story, a bit like the Jon Wells scenario, many promises but no finished products.... shame really 'cause I'm sure, in fact, positive, that if either of them had released any games last year, the scene, especially in the UK, would have had a much needed shot in the arm. It's crazy really, two talented coders on the 64 who can most probably wipe the floor with any other games coders in the world at the moment, and nothing to show for it! Moon Gods, the game by Lee Hudson, is another prime example of a UK coder not prepared to put his work on show... I mean, Moon Gods has been finished for some considerable time, so where is it? Three talented UK coders and nothing to show the rest of the world that we are still the best game makers! Add to those distinguished gentlemen, the name of 'where are you' Paul Kubiszyn and the mind boggles at what the UK could produce for the 64 scene.

(DR) Hmmm... Savage Platforms, yeah, I was more than disappointed not to see the finished game. For one thing, Mikes' graphics have come on leaps and bounds since his early days on the 64. I still wonder if the game will ever be finished. Let's be honest, Mike isn't going to make any money out of it, so why should he bother. As for Jon Wells, I don't think we'll ever see anything else from him, I mean, all his Supportware releases were old games, so I doubt very much if we'll see anything new. The problem is, everyone's interested in the PC scene these days so the 64 will always take a back seat. Take Paul Kubiszyn for example.... granted, he's now busy with his job, but he works with PC's all day. Who in their right mind is going to do that all day, come home, and start to code on a 64.... no, Paul's 64 days have come and gone.

(M) The current trend on the scene is the release of old games, you know, re-cracked with better trainers and the like. You're a member of Remember who does exactly that, and there's a number of other groups such as Nostalgia for instance. I like the idea I must say and that's one of the reasons I started transferring tape games to disk under the label of Retro Classics, but in the long run, do you think the scene will benefit from such releases?

(DR) I think the release of these old games is good for the scene, providing they include the docs. The releases by Nostalgia for instance very rarely do. It has to be good for the scene, and what the hell, what else are we going to get these days for our 64.

(M) Just to remind people at this point that Remember wares can be obtained freely from Barry. All anyone needs to do is send blank formatted disks and return postage, that's right isn't it Barry?

(DR) It sure is, and new Remember wares are usually released about once a month so there's always something new to get hold of. Mind you, your Retro Classics outfit is a good idea and I reckon it desrves more support. Anything to help keep the 64 going, that's what I say.

(M) Well thanks for that mention Barry. Anyway, it's about time we got down to some serious study of the latest scene stuff to view so I reckon it's time to call it a day, what do you think?

(DR) Suits me fine. Anyway I'm hungry, let's get a bite to eat!

(M) Sounds good to me!

Regards to all from Derbyshire Ram and Maiden.

" Cheat & Beat "

Commodore Scenes popular games helpline returns. Every issue I will help you bust open your favourite C64 games. If you are in need of assistance then send your gaming query to me. You can find my address on the C64/128 Contax page. Please remember to enclose a S.A.E with your query or else it will be classified as an X-File!

How many readers enjoyed my "C64 Cheats Directory" which appeared in a recent issue of CS? Many I hope. So let's begin with some more "in-game" cheats.

DARKMAN (Ocean)
Type "BABY AXE MAN" (with spaces) on the title screen. The border should turn grey & then you can press SPACE during the game to skip levels!

GREAT GIANA SISTERS (Rainbow Arts)
What a great Super Mario Bros clone this is. Pity it was banned as it was really good! To skip any level during the game simply hold down the keys: A,R,M,I,N which spells out the authors name.
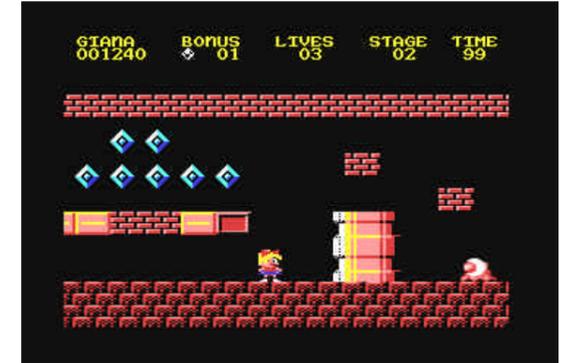
LEGEND OF KAGE (Imagine)
Now this is a real old turkey! This could have been a great arcade adventure on the C64 instead of the shoddy mess it really is. If you want to skip levels right through to the end sequence press and hold G, A and E. While holding these keys press V to activate test mode then press V again to skip levels.

RADIUS (Players)
Enter "MEANTEAM" on the hi-score table for infinite lives.

Action Replay Pokes

Bionic Commando	POKE 7518,165 (lives)
Citadel	POKE 12848,0 (lives)
Great Giana Sisters	POKE 8207,173 (lives)
LED Storm	POKE 7658,165 (time)
Mercs	POKE 44871,165 (lives)
Operation Wolf	POKE 36009,165 (energy)
Outrun	POKE 34686,173 (time)
	POKE 33393,173 (a clearer road!)
Paradroid	POKE 5182,181 (energy)
Rick Dangerous	POKE 2793,173 (lives)
	POKE 11193,173 (bombs)
	POKE 10886,173 (shots)
Quedex	POKE 11872,181 (time)
Silkworm	POKE 20585,0 (lives)
Spy Hunter	POKE 39487,173 (lives)
Yie Ar Kung Fu	POKE 42015,173 (lives)

This lot of POKES should keep you going until next time. There will be more in the next issue of CS. Until then happy POKING !

From the quill of Arif Perz

THE GOOD, THE BAD & THE DOWN RIGHT UGLY !

Well, I asked for it didn't I ?
Here are some of the responses to the last issue of CS (my first attempt - but not my last).
Who else could I ask to do an honest and truthfull review of CS ? There was really only one person for the job

Dear Allan

Firstly, my congratulations and respect in taking up the reins of COMMODORE SCENE and producing issue 21 under difficult and trying circumstances. I am sure that within a short space of time you will have a magazine that is worthy of your well known enthusiasm for the 64...

For once, being an outsider, so to speak, from the production viewpoint, it was interesting to note a few basic errors within the general layout which I found to be a disappointing aspect of the issue as a whole...

The majority of text within the magazine was of a good standard overall, but I must admit that I was continuously side-tracked by, at times, poorly designed layouts of certain features, and furthermore, lack of relevant information appertaining to the articles in question.

It is always easy to criticize, the population of the UK are renowned world-wide for it, but the general use of 'spot pictures' was off-putting to say the least, and more often than not, irrelevant to the article on any given page and to add insult to injury, the artist (Simon Reece) wasn't even credited.

The two reviews of the NON PROFIT MAKING SOFTWARE PACK 3 were fine, even if they were separated by a number of pages, but where was the relevant details about the pack? i.e. price, supplier, etc.... a most important aspect of any review, whatever the subject matter. Another review which suffered the same fate was the 'Back in Time' audio CD feature.

Still on the subject of reviews, where were the latest PD reviews and also the new game release from Crystal Software, 'Riddles & Stones'?
Reviews have to be uptodate as there's no point in printing old material in future issues. Not only is this unfair to the suppliers who have kindly submitted software for reviews, but also unfair on the users who are constantly on the lookout for new releases. If we don't provide a decent service with regards to reviews then the suppliers will lose heart and before too long there won't be any new releases to review!

Overall, although issue 21 is credit to your fortitude in troubled times, and, it has to be said, very much needed by the 64 community, I was generally disappointed with the publication, not so much from a quality point of view, but more from a professional stand point, but I am sure you don't need me to tell you that, as I know you are striving for perfection with your 'new baby'.

One last point I would make is your decision to only accept disk based articles. Although the idea is a sound and practical one as most 64 users produce their text on computers and therefore should be able to save to disk, I would argue that it may deter some readers from submitting articles especially when having to follow strict guidelines. It is only a minor point and may well be irrelevant although I'm sure some of the younger readers may agree with me.
Either way, it may be worth further thought.

I wish you well Allan, and I am sure that in the fullness of time you will rightly be proud of COMMODORE SCENE.

You have my wholehearted support.
　　　　　　　　　　　　　　　　Richard Bowen

Well, were do I start ?
First of all, thank you for being honest, and thanks also for having the guts to slap me when you think I am doing wrong.
Now for some replies (in order), (1) the general design and layout of all the articles is now more orientated to the articles content and I hope that in the future this will be-

on, but you can only vote for so many graphicians and musicians!... I have heard that Alphaflight are planning a demo, but again, they are predominantly an illigal group, so I can't really see anything special being produced. It is possible that if the games scene doesn't pick-up between now and Christmas, that most groups will break up as most of them prefer the illigal to the legal scene. I personally can't see the 64 scene surviving on demos and the like, for one thing, most swappers would become redundant.

(M) What about the UK scene? Personally, and I'm sure you'd agree, the scene in the UK has been non-existant for a number of years now apart from the odd scener such as yourself carrying the flag so to speak. It always amazes me that the European scene is always so much stronger and yet it's the British that are the first to moan when it comes to lack of software and so forth!! Mind you, what's new... the British are always the first to moan, complain and basically criticise anything these days, especially if you're good at something!!

(DR) The UK scene has never been very strong. I mean, 10 years ago there was probably only about 12 groups left in the UK and from then on it's been a downward slide. I suppose the last cracking group inthe UK was Mayhem Designs, but they really only concentrated on SEUCK games... would you call that cracking? Now they're producing these so-called slideshows that more often than not don't link together properly and usually have to be loaded individually. I think you're right about the UK lamers, 'cause that's what they are! They always moan about the lack of any finished articles. Criticise? Hmmm.... as you say, they're always after new software and are always quick to say what they want. For example, a new game comes out and they all want it, but it's more often than not that most will moan saying "why didn't you do this" or "I can do better than that".... the trouble is, they can't do any better!... I reckon it's just jealousy myself which in my book is more power to the games coder!

(M) Staying in the UK, what do you think we have to do to try and keep the 64 alive and well? I've always said that the 64 has always needed games to survive and it's games that encourage people to get a 64 in the first place. I know some people would disagree, especially those users who are strictly 'serious' 64 users. They always go on about GEOS and how good it is, maybe it is but I never use it myself. I can understand CMD in America pushing GEOS along and I know that in doing so, it helps the 64 to improve in performance, but we're still talking serious usage here and not games etc, that's how I see it anyway. I realise that the most ardent of users would throw the Super CPU in our faces, but so what?! Who in their right minds is going to produce any new games to run specifically for the CPU? I just don't see it! The demo groups still aren't using it and at the parties most state that all entries must be able to run on your standard 64. The 64 rightly has a reputation for good addictive games, we all know the restrictions, so why bother trying to emulate more powerful formats? I mean, look at the so-called Doom games on the 64... utter crap! There was even one running on a board in America last year and everyone was singing it's praises... I can't think of its name right now.... it was that good!... oh I know what it's called.... Nether, but it was coded in basic and the game was total garbage!!

(DR) Keeping the 64 alive!... Ha! I honestly think it can't happen whatever we do. You're right about games but nobody is going to spend time coding a game now for free are they?

(M) Yeah, I know what you're getting at, but surely, if any 64 user is a true 64 fanatic, then he or she would surely see that by producing games must surely encourage other people to do the same.

(DR) Yeah but in the UK, there's no-one capable of producing that sort of coding, still, we can discuss that later.... GEOS is good, there's no doubting that, but I'm the same as you, I just don't use it. If I want to type a letter or use some special fonts or whatever, I'll use my PC... that's what its there for.

(M) I'm sure that there must be people in the UK who can code stuff for the 64 and if not, what's stopping them from learning? it's about time the UK stopped relying on Europe and America for software. We must be capable of something, if only the likes of small dentros, music compilations, logos and the like. I must admit I'd like to see an upsurge in diskmag production in the UK. Not necessarily your normal style scene mag, but ones that also incorporate old games, files on coding techniques, graphics, and the like... anything to encourage 64 users to participate more on the 64 scene rather than waiting for some other country to produce something. To be honest, that's how I'd like to see ETERNITY develop, but again, the response from the UK has been so poor that it's doubtful it will last for much longer.

(DR) I don't think there's anyone in the UK now on the 64 that can code quality stuff, but we'll get back to that in a few moments. I would just say this for a few of us to ponder on.... the likes of Vinny at Hackersoft did a lot of clever stuff for the 64 and all for free.... too much for my liking. That's not being critical of Vinny.... what I mean is, for all the work he did, what did he get in return? Certainly no money. For all his hard work he got very little feedback from the 64 scene

OLD SCENERS NEVER DIE !

Dateline :   Wednesday 12th August 1998

The place to be :   34 Florence Road,
                             Wingerworth,
                             Chesterfield,
                             Derby.
                             S42 6SW.

Sceners present :   Derbyshire Ram (DR)
                             Maiden (M)

(M) Hi Barry, good of you to invite me round again. it's always good to see you, and no doubt, we'll have plenty to talk about on the current state of the 64 scene.

(DR) Ay'up Richard, how are you? Yeah, plenty of time, as nothing's really happening on the 64 at the moment.... it looks really dire!

(M) The year started pretty well for the 64 with the release of a number of fairly decent games and I honestly thought that after the downward slide on the 64 scene in '97, 1998 was going to see an upsurge in activity. I mean, 1997 as a whole was pretty dire and I have to say that in the UK things did seem to be picking up, basically bucking the worldwide trend, but now, looking at 1998 since March/April time, things have gone from bad to worse don't you think, especially in the UK? Can you put your finger on it?

(DR) Yeah you're right, I mean the last decent release was the game 'It's Magic' earlier this year. Since then, there's been nothing worth even looking at, it's definitely the worse I've known it in all my years on the 64 scene. Obviously, the 64 has been on the downward slide since the early 90's but after the somewhat quiet recovery in 1997, it certainly looked hopeful for 1998.... how wrong I was! I think the main reason for the resurgence in interest for the 64 last year was mainly due to the PC believe it or not, previous 64 users with PC's getting hold of emulators which sparked off a sort of nostalgic urge to own a 64 again and with plenty of second hand 64 tackle being easily found at car boot sales and the like, or these PC owners sorting out their attics for their long lost companions, the interest in 64 software was there for all to see. I think that this is one of the reasons why I am getting asked for the older stuff, although having said that, there's very little new stuff they could have anyway! Again, I've even heard from a few ex-sceners from abroad who've got PC's and are now looking for old 64 software, so there's life there yet for the 64 even if it is only to grab a glimpse of past glory days.

(M) Even the demo scene appears to be suffering. I know there's been a few parties kicking about and usually these throw up a number of decent demos etc, but again I reckon the standard and the rate of release has declined don't you think? Even the diskmags are having a hard time of it, mind you, for what's happening around the scene, there can't be a great deal to talk about! Let's be honest, magazines, in whatever format, need news to keep the readers interested not only in the mag, but also the 64 scene as a whole. I find it most disconcerting when a new mag is released to find that it contains a great deal of non 64 material. I did hear that the 'Relax' diskmag was calling it a day, what truth is there in that?

(DR) Demos have never interested me, mind you, the disks I receive are handy for formatting! Seiously though, I'd agree with you, certainly this year has seen a decline in both the number and quality of demos. I think the best one I've seen so far this year is 'Spice up your Life' by the group Triad. Actually, this release surprised me as I didn't realise that Triad were working on anything. The demo is a bit of a throwback to the old style demos, which is a good thing I feel. The Europeans certainly knew what they were doing in the late 80's and early 90's when it came to demos.... much better than the majority of the Polish demos that we see today. I suppose the best Polish group around is Lepsi De, but as with most Eastern countries at this time of year, the 64 seems to take a back seat. The diskmags are taking a real pounding at the moment and yes, you're right, the next issue of Relax will be the last. Relax is probably the most popular diskmag on the scene at the moment, so that must tell you something about the state of the 64 scene. Most of them rely heavily on the illgal scene, they always have done, and if there's no new games being released for them to crack, then basically, the mags have nothing to talk about in the way of charts and so forth. Okay, there's the legal scene covering demos and so

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come more relevant. The reason for the hap hazard placing of pictures and graphics was the impending approach of the printing deadline and not having left room for anything else - other than the screen shots - which did not arrive ! (2) Simon Reece - purely my mistake - sorry Simon ! (3) Software pack and music CD pricing and details - again, my fault - we live and learn don't we ? (4) Reviews of PD and Riddles and Stones, well I have to admit to placing these disks behind some other stuff and with the rush of the deadline I did not have the time to sort it out - I will be making up for this oversight in the next issue. (5) You are quite right in what you say and as from NOW all articles will be accepted in any format the writer wishes to do it in. Have a look on page 21 for brief details. To be fair, the strict conventions in the 'writers pack' are for those people who wish to supply me with an article 'completely finished', although I did not make that clear within the 'writers pack'. A new 'writers pack' is now available and all those who requested one earlier will have received the new one with this issue.

    With regards to the comments on pages 54 to 56 (of this issue) about this magazine becoming a GEOS publication, come on guys, there were only 4 pages out of a possible 60 that had GEOS related articles on, and one of those was a review of a new piece of UK hardware that had been designed and made by Mark Vowles. I can assure you that this magazine will not become a GEOS magazine, BUT, to help me report on all things C64 I need the help of everybody who are 'in the know' to let me know what is going on with other aspects of the C64 so that I can put it within these pages.

                                                                    - ED

What some other people said about issue 21 !

    I would just like to say that, for the first issue, you did a GREAT job, well done. A few more issues and I think you will have a truly 100% great magazine for all to read.
    Anyway, Tracy said you did a good job which must mean it's good !!
    - Vinny & Tracy

    Thanks, both of you.

    Thanks for a GREAT issue of Commodore Scene !
    I've had a very good read and enjoyed it ! You've done a great job so far in taking over the magazine, and I think you are a worthy person to take the place of Richard as editor... So well done.
    The coverdisk was also great.
    - Frank Gasking

    Thank you, to be fair I have to give the credit for the coverdisk to Richard he compiles the contents and then sends the master onto to me for duplication.

    I am writing to you to say how much I like CS21. Don't get me wrong, the previous CS's I got from Computer Scene and Richard Bowen were great. However I find with issue 21 the text is clearer, easier to read, and generally well presented, Fantastic !
    And your good self even says that there are going to be more changes to this 'must have' magazine.
    I also think the new cover looks very professional as well. First impressions count, and if the front cover doesn't get you more readers I don't know what will.
    - Dean Sadler

    Well Dean, what can I say - Ta !
    With regards the front cover, I have to admit to being given some of the graphics and to be honest it was thrown together and it was definitely not my favourite part of the magazine.
    I believe this issue is more in the vain of what I am hoping to produce in the future, hang in there !

    You've done a GREAT job for a first attempt and in a hell of a rush too !
    - George Potter

    Issue 21 of Commodore Scene is GREAT. You and your friends are as good as Richard.
    Hooray for 'us' readers.
    - Jim Crumley

    Good luck and keep up the good work !
    - Bob Blackburn

    Thanks for CS21, you've done a great job.
    - David Ivall

    I wish you every success with the magazine and hope you continue to get enough support to make it all worth while.
    - Dennis Chard

    May I wish you all the best with taking on CS, long may you survive.
   - Thomas V Moore

    There were more but modesty does not let me carry on, and besides, I am running out of space.

    I would just like to thank everybody who took the time to put pen to paper to comment on CS21, also a big thankyou to all of you who sent condolences about the death of my father, it was a trying time and I have to say that they all meant a lot to me, thankyou all.

CREATIVE MICRO DESIGNS
PRODUCT NEWS AND REVIEWS
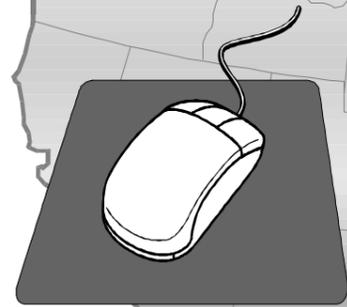
CMD SmartMouse
The ultimate 1351 compatible brings the quickness and maneuverability of a PC mouse to the C64/128. The prefered input device for GEOS and many other applications. It can be used in 'joystick emulation mode' to control application that do not support a mouse. It has three programmable buttons and a built in real-time clock which will set the clock in your applications automatically.

Comes complete with : user manual and utility disk, the disk contains such things as a clock utility, GEOS software driver, drawing/painting program, and more.

geoCable II
(pass-through interface is not shown)

Connects modern IBM compatible Centronics printers (thats nearly everyone being sold today) to the User Port of the C64/128. Increases speed transfer rate by up to 200% and has a pass through port.

Comes with a utilities disk for GEOS which contains up to date printer drivers.
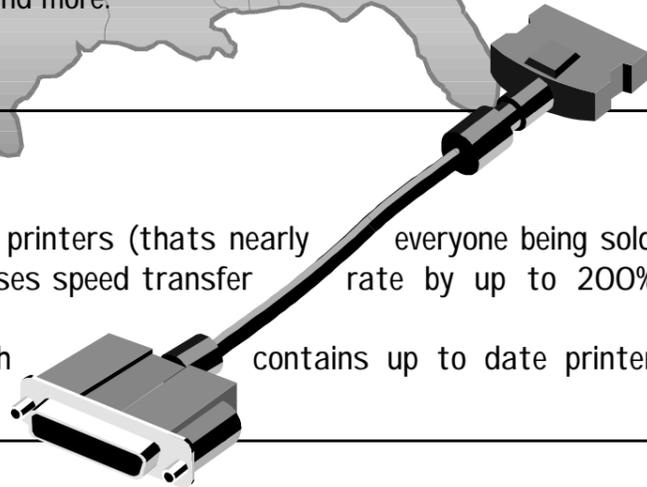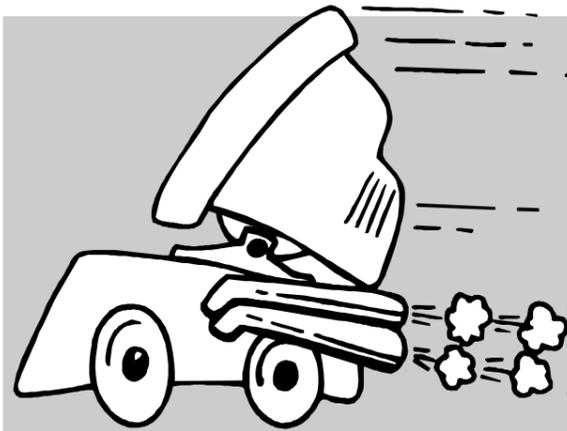
SuperCPU 64 and SuperCPU 128
Want more speed from your C64 or C128 ?

Well, it certainly does not get any faster than this. Boost your humble machine up to 20 Mhz - thats 22 times faster than it runs now !

This device can also have up to 16Mb of on-board memory.

Comes complete with JiffyDOS built in as standard and a utilities disk for all your speedy needs.

COMMODORE WORLD MAGAZINE Issue 23 NOW OUT !

COMMODORE WORLD
This magazine is the ONLY commercial magazine left for the C64/128 in the world !

It covers all aspects of the C64/128 and is a must for every enthusiast.

Some issues are now out of print, ask before ordering to avoid disappointment.

Wheels64

What follows is an e-mail communication from a C64 contact who ordered the complete GEOS and Wheels64 package recently. It just goes to show how easy, and sometimes how hard, things can get. But help is always at hand in the C64 community. - ED

I think did say to you I ordered GEOS direct from CMD as I missed your last deadline before you went away.

While I waited for that to come I studied the Wheels manual very carefully.

When GEOS came I studied that carefully as well and then set about installing it and guess what - No hassle all went well. So I then used it a bit with the 1541 and then set about creating a 1541 boot disk with geoMakeboot and guess what that worked fine as well. So flushed with success I set about creating a 1581 boot disk on my HD and Guess What it worked, it really worked, so there I was booting GEOS up from the HD direct, WHOW I had a pint to celebrate.

The after a fair bit of playing around with it and moving files and copying and experimenting I though right now for Wheels and guess what, IT FAILED. I got so far through it and it sort of tripped into neutral. Maurice fave me some help which got me a little further but then it tripped into neutral again and he said he would send me a new disk to try again and if that failed then I am to send him my GEOS disk and he will do it for me. I am sure I did it all correctly but he seems to think the disk is corrupted somehow.

So that is the situation to date. I have also bumped into another GEOS whizz. Colin J Thompson and he has been very helpful with a few questions I have had to date as I am sure you must be a bit too busy to have me crazing you at the moment. But most of the time the answers are in the book or become clearer as you keep on experimenting I am beginning to find. There is an awful lot to learn though but I haven't done anything 'in anger' with GEOS yet as the first two attempts were failures. Still this week I shall have another go.

Well, it just goes to show that we all have problems sometimes doesn't it ? I believe the author of this was Edward Walker, although if I am wrong I apologize now. I am sure Maurice won't mind me saying that there are bound to be a few teething problems at first, especially with such a complex piece of programming such as this. In fact, I think that the problem is compounded with the variations in the C64 throughout the world, and that is not Maurice's fault ! To his credit Maurice is giving Edward one-to-one help and that is something that is common to most people in the C64 community, the help is there if you need it - don't be afraid to ask ! - ED

WHERE HAVE I HEARD THAT TUNE BEFORE ?

How many of you have recognized a familiar tune whilst playing your favourite C64 game but just couldn't place it? Hmmm.Theres no need to rack your brains any more as help is near at hand. I chose a selection of games and tried to track down the source of the game tunes. My findings were interesting as you shall see. Although I carried out an extensive research on identifying the musical sources I am not infallible, therefore I would welcome any correction(s). If any reader knows otherwise or would just like to submit their own musical findings then please write in to CS. I am sure you'll agree that the C64 is capable of easily producing amazing renditions of classical and popular tunes.

C64 Game	Music based on
Ace of Aces	*Land of Hope & Glory*
Bombjack	*Magnetic Fields by J.M.Jarre*
Blues Brothers,The	*Peter Gunn by Duane Eddy*
Bladerunner	*Bladerunner End Title by Vangelis*
Beverly Hills Cop	*Axel.F by Harold Faltermeyer*
Captain Blood	*Ethnicolor by J.M.Jarre*
Chiller	*Thriller by Michael Jackson*
Elite	*Beautiful Blue Danube by Johann Strauss*
Frank Brunos' Boxing	*Living On Video by*
Ghostbusters	*Theme by Ray Parker Jnr*
Gyruss	*Toccata & Fugue by Bach*
Hypersports	*Chariots of Fire by Vangelis*
Jet Set Willy	*First 2-part Invention by Bach*
Kickstart	*The Can Can by Jacques Offenbach*
Loco	*Equinoxe by J.M.Jarre*
Mickey Mouse	*Sorcerers Apprentice from Fantasia*
Mr Do!	*Can Can by Jacques Offenbach*
Pang	*Puff the Magic Dragon by ?*
Petch	*Popcorn by ?*
Pandora	*Remix of Dune film theme*
Quake Minus One	*Titan March by ?*
Rainbow Islands	*Somewhere Over The Rainbow*
Robocod	*Robocop theme by Basil Poledouris*
Sanxion	*Romeo & Juliet by Sergei Prokiev*
Scalextric	*The old BBC Grand Prix Theme*
Sentinel	*Also Sprach Zarathustra by Richard Strauss*
Spirit of the Stones	*Night On Bald Mountain by M.Mussorgsky*
Spy Hunter	*Peter Gunn by Duane Eddy*
Twin Tigers	*Airwolf Theme by Sylvester Levay*
Untouchables,The	*The Cascades by Scott Joplin*
U.S Gold Tape Loader	*Star Spangled Banner/Yankee Doodle*

If you too have recognized a popular tune in a C64 game then why not write in to CS and share it with all our readers.

Arif Perez (c) 1998 for Commodore Scene.
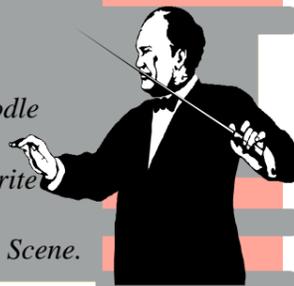
WANT TO WRITE FOR CS ?

If you want to have a go at writing for Commodore Scene but aren't quite sure how to go about it, then just drop me a line at the editorial address and I will send you a FREE 'Writers Pack'. It comes full of information to help you out and it is updated regularly. See page 21 for brief details.

CMD IMPORTING SERVICE # 8

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SuperCPU 64	£140.00
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128D Kernal (metal case)	£27.50
128D System (metal case)	£36.00
C64 Kernal (24 pin)	£16.50
C64 v4 Kernal (28 pin)	£16.50
SX 64 System	£33.00
ROM's for disk drives	each £17.00

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

RAMLink (JiffyDOS installed) & REU's
RAMLink - base unit (no RAMCard II)	£115.00
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RAMCard II - 0Mb , no RTC	£38.50
RAMCard II - 0Mb , with RTC	£44.00
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FD replacement mechanism	£40.00
FD instruction manual	£12.00
RTC add-on kit (existing owners)	£24.00

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FD series & RAMLink Mk2	UK £20.00

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* state disk required - 2.1 / 3.2 / 3.2r / 4.1	
geoCable (parallel to centronics)	£19.50
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CMD product catalogue	UK £3.00
Anatomy of the 1541	£8.50
C64 science & engineering	£8.50
C64 tricks & tips	£8.50
C128 computer aided design	£8.50
C128 BASIC training guide	£8.50
Commodore World Magazine	
- single issue (current - 23)	£4.00
- in stock - 9,11,12,17,18,19,20	UK L £4.50
- 2nd hand - 1,3,4,8,10	UK L £2.00
- subscription (8 issues)	£50.00
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GEOS programmers reference guide	£25.00
Graphics book for the C64	£8.50
Hitchhikers guide to GEOS	£25.00
Ideas for use on your C64	£8.50
Printers book for the C64	£8.50
Mapping the C64	£8.50

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Where in XX is Carmen SanDiego ? :	
- the world / europe / time	each £29.50

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GEOS 64 v2.0	£33.00

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geoShell	£16.50
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PPLQ font collection 3	£11.00
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L = limited stock or offer. N = New item
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All details were correct at time of going to press. Delivery is approximately four weeks after the 1st of the month.

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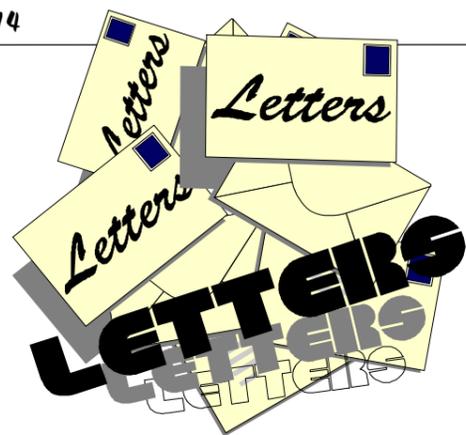
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LETTERS

Welcome back to the letters page !

As you can probably imagine, I have had loads of letters pouring through my door recently - the more the merrier - here is a collection from the mailbag.

Right then, on with the show ! - ED

Dear Allan,

Please find enclosed a couple of articles that you might consider for publication in a future issue of CS.

Although I do not consider myself a prolific contributor, I feel that, at least, I have to make the effort, otherwise our magazine may go the way of all the others dedicated to the C64, and that is 'fall by the wayside'.

I was looking through some of my disks the other day and came across some called 'Light' and 'Club Light'. I had another look at their content and realized what I had missed. These disks were produced in 1992 by John Simpson and Jason Finch, and were of exceptional quality.

I discovered that this series of disks died due to lack of support, and I am as guilty of this as the others, some 300 of them, for allowing this 'Light' disk series to die.

Unless we support the work of yourself and the contributors at Commodore Scene may go the way Light did.

In closing may I wish you success in the forthcoming issues of CS, I am willing to assist in anything that may be needed to be done.

Just drop me a line.

- David Walker

Hmmm ! Well David, I could relay do with someone to rub my shoulders while I produce CS !

Seriously, thanks for the contributions and the kind words. You are correct in what you say, we at CS need support from the buying public, CS costs money to produce and the only income is from the sales of CS, while at the moment the cost of the magazine is just covered it does not cover the cost of such things as the scanner, the new drives, the printing paper and the Zip drive that I had to purchase to transfer CS to the printers.

I know that this is my problem so I won't bleat on about it, but there is one thing that everybody can do to help me. Could everybody who sends in contributions also put it on disk for me please ? That includes 'letters' and everything else that needs to be transferred into the pages of CS.

To give you an idea of the time scale - it takes approximately four weeks to transfer all the 'written' text in to CS - that is a very long and laborious task.

I WILL RETURN ALL YOUR DISKS.

- ED

Dear Allan,

Myself and Helen are glad to be able to help in some small way with your magazine. Between them I must say that 'scene' and 'zone' are really helping to fill the gap that was left by the previous newspaper magazines (force, zzap, format, etc). I feel however that the fanzines bring us ' the public' that little bit extra that the other magazines lacked.

It really is up to us (the readership) to continue the 64's life.

Do you think it would be possible to print Mike Berrys photo in the issue that Savage Platforms will be in ?

- Wayne and Helen Womersly

Thanks, as for Mike Berrys picture, well here's the plan. I want to do a couple of pages on the new game in the next issue, this will include screen shots, instructions, colour disk sleeve and a colour photo of Mike Berry.

Well, that's what I want, it all rests with Mike now ! Over to you Mike !!!

£1,700 on a PC ? - That would get you a spectacular MAC system !

I gave CS a plug in ICPUG.

- Ken Ross

Thanks for the plug, Ken.

As for the price of Elaine's PC - It sounds to me as though she has been ripped off ! - What a shame !!

PRINTER SURVEY

As you are aware, I have been trying to get people from all over the country, who use GEOS, to do a bit of printer testing using various printer drivers, And here is a preliminary report gleamed from the results so far.

Not all the results are in yet (no rush, don't panic) and it is still possible for more people to help if they wish, just drop me a line and I will do the rest.

The aim of the test is to find a printer and a printer driver that can produce a crisp and clear printout, every time (with no fading of blurring). It must be able to do this in both colour and in black and white. The print times should be reasonable and I set fair target times at about 1 minute for black and white and about 2 minutes for colour.

Everybody was given the same pack, instructions, files and printer drivers (hundreds of them!). The pack consisted of 4 x double sided 1541 disks, 1 x standard letter, copies of all the geoWrite files on the disks (just in case), 1 x copy of the disk sleeve, 1 x return envelope and some stamps* and finally, 5 x plastic sleeves to send back the results in. * It transpired that the amount of stamps sent was not quite enough to cover the cost of the return postage, so those people were reimbursed with either money, stamps of a current issue of Commodore World.

The actual printing process was quite simple, it went something like this:

1 You opened the geoPaint test file that I supplied. 2 you printed it out - recording various bits of information and then writing that information down on the printed out sheet. 3 you then automatically went back into geoPaint after printing 4 you changed the printer driver (using the program supplied) and started it all over again, simple!

Why use geoPaint for testing? The answer is simple, geoPaint allowed me to created a document that I knew would be exactly 8" x 10" and it would also allow me to make it a black and white and colour document at the same time. The standard finished size would allow me to quickly and easily compare the results when I had them in my hands.

So far the following printers are on trial; Citizen 120D+, Citizen Swift 24e, Commodore MPS1230, Commodore MPS801, Star LC10, HP520 (Hewlett Packard), Epson Stylus Colour 500. Some of the printers have been duplicated, which sometimes gave different results, hmm!

By the way, I would be grateful if somebody with a Canon bubble/Inkjet printer would come forward to help - Any offers?

You Want Results?

Don't we all? Well so far some of the results are looking quite good and some of them are quite awful (even the people testing them said so!), more in-depth articles on each printer will be covered late, but here are some of the main results so far.

Quickest print time	50 Seconds
Longest print time	39 minutes
Best type of colour printer	24 pin
Best type of black and white printer	Bubble/Inkjet
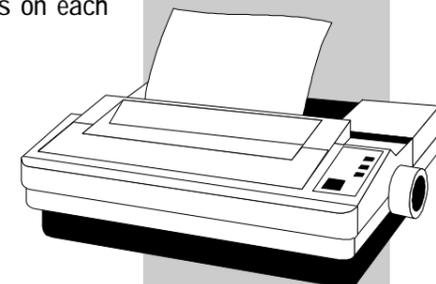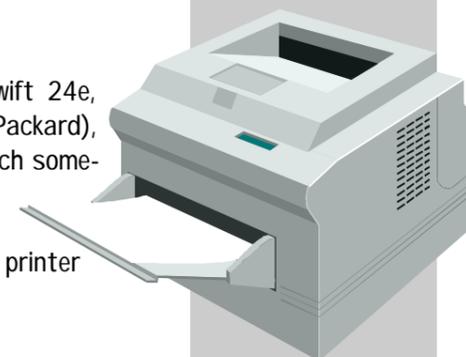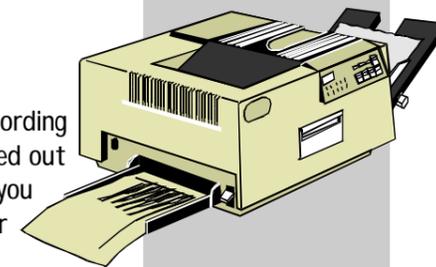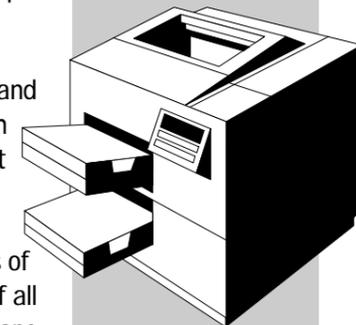
COMMODORE SCENE file #2

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There is an 'Advertisers Pack' available if you require one. Just drop me a line at the editorial address.

All paying advertisers (not classified) will receive one FREE copy of the issue of Commodore Scene that carries their advertisment.

There are always special offers on advertisement rates, give me a call !

COMMODORE SCENE file #3 & #4

General Conditions

Any work received by Commodore Scene will not be returned, except for disks. All submissions on disk will be copied to your personal disk at Commodore Scene (UK), then your original will be returned to you.

Commodore Scene will consider ANY commication to be 'printable material' unless you specifically state otherwise.

CS Writer Scheme

All people writing for Commodore Scene will be rewarded in some way. If you would like more details then please write to the editorial address for the 'Writers Pack'.

Provisional dates & deadlines

Issue	Copy date	Distribution date
23	14/11/98	14th Dec 98
24	8/2/99	1st March 99
25	7/5/99	1st June 99
26	6/8/99	1st Sept 99

####### Millenium edition #######

27	12/11/99	3rd Jan 2000

####### Millenium edition #######

Hi Allan,

It's I again, just one VERY little thing, you used a few of Simon's pictures in CS21, but you didn't mention him in the credits. Did he ask you not to mention him or did you just miss him out ?

Look after yourself and mail me soon.

From your good friend, Vinny.

I know, I know ! Vinny/Simon I am really sorry, what can I say ? There was an earthquake, the car caught fire and burned the house down, I was just about to type your name in when all my fingers fell off ?

No ? I just forgot.

Dear Allan,

Sorry to hear that Richard is giving up producing Commodore Scene, but also glad to hear that you are going to carry it on. Bit of a panic went on here for a while, I have missed CS being produced every month and having to go quarterly, then when I thought we were going to lose it altogether I was disappointed but NO ! Thank goodness, Allan Bairstow to the rescue. *(what a hero - ED)*

I'm not being funny, I would really have missed it as I like it for the more serious stuff and advice. I've learnt so much from CS and there is always someone willing to help with a problem. There are some nice people out there in C64 land.

- Linda Withers

Glad to be of service, Linda.

Linda enclosed a picture of the new VTECH computer (see data blast section), so much for new ideas !

Dear Allan

I am so happy to hear from you. You appear to be becoming Mr Commodore in Britain. It may sound like I am teasing you but instead I am commenting that you seem to be constantly trying to save one C service after another. I wish you well in your endeavours.

I want to be frank about the Commodore Scene. I want very much to exchange with you. Very much. However I was not greatly inter-ested in the issues I saw earlier. They were very much geared to the European market, talking on and on about what groups were up and which were down and so forth. This is very informative to insiders but an outsider it only made me feel further separated from the European Commodore community. Also, most of the programs were on 1541 disks. In my work, I seldom if ever even use a 1541 or 1571 drive. Most every project I do is from a hard drive or my RAMlink. Is this emphasis on 5 1/4" drives the best way to advance the Commodore community ?

Even as I say these "nasty things, I apologize. I have a feeling that the Commodore Scene which you edit will be a worthy publication. But I wanted to clear the air before we began our exchange. I hope that having a good friend at the helm of Commodore Scene will allow me to ask questions and receive into that will help make it all make sense to me. OKAY?

I also want to know if it cost you money to send e-mail. I pay $20 a month to have unlimited internet access. Therefore, I can send all the mail I please at no extra charge. I have received the impression that Britain is not so generous to its users. Do you have to pay something for each e-mail you send or how is your cost structured.

I am currently putting together the next newsletter. I am hoping that you might like to send me an e-mail on your opinion of the condition of the Commodore community in

Europe in general and England in particular. This would be a wonderful opportunity to "advertise" your magazine. We mail out about 80 each month and it would get some good exposure. I will need it by this weekend if you would like to contribute to this next issue...?

Sincerely

K Dale Sidebottom.

Hi again Dale, it seems that we have far too few com-

LETTERS
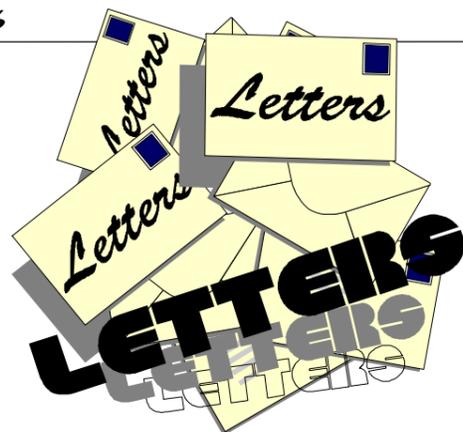
munications between ourselves, but then again, we are both very busy !

As for being Mr Commodore, well I feel as though I am only doing my bit for the C64 scene in the UK, nothing more.

I know that you are not too 'taken up' with the content of the magazine but I send you a copy just to let you know what is going on over here in the UK. As for not using the 5 1/4" drives (I didn't send Dale the coverdisk this time), I too only use the RAMlink and 3 1/2" drives (as you know), but in the UK it is a case of dragging most of the C64 users into the next century as some of them are still using the datasette for storage - aaaargh ! So, as you will understand, I am still trying to get them to use a disk drive rather than that dinosaur !

No offence is taken from any of your remarks, Dale !

E-mail, well, if I use the C64 through Lentil it does not cost anything apart from the telephone line charge which is usually 1 pence per minuite. If I use my Compuserve address then it cost me £6 per month which gives me 10 hours on-line free (I think) and I have to pay the line charges also. I have to admit to not going on the Internet very often as I find it far too slow (I use a 56K modem).

I will e-mail you in due course, as soon as the magazine is finished.

In issue 17, page 48, Serious Stuff, we were told how to make a Centronic cable, a very good article, and were going to go ahead and make a cable, but I also have Perfect Print and it tells of a Parallel cable, they have difference connections, what if the difference and what is the best one to have or would both be useful and how would you use them.

If I went mad one day and bought a modern colour printer, would it work with GEOS?

Looking forward to receiving issue 22 of Commodore Scene, enjoyed issue 21, your first, keep up the good work and don't get snowed under, above all, forget about your-

self, you belong to us 64 users and you have to continue regardless to keep us alive. It is such a small collection of words but is the only one you can use to convey our appreciation.

Best regards
Brian G Faulkner.

The cable mentioned and the geoCable are one and the same, I have used both types and I have to admit that the geoCable connections work the best. I ended up rewiring the original cable to the specifications of the geoCable.

Modern colour printer - YES it will work - BUT, there is a catch, isn't there always ? Some printers do not accept the colour control codes from a C64 so it may be that your printer will only work in black & white. I know the Canon BJC 4100 does work (I have one) as do some others. The best way to find out is to first of all get a working geoCable (or equivalent) and then buy a printer on 'sale or exchange' from the place you buy it from, that way if it doesn't work you can try another one, some places will allow this - shop around !

One point I really want to make: after reading in your letter section the letter from Shaun Bebbington. My feeling is simple: he mentioned that C64's need to be brought up to date. That's all very well, but you need stuff to use with this! For example, I own an FD drive and RAMlink. both have been great. I use the FD for transferring files from the PC (see my Simpson's demo), and the RAMlink is used for GEOS and the graphics program GoDot. If you're a games player, you may not benefit, as many games may not work on these devices without reprogramming. Also why would companies support devices which very few people may have? Also, would someone fork out £200 for a Super CPU just for one game? Even console owners wouldn't be that stupid (well...). Also his point that the 64 failed as a business machine - well, duh! How many people knew about GEOS before the likes of Russ Michael's came along? The commercial magazines were useless, and hardly mentioned any of the serious software (to my

IT'S MAGIC
reviewed by Andrew Fisher

created by
STARDUST for CRYSTAL SOFTWARE,
available from Crystal Software.

According to the scrolltext on the title screen, this is Andre of Starburst's first game. Unfortunately, Dirk (the graphic artist) has chosen to copy bits from a lot of other games rather than create something new.

A bi-directional horizontal scrolling platform game, you guide Tom the cat on his quest to find the diamonds and magic potions in each of three areas of the Outlands. Nasty creatures like large frogs and giant bees are out to stop you, plus there are other hazards like spikes, falling stalactites and water.

As mentioned, this is a real stew of mixed graphics (three parts Creatures 1 & 2, two parts Heavenbound, two parts Great Giana Sisters, one part Mayhem) but the overall effect is pleasing on the eye. An excellent title tune is replaced by some adequate sound effects.

Gameplay is familiar at first and very enjoyable. Each area has at least eight fairly short levels with a large end-of-section monster, which improve as the layouts start to take advantage of the two-way scrolling. For example, on level 8 of the Green Island Mountains, you have to jump across, then up, then back the way you came to get a diamond and reveal the monster (a cute green dragon who fires at you) carrying the magic potion.

Joystick response is fast and accurate, although I did miss Mayhem's ability to drop through certain platforms. A clever touch when you die is the way your ghost (another

"borrowed" graphic) moves up the screen; you can steer it to a safe place in the moments before you re-appear. A shield, extra life and a "D" icon can also be collected; the D turns everything dark and allows you to run into monsters to kill them for a short while.

So how does it all fit together? The answer is that the overall package is good, from the title screen with it's stars scrolling by to the high-score entry at the end of the game. Putting aside the lack of originality in the graphics and game design, it comes out well.

GRAPHICS   : 81%
would have been more if they had been more original

MUSIC   : 75%
good title tune, OK sound FX

PLAYABILITY   : 83%
easy to get into

LASTABILITY   : 79%
you'll stick at it to see the later levels

PRESENTATION   : 72%
no intro, but a good overall package

VALUE FOR MONEY   : 70%
get out your guilders!

OVERALL   : 79%

Recommended for platform addicts, everyone else should think about getting it as well

PRINTER PROBLEMS ?

What follows are some recent problems from the Internet regarding the C64 and printers - again !

My thanks go to the person who sent me these clips of information but yet again I have to say sorry as I lost the persons name before inserting the text - sorry !

I use a Canon BJ 10-sx. It has 2 emulation modes, Epson LQ-510 and IBM Proprinter, plus a Canon BJ native mode.

Both modes have their pros and cons. If using the built-in test rather than a bitmap output like GEOS generates, then the LQ-510 mode appears to be more versatile. A word processor that allows Escape-code commands to be sent, like the excellent "Paperclip", allows all the useful features to be accessed - double strike, extra width, pitch changes, line length, etc. LQ-510 commands are a superset of the older Epson FX-80 command set, which is supported in any decent C64 program designed for printer output.

With GEO, output really depends on the printer driver, Proprinter drivers appear to have less vertical distortion, but his was fixed with a Laser matrix driver.

If going for a newer printer, make sure it has a standard parallel port, has IBM Proprinter AND Epson FX-80 or better emulation, plus easily accessible DIP switches to change settings such as font, emulation mode linefeed, etc.

If you get a colour printer, make sure the cartridge ink reservoirs are individually refillable, since you'll be refilling the black many time more often than the colours.

To interface the printer with a Commodore computer, use a geoCable if GEOS will be mostly used (much faster then serial), or a Serial-to-Parrallel interface for everything else. This interface will take signals sent to the printer over the serial cable, convert the PetASCII control codes, and Commodore fonts to real ASCII or printable bitmap images when they got shot

over a parallel cable to the printer.

Two of the best are the Xetec "SuperGrafix", and Micrografix "MW-350"

Marc Walters

I have the BJC-250. It works nicely in GEOS as well as standard C64 mode.

To get it working I first had to get some information from someone here, who was kind enough to send me the Windows codes for this printer.

I then found a Shell printer driver for the older BJ200, which I modified which the Shell driver editor to include the above special codes.

Now I have a BJC-250 driver for single-pass 80x72 with NO distortion, and a 3-pass version (240x216), again with NO distortion.

The codes involved were kinda weird really. With your printer interface (Xetec Super Gfx Jr for me) set to transparent mode, you had to send something like this.

*The escape codes : CHR$(27) CHR$(31) CHR$(0) CHR$(0) CHR$(2)

*The text "bjlstart" in Commodore lowercase

*a line feed (CHR$(10))

*the text "@setcontrolmode=bj" in Commodore lowercase

*a line feed (CHR$(10))

*The text "bjlend"

*a line feed (CHR$(10))

By inserting enough bytes with the editor, to hold this information in the "page start" variable in the Shell driver, I can force it to switch the printer to BJ mode, which produces excellent distortion-free 80x72 graphics when set to that mode.

In the "Page End" variable I placed the same codes except that I changed the characters "bj" in the fourth line above to "lq". This forces the printer back to Epson LQ mode, which is required to print in Commodore mode.

Why? Because the BJ mode screws up the bottom two lines of a printed page if you don't preset the margins, something which is often a hassle to do when all you want to do is dump a C=text file to the printer.

LQ mode has the margins preset at the factory, and also this mode works fine with some programs that assume specific margins (like the doc printer in Desterm 3.00).

Now if I could just figure out how to make the printer print in colour.

Canon tell me that the printer is only capable of colour when printing in 360x360 DPI mode. That's bullshit - there must be other

resolutions that print in colour.

The printer driver I am using supports colour output, but the printer appears to be ignoring the colour codes,

which I am also allowed to edit in that driver.

Anyone have any suggestions?

Is there also a three-pass driver that can do colour as well as B & W?

Come on, I know GEOS can produce a better quality that this.

Nate Dannenberg.

Finally, make sure you can take the printer back for a refund if you discover it does have some incompatibility, or pathetic 9-pin emulation (like certain Epson inkjets).
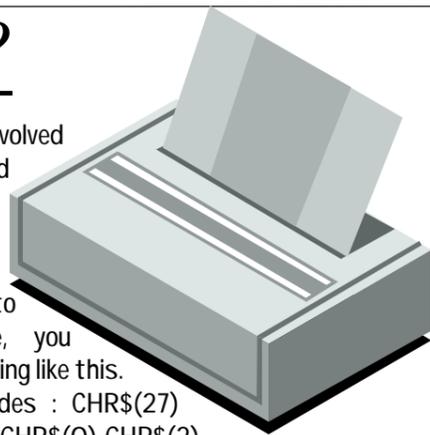
knowledge). Commodore themselves weren't bothered about the future of the 64, so where were people supposed to get the info from? And it's complete tosh that CMD's devices will "generally benefit everybody" - how, if you're a games player, and very few games work with that device?! These are just my opinions - I don't want to start a war. The last thing I'll say on the matter (to Shaun directly) it's all very well not liking articles or opinions, but if your facts are wrong then it's no wonder people will get angry.

Well, that's all for the moment. Keep up the great work on the 64 - at least CS readers know who they can trust!

Regards
Danny Tod

Thanks for that Danny, well I have to say that I agree, you are quite right that nobody will buy all the new enhancements for the C64 because nobody is producing new software. This is not quite true in the USA, as far as I am aware new software is being produced for the Super CPU, but it won't work in the UK - bummer ! And, lets face most people in the UK won't even part with £10 for a second-hand disk drive - you just can't help some people.

GEOS was not pushed in the UK, which was a shame as I feel things could have been very different if it had been, I only got into GEOS by accident, it came along in a bundle with my drive !

I want things to change in the UK, lets hope they do !

Have you tried getting web pages through Lentil? I read an article in Commodore World about sending e-mails to a server which searches the new for up to 10 pages per e-mail and sends them as an e-mail in a format specified by yourself. I have tried this myself and I am very impressed since it allows free access to the internet though there is the obvious disadvantage of the time delay by compared to paying 15 quid per month it's a great deal. (Issue 21 page 28). You have probably seen this but I was just checking.

One more thing, have you experienced problems with geoSpell ? I was spell checking this letter and it checked pages 1-4 all right

but then crashed on page 5, further attempts failed to check any pages. The computer crashes while checking either 'w' or 'y' words.

OK, I think that's enough for now! Have fun with the printing results and good luck with CS.

Mark Vowles.,

Hi Mark, the simple answer is 'no I haven't tried it'. But if it is as good and easy as you say then maybe I will. How about a brief run-down of the process for the readers ?

Problems with geoSpell - I have not had any problems with my copy - wait a minuite - yes I have, it crashed on me once when checking a very large document, but it shouldn't crash when checking specific letters of the alphabet. I think you ought to reinstall the program as it sounds as though something has become corrupted.

In CS#21 on page 7 under the "Software" box you printed the name and address of one BOB BRENCHLEY who is supposed to have 1000's of 8 bit titles. I sent him an A4 SAE back in July and have still not heard from him. As a matter of interest where did you find his details - is he for real?

There is nothing more disappointing than somebody NOT replying!

Arif Perez.

Sorry to hear that Arif, I can't remember where I got the details from, sorry. All I can say is that I have only ever been 'stiffed' by one person when ordering through the post and I ended up out of pocket, at least you are only SAE missing. I will attempt to contact him myself to see what has happened.

Dear Allan

I have sent you the order for CS22 and I am now ordering the next issues 23-26 for which I enclose a cheque for £15.00. Since I have had a C64 I find that CS is a good magazine for C64 users, and I enjoy reading it to see how others are doing things and find quite a lot to help me as a beginner with C64. I have taken your advice and have written to Richard Bowen with reference to the PD lists but am awaiting an answer soon. Well I hope that

LETTERS
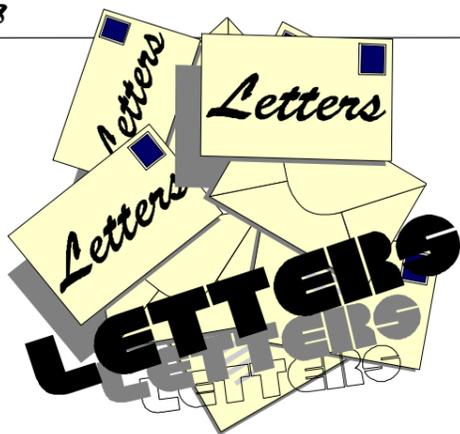
your taking over CS is going OK and you are getting the support you need, for there aren't a lot of magazines around, and certainly none in the shopping areas, mostly for PC - but I don't like them much.

Well this must be all for the moment.

My best regards

Geoff Wilkes.

That's more like it ! - Subscriptions for CS keep me going !

Dear Allan,

I enclose a cheque for £15 for a years subscription to Commodore Scene which I understand Richard Bowen has passed over to your capable hands. Well, good luck and keep up the good work. I have only realy recently aquired a C64c and was at a loss as to what to do with it or where to go when I had problems. Then I found Commodore Scene - GREAT !!

Everywhere I went said "can't help", or "don't want to know, don't care". But now I know that someone, somewhere cares about the C64. Cheers !

- Bob Blackburn

No problem Bob. If you need any help you only have to ask - that goes for everbody else as well. Thanks for the subscription as well, in all seriousness though, subscriptions do help me a great deal, it means that I can plan how many issues are going to be needed and how many people will be needing them. I will always accept single issue orders of course, but the amount of orders I recieve directly effects how many copies I order from the printers. Up to press nobody has had to wait for a reprint yet !

Hi Allan,

Thanks for a brilliant article concerning the main man - Jeff Minter - in issue 21, which concerned the C64 emulated games.

I personally wrote to Jeff complimenting him on his C64 conquests and also relaying some game ideas to him. This was around October 1995. I then recieved a very nice reply from one of his helpers (a Portugese sheep I think !). Seriously though, the letter said somthing along the lines of - "Jeff no longer see's the C64 as a viable games machine".

Okay, so Jeff was never a money grabber like the 'fat cats' he makes referance to in his introduction text for Llamatron (Amiga) and Revenge (Amiga), which incedently are suberb. BUT, at the end of the day the whole point of doing a game is to see somthing for it - just look what happened to Jon Wells - HE LOST INTEREST DUE TO LACK OF SUPPORT (and piracy). So my lovelies I'm afraid the yak man is, shal we say, NO MORE 64 !

Still, look at the legacy of games he has left behing for us all (not to mention the GROOVY compunet demos he did).

Farewell for now my friends....

Wayne & Helen Womersly

Phew ! What a long letter (it was actually one of their 'marathon' letters which I have had to shorten !)

I think you said it all yourself in there somwhere, so I will make no other comments myself other than to say that I too hold Jeff Minter in the highest regard - Well done Jeff for all your hard work.
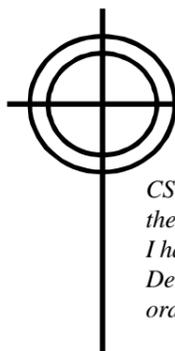
Don't forget !
CS T-shirts and the like are now available from the editorial address.
I have one of the black polo shirts and it is great ! Delivery can be as quick as three days (for postal order, orders).

ERASING AND INSERTING - SUPERSCRIPT 128 TIPS #2

ERASING
The first part describes how to erase:-

ERASE END OF LINE (Used when you are wish to erase text when typing over an existing address for example:-
Go to the first line of the address, type over it your new first line and then maybe you will see some words remaining, so to remove these:-
Type:- F1 e(rase) e(end of line) (R) All the text after the cursor is removed.
ERASE A LINE
Place the Cursor at beginning of line to erase. Type F1 e(rase) l(ine) which then erases the line (R).
You must then reformat the text by Holding Cntrl (Control) and pressing x
ERASE A BLOCK OF TEXT
Place Cursor on the First character and line that you wish to start at.
Type:- F1 e(rase) b(lock)
You will see a prompt at the top "Use Cursor to mark block" (this is in next to Edit)
On the next line you will see "Define block from cursor and erase.
Use the Cursor down to define the block of text.
If necessary, use the Left or Right Cursor keys also so that all the text you wish to erase is Highlighted. (R)
Text in the block you highlighted has all been removed.
ERASE CHARACTER OR WORD
Put Cursor to the Right of the Charactor or Word you wish to Erase and press Inst/Del.
You Must then use Cntrl x as noted in (2) to Reformat the text.

INSERTING TEXT (Well the two do go together!!)
Move the Cursor to exactly where you wish to insert new text into a document/letter etc:
Type:- F1 s(et) i(nsert) - at the side of the W in white on top of the screen (next to EDIT) you will see an 'I' has appeared, this tells you that the Insert mode is ON. Then type your new text.
When finished typing in the new text:;
Type:- F1 s i again and you will see that the 'I' next to the W has gone and text will be reformatted. You are now back in normal Edit Mode.

INSERTING A CHARACTOR
Put the Cursor exactly where you want the character or characters to go:-
Press:- Cntrl s and a space appears, type in your character.
You can hold Cntrl and press s for as many characters as you wish to insert.

INSERTING A LINE
Put the Cursor exactly where you want the Line to be inserted:-
Press:- Cntrl n
A New Line Appears UNDER the Cursor. Press Cntrl x to Reformat Text.

Resume of Commands Noted Above:-
F1 e e   Erase end of line.
F1 e l   Erase Line (Use Cntrl x to reformat text afterwards)
F1 e b   Erase Block of text.
F1 s i   Insert text from cursor position - repeat to cancel.
Cntrl s   Insert a space at cursor position.
Cntrl n   Insert a line at cursor position.

These Notes:- (C) G. Potter 1998

SUPERSCRIPT

DOING THE PAGE INSTRUCTIONS - SUPERSCRIPT 128 TIPS #1

Our Editor/Publisher, my good friend Allan, suggested I write a series of articles on using the Superscript Wordprocessor program. I have used this program exclusively for all my letters/documents because personnally I believe this to be the best available for the C64/128. Originally I started on Easyscript but when Superscript (and it's companion Superbase) came onto the market for the C64, I bought them both, A decision I have never regretted. Allan suggested I start from 'Square One - so to speak', beginning at the very start of typing your document (document will be used here and obviousy also means letter etc;). So will start from the first line of your document.

Whenever you start a letter, YOU MUST make sure that the instructions for the page are ON LINE No.1 - CHARACTER No.1. Most important because this gives the instructions for the ultimate setting out and printing out of the document.

HOW TO DO THESE PAGE INSTRUCTIONS:-

1.   Press and HOLD Control And then press l (lower case L), you should then see a highlighted asterick (like this * but Highlighted) on the top left of the first line.
2.   Then type lm6:rm75:pl66 (R) the (R) means tap Return or Enter
This instructs Superscript that the Left Margin is 6, Right Margin is 75 and Page Length is 66.

When you have finished typing in your document - Press F5 to view exactly how this will be printed Press F3 to return to the Edit screen. If all is OK, you can skip the next paragraph. If not, then read on.

IF YOU MESS IT UP AND THE DOCUMENT does not look correct - e.g:- with the document appearing far below on the page.
a.   You probably typed over, did not put instructions on First Line and First Character or did something to cancel the page instructions on the first line as noted above - solution:-
b.   Go back to the first line and check it, 99 times out of 100 you will find that the Highlighted * had been typed over, or maybe line erased for some reason so do (1) and (2) as noted above. Once you have that back in order again then you have to get your document back as it should be - so:-
c.   Place the Cursor on Line 2 and then press F1 e(rase) b(lock), you will then see a prompt on the top of the screen stating "Use Cursor To Mark Block".
d.   Use the Cursor to move down to the screen until you get to the part of the letter you wish to use and stop ONE LINE ABOVE WHAT YOU WANT TO USE, then press (R) and all the empty lines vanish.
Then do your F1 d(ocument) r(eplace) to re-copy that file to the disk. You can then print it out.

IMPORTANT - ALWAYS MAKE SURE THE PAGE INSTRUCTIONS ARE CORRECT AND COMPLETE ON THE FIRST LINE.

Resume Of Commands Noted above:-
Cntrl l   Creates highlighted * marker for page instructions.
F1 e b   Erases Block - Use cursor to mark block to erase.
F1 d r   Writes Existing document back to disk with the same name.

Note:- Some of the instructions noted above will be repeated in other pages of Superscript Tips - but - in greater detail.

(C) These notes G.Potter 1998

ADVENTURES

With David Ivall

Welcome to the new adventures section of Commodore Scene. In the future I will be covering reviews of old classics, tips and the continuing adventures of Draggo, the tame and very friendly dragon!*

VALKYRIE 17

I thought that I would begin by reviewing one of my all time fave adventures. This is one of those adventures that has just got it all. As well as the jam-packed sleeve, if you put side two of the cassette into your hi-fi, you get some very useful messages to help you with the game (a very novel idea, I thought). After that, you feel just in the mood to get right into the game, and what a game it is. You are not told too much about what you have to do - that is for you to find out. What is the secret behind the Valkyrie 17 mystery, and why are there people trying to kill you wherever you go?! There are a few moderately well-drawn pictures scattered around the many locations, and it pays to look at them closely. There are lots of clever puzzles, and many times you can solve them just with straightforward thinking. You are not limited to just one or two puzzles at a time as well - if you get stuck with something you can go and explore somewhere else, and have a crack at a different puzzle. You will find when you play it that you are getting a little bit further each time, and the plot gradually unfolds more and more. This is one that you can come back to time and time again, and it is suitable for any level of experience.

93%

DRAGGO'S GOLDEN QUILL AWARD!!

Meet Draggo*, the jolly, innocent dragon who just can't help getting mixed up in adventures! That is just what happened to him when he was playing his favourite game, Mayhem in Monsterland. He was getting very excited because he had got to the happy stage of Rockland. Suddenly Mayhem jumped out of the screen, which nearly shocked Draggo to death. He said "Draggo, you've got to help me. The evil ogre Zib is trying to rule the world!" Before Draggo could say "Why me?", Mayhem had grabbed hold of him and jumped back through the computer screen !
Tune in next issue for part II of the exciting 'Tales of Draggo' !

TIPS

VALKYRIE 17 - Having difficulty opening the safe? With the help of a brick, you could have a smashing time with the stethoscope.
ZZZZZ - DonÆt rely on public transport if the sandman that you dug up on the beach is around.
THE CURSE OF VOLCAN - Dropping the plank will allow you to leave the forest, and if you want to cross the lake just 'go dinghy'.
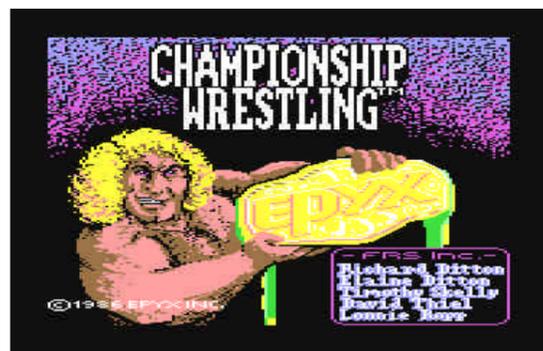
* Note : Draggo couldn't make a personal appearance in this issue due to other commitments. His manager assures me that he will be appearing next issue though ! - ED

WRESTLING WATCH

by Andrew Fisher

To be a sport, or not a sport, that is the question about wrestling. Whether 'tis nobler in the mind to suffer the makeup and silly costumes, or to hold your opponent to the mat.. Enough of this HAMLET opening, on with the HAM acting..

ROCK 'N WRESTLE has to be the earliest wrestling title on the 64, brought to you by the team behind Way of the Exploding Fist. The ring is 3D, you can bounce off the ropes, and there is a complicated array of moves. The annoying quirk is that the moves change as you change which direction you face, so sometimes it is tricky to pick the right move. A repetitive soundtrack and some good graphics, but this is definitely worth a look.

CAGE MATCH is not so good. You are supposedly fighting against aliens, but the action is not out of this world. Frequently the fighters end up freezing, or hanging in mid-air, and the cage match idea (having to climb out to win) is not exploited to it's fullest.

Similarly, POPEYE 3 had you fighting against aliens for the safety of the universe. The best feature of this game is the superbly animated crowd. The actual gameplay is too similar to everything that has gone before - waggle the joystick to break free of your opponent's clutches, fire and direction does a move.

CHAMPIONSHIP WRESTLING by Epyx is promising, but in reality doesn't live up to the hype. You can choose various wrestlers and again the list of moves is impressive. Being able to throw your opponent out of the ring is fun. But the ring is not large enough, the ropes are not well programmed, and it is a generally poor game from a great company. (The tape version also has a heavy multi-load.)

The much-hyped WWF WRESTLEMANIA is not a conversion of the arcade game, but an original game based on it by Ocean. When you actually get into the ring (after a lot of loading from tape!) it

CLASSIFIED

FOR SALE : Items for sale for C64, VIC20, C16, PLUS4. SAE for list (state which computer) Thomas Moore (01702) 555921 or 3 Highfield avenue, Benfleet, Essex, SS7 1RY

FOR SALE : Huggins of C64 related stuff, hardware and software, new and used - what do you want ? Contact the editorial address.

WANTED : Fighter Pilot (cassatte version) Contact the editorial address

WANTED : Instructions for STAR LC-10 colour printer, also instructions with codes for the Amiga game 'Flashback'.Thomas Moore (01702) 555921 or 3 Highfield avenue, Benfleet, Essex, SS7 1RY

WANTED : To increase my collection, I'm looking for original games (they stopped supporting the C64 in Finland back in 1992). But, I would also like to swap all kinds of old and new software I don't have. So send me your lists and a letter and tell me what you want. Jani Peltola, KARAJATORMA 8 B 15, 33310 TAMPERE, FINLAND

WANTED : Intsructions for Golf Construction Set by Ariolasoft Thomas Moore (01702) 555921 or 3 Highfield avenue, Benfleet, Essex, SS7 1RY

WANTED : Dragonworld and Shadowkeep by Trillium. Thomas Moore (01702) 555921 or 3 Highfield avenue, Benfleet, Essex, SS7 1RY

WANTED : FM Composer & Sound Editing Software by Music Sales (on disk), for use with CBM Sound Expander & full size keyboard. Also require Sound Sampling Software (on disk) to use with CBM Sound Sampler. Contact Arif Perez on (0161) 4345869

WANTED : The 'Home Computer Course' encyclopedia. Dave Freestone (01462) 636745

WANTED : Ami-64 with interface and instructions at a reasonable price Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Logos, music, intors, graphics, and text files for the diskmag ETERNITY Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Turrican 1 & 2 (cracked version or otherwise) on disk, same goes for Cool World. Steve Arnott, 150 Sheepwalk, Pasron, Peterborough, Cam-

bridgeshire, PE4 7BL

WANTED : Disks to suit Triton Disk Drive for C64 with instructions if possible. Will pay any reasonable priceRichard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Commodore PLUS 4 (complete set-up). Will pay any reasonable price Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Commodore VIC 20 (complete set-up). Will pay any reasonable price Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Commodore 16 (complete set-up). Will pay any reasonable price Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : All your used stamps - for childrens society. COMPUTER SCENE, c/o Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

WANTED : Printer driver disks for Citizen 24e for Amiga and PC Contact the editorial address

MESSAGE : To all of you who have sent me a blank disk for the third edition of the diskmag ETERNITY...... don't panic, as soon as it is ready (which may be now) you'll receive your copy.... regards, Richard / Maiden / CS

MESSAGE : To Vinny and Tracy... Congratulations on your marrige. May wedded bliss last a lifetime. Great party by the way !!... regards, Richard and Barbara.

LOOK

is fun for a while but limited in comparison to the older games. The sequel, WWF EUROPEAN RAMPAGE, is nowhere near as good, with very dull one-player games and very poor graphics.

The budget companies got in on the act as well. Codemasters' WRESTLING SUPERSTARS featured a running commentary on what was happening, but once again the waggling of the stick made up the bulk of the control method. Zeppelin's ALL-AMERICAN WRESTLING was even stranger. At least previous games had made an attempt to have different characters; the only thing that changes in this one is the colour of the trunks!
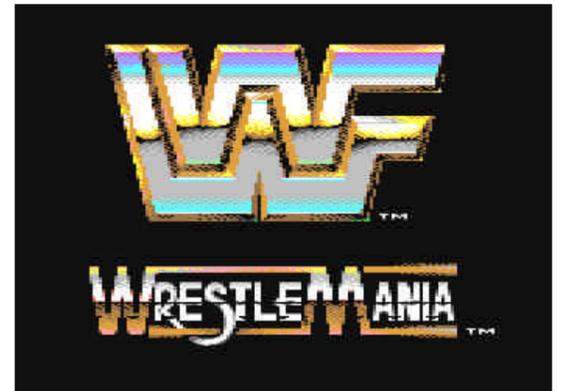
Strangest of all has to be MICROLEAGUE WRESTLING. Using digitised pictures, a bout is reduced to selecting a series of moves from a list and hoping for the best!

So, who wins the belt? My vote would have to go to ROCK 'N WRESTLE, beating the disk versions of WRESTLEMANIA and CHAMPIONSHIP WRESTLING by a submission. The fall guy (worst one) has to be CAGE MATCH.

CS 'Writers Pack' - some brief details.

Right then, now that I have had some feedback regarding the first draft of the 'CS Writers Pack', here is some updated information about what you can and can not do !

If you want to write anything for CS then please do !

I will accept ANY* format of submission including hand-written

You can write as much or as little as you like, it is up to you. All I ask is that you please TRY and send me a copy of your text on DISK if possible - that way I can drop it straight into the magazine with little or no fuss whatsoever and it helps me emensly, I will even return all your disks to you - I can't say fairer than that can I ?

* I have had to, unfortunately, exclude any submissions on cassette as this format is too cumbersome and slow, and also (for the moment) I am unable to read Amiga disks, but I hope to change this situation soon.

The 'CS Writers Pack' is now in its fourth or fifth incarnation and contains information for those people who want to layout their articles themselves to a high standard. By this I mean those people who wish to include pictures and fancy text, etc. If you only want to write text then it is not necessary to read the pack as it will not tell you anything new.

So, to recap, if you want to write for CS then send me your work for inclusion in CS but, please, please, try and send it on disk.

The writers pack is available from the editorial address (page 2).

TOP DRIVING TIPS #2

by Arif Perez (c) 1998

(1) If you suspect damage to your drive, run the 'performance test' program on the Commodore 1541 Test/Demo disk. This will check the electronic and mechanical integrity of the drive.

(2) Never disassemble your drive unless you know what you are doing.

(3) To prevent the hammering sound produced whilst loading some commercial software, simply type the following lines before loading. This will temporarily turn off the bumps.

```
OPEN 15,8,15
PRINT#15,"M-WCHR$(106)CHR$(0)CHR$(1)CHR$(133)
CLOSE 15
```

(4) Frequent read/write errors usually indicate that your drive heads may need re-alignment. Use the free head alighnment program on the CS coverdisk to cure your drive.

(5) Clean your disk drive heads once a month using a good quality 5 1/4" drive cleaning kit*. Use the following program with the kit.

```
10 OPEN 15,8,15
20 FOR I=1 TO 99
30 : PRINT#15,"I0"      (Note that "I0" is 'i' and zero)
40 NEXT
50 CLOSE 15
```
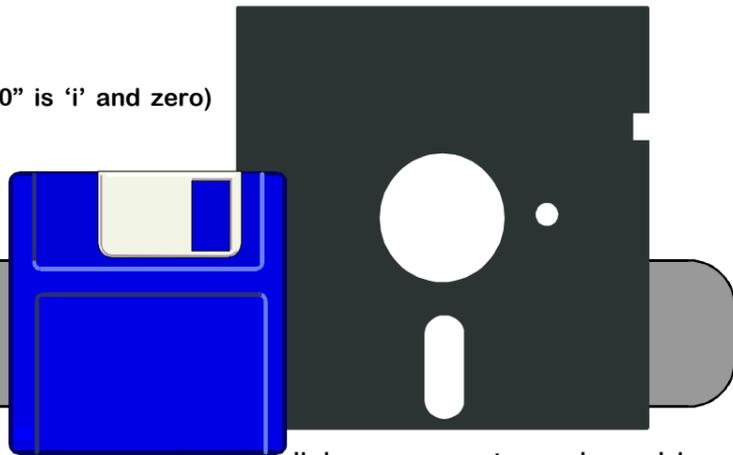
Thanks Arif, just to help the readers I have ammended the disk programs to work on drives #8, #9, #10 & #11. Before you use these programs I would suggest that you copy the relevant program for your drive device number onto a blank disk and use it from there - DO NOT run the program from the coverdisk !

* Quality drive cleaners (for 5 1/4" and 3 1/2" drives) are available from the Importing Service, see page 13 for more details.

- ED

WHY SHOULD WE HAVE GEOS ?

By Richard Bayliss

*Written with GEOWRITE**

Geos is an operating system for the Commodore 64. It was produced in 1988 by an American company called "Berkley Softworks". It is a lot cheaper rather than having to buy a Pentium PC with Windows 95. GEOS is a bit like windows, but instead of being in the computer system, it has to be loaded from your disk drive. It is a shame that GEOS is not available on cartridge**. It is a pretty good too.

*** You could always run it from a RAMLink ! - ED*

There are various things you can do with GEOS. You can write articles in geoWrite for Commodore Scene, draw pictures with Geopaint or other stuff. GEOS is MORE reliable than using the PC because of the year 2000 problem. I did an experiment with the date in GEOS and it does not affect GEOS because what happens for the year 2000, the C64 thinks that it is 01/00/00. I don't really know how to pronounce it apart from the first day, first month and the first year. For those of you who do not believe that it is true, then try it yourself.

You can have faster access with GEOS (even faster with two drives, a device 8 and a device 9 like I have). You would be able to load your own disk files faster rather than using C64 BASIC V2. This is because GEOS has its own hardware loader. There is a disadvantage to this method though. Certain files will not load because GEOS would not have enough memory to load extra large files.

GEOS may not be as powerful as the PC, but it is a damn good operating system for your Commodore 64. You can do as many things as you like with it.

* Converted to run on the PC through WrongIsWrite and then Big Blue Reader 128.

- ED

AC-TION REPLAY Mk IV and JiffyDOS by Allan Bairstow

What has this got to do with GEOS I hear you ask, well the answer is quite simple actually, they are both disk operating systems.

GEOS is great at what it does - it offers the user a fantastic amount of flexibility to manipulate disks and progrms with the click of a button, this sounds great but there is one drawback. It only runs GEOS specific software, therfore it will not run any of your other programs, nor will it sort out your disks for you.

If what you need is a way

I will also be numbering all items in AL so when you respond please include your registration number and the number of the item to which you are responding, this will help me correctly assign responses and thanks.

Please also ensure that when you send things for me to pass on, you supply sufficient information to allow me to do this, taking into consideration that items my move around in envelopes while in the post and that opening letters can cause paper to fly! For example, paper clip cheques to letters and make sure it is clear what should be sent to whom.

I would also like to make it clear that all AL correspondence should be sent to myself. If this poses a problem (i.e. you live abroad and sending two letters is expensive) then OK but for the vast majority there won't be a problem so don't burden Allen unnecessarily. If you want to send items to both AL and Allan then send them to me and I will pass them on to him. I will share the cost of the postage between those who have sent things to be passed on to Allan

Action line will commence from whenever you read this page (I believe that you should have this by 8th September). I am now accepting new requests, responses, adverts, thanks for previous help, and responses to previous items. The first cycle has started, AL will be compiled and issued on Sunday 20th September, you can contact me for responses to your requests, which appear in that issue of AL, from Monday 28th September. If you want to check on your items from this issue of AL then call me from Monday 14th September.

The future of AL is in your hands, it must be used otherwise it won't work, I can't justify sending letters out for just 1 request. In the event of AL not being suitable size, I won't post it. If you have asked for to be posted to you and you don't receive AL within a few days of release, please contact me to check whether it was issued. Those receiving e-mails will be sent an e-mail regardless. Finally, here are my contact details:

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

Phone   (01225) 318818

e-mail   Vowles@lentil.org

One more thing, whether you are advertising, requesting help or responding to an AL item, please try to use the cheapest and most efficient methods. For example, don't send cheques when you can transfer funds between AL accounts by phone, e-mail or fax. If you have any questions, queries or comments please contact me.

OK, here is AL in the traditional form, all information has been supplied to myself by Allan Bairstow. I hope that what I have extracted from the fax is correct, apologies if not.

AL22.1   We start with a query from Helen & Wayne Womersley: I know 'William Wobbler' was a Hackers Game, but can anyone share any more information on it, such as any magazine articles/reviews written at the time of its release?

AL22.2   This next request is from Edward Walker: I have a question concerning Lentil. How do you upload a file to a fellow Lentil user? I thought you had to put in the address but it doesn't work.

AL22.3   OK here's one from a Mr Jones in Finland dated 24th June (see what I mean?!): If I understand correctly, you mentioned in Action Line that you have the 'Exit visa codes' for Zac, provided from me? Anyway, do you have the necessary 'code-changing number sheet' for it, I don't recall sending them to the editorial address... you see, those numbers need to be converted to symbols the game uses. For example, the game asks for the correct code in place A1 on page 3, so you look in column 1 in row A on page 3 and get the 4 correct symbols. On my sheets I have replaced the codes with numbers corresponding to the codes (1 is an empty box, etc.) Anyway you really need the code-changing sheet!!!
I think that Mr Jones needs to send the code-changing sheet (to myself or, if he prefers, Allan provided I know). I await a response...

AL22.4   Someone, who's name Allan can't remember, has requested instructions for the following games: X-15 Alpha Mission and Spitfire 40 (Mirrorsoft). If anyone can help with this, please let me know. I have a phone number for the mysterious person who wants these instructions but could that person please contact me just so I know who to send the instructions to when I receive them ? Thanks.

A22.5   Another message dated 24th June, this one is a correction to a previous entry in AL on behalf of Richard Bayliss: Referring to my query in Action Line, there is no such thing as a Call Cruncher or Fast Call. The crunchers should be Cruel Cruncher and Fast Cruel.
Well ! Thats a slap on the wrists for Allan then ! Well there are Richard - correction made, now all we need is some information from the public...

A22.6   Right, to finish, we turn to an e-mail from David Ivall from way back in February: David would like to thank Jouni Nygard for the help that he has given him.
I too would like to say thank you to both David and Jouni, its nice to hear that people are willing to help each other out.

Thats all folks ! I look forward to hearing from ALL of you very soon.

Mark Vowles

BULLETIN

As I write this final column, it is clear to me that this issue will be a little late getting off the presses. I do not make any excuses for this as I feel that this issue was worth the wait.

All I can say is that now I have the procedure 'in hand' and now that more people have come back to the CS fold, there is no reason for the next issue to be delayed.

########################

Next issue will also see a review of the two graphics tablets that were made for the C64/128. I bet you didn't even know that there were two, did you ?

########################

Preperations for are now nearly complete - just the posters and stuff to do !

########################

Commodore Scene will be embarking on an advertising campaign up to the release of the next issue, keep your eyes peeled !

########################

The two screen shots that were to appear on page 38, one of Wheels64 and the other for MegaPatch3.0, did not arrive in time for inclusion within that article, and it was too late to alter the layout.
Sorry !

########################

The scanner for producing this magazine is not here yet, which is a shame as I wanted to use it to produce this issue - never mind, next issue is underway and I'll use it for that instead !

########################

I'm still learning about the in's and out's of producing a magazzine so please be patient while this fine publication evolves into something special !

########################

BULLETIN

CS FILE #1

Pricing Information

COMMODORE SCENE #21 onwards

	UK	Europe	World
CS	£3.50	£4.50	£5.50
CS & coverdisk	£4.00	£5.00	£6.00
Coverdisk only	£1.00	£1.50	£2.00
Colour cover*	90p	90p	90p

* NOT issue 23 - that is FREE

COMMODORE SCENE Subscription (4 issues)

	UK	Europe	World
CS	£13.00	£17.00	£21.00
CS & coverdisk	£15.00	£19.00	£23.00
Coverdisk only	£5.00	£8.00	£11.00

COMMODORE SCENE Back issues (Issues 1 to 20) ALL now one price !

	UK	Europe	World
CS	£2.00	£3.00	£4.00
CS & coverdisk	£3.00	£4.00	£5.00
Coverdisk only*	£1.50	£2.00	£2.50

*from issue 4 onwards

All prices include p&p. Make all Cheques or Postal Orders payable to A.J.Bairstow. DO NOT send CASH through the post. Commodore Scene can not be held responsable for any lost monies.

All the details in this column are still under development and may not be correct. Commodore Scene would appreciate any help you can give in keeping this information up to date.

ADVICE ON ?

Allan Bairstow
- General, GEOS, CMD, Commodore Scene
14 Glamis Close, Garforth, Leeds , West Yorkshire, LS25 2NQ
Mike Berry
- Programming
6 West Bank Street, Hindsford, Atherton, Manchester, M46 9AQ
Richard Bowen
- General
35 Nottingham Road, Nuthall, Nottingham, NG16 1DN
Frank Cassidy
- GEOS
55 High Bakn Road, Droylesden, Manchester, M43 6FS
Chic Computer Club
- General
PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP
Andrew Fisher
- Technical, GEOS, Music
30 Rawlyn Road, Cambridge, CB5 8NL
Paul Kubiszyn
- Programming
Flat 24, St Peters Court, St Peters Street, Northampton, NN1 1SH
Vincenzo Mainolfi
- General
38 Elmhurst Close Furzton, Milton Keynes, MK4 1AP
George Potter
- GEOS
34 Dutton Avenue, Skegness, Lincolnshire, PE25 2HR
Brian Watson
- General
Harrowden, 39 High Street, Sutton In The Isle, Cambridgeshire, CB6 2RA

PUBLIC DOMAIN LIBRARIES

Scene PD / EBES PD / Megatronix PD
Computer Scene (UK), Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, ND16 1DN
Binary Zone PD
34 Portland Road, Droitwich, Worcs., WR9 7QW
Fox PD
6 Sturton Avenue, Goose Green, Wigan, WN3 6SZ

CONTAX

Ipswich PD
61 Springfield Lane, Ipswich, Suffolk, IP1 4EW
KDPD
9 Fairford Place, Kilmarnock, Scotland, KR3 1UJ
Kingsway PD
72 Glencoe Road, Sheffield, S2 2SR
Mega Mania PD
9 Enler Gardens, Comber, County Down, Northern Ireland, BT23 5DS
PLPD
40 Winsor Avenue, Whithead, County Antrim, Northern Ireland, BT38 9RX
Supportware
Jon Wells, 9 De Gray Road, Kings Lynn, Norfolk, PE30 4PH
Tel : (01553) 760012
Utopia PD
10 Cwmaman Road, Godreaman, Aberdare, Mid Glamorgan, CF44 6DG
Wizzbugs PD
PO Box 4029, Worthing, West Sussex, BN11 1TG

CLUBS & ASSOCIATIONS

British Association Of Computer Clubs
J. Hughes, 39 Eccleston Gardens, St. Helens, Lancashire, WA10 3BJ
Chic Computer Club
PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP
Commodore 64 / Amiga 1200 Software Hire Club
C. Statham, 3 Briarbank Avenue, Porchester Lodge Estate, Nottingham, NG3 6JU
geoCLUB UK
Frank Cassidy, 55 High Bank Road, Droylesden, Manchester, M35 6FS
ICPUG
Membership Secretary, Tim Arnot, 17 Colne Drive, Oakfields, Didcot, Oxon, OX11 78RZ
Independant Eight Bit Association
Brian Watson, Harrowden, 39 High Street, Sutton In The Isle, Ely, Cambridgeshire, CA6 2RA
Tel : (01353) 777006
Fax : (01353) 777471

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

REPAIRERS/SUNDRIES MAIL-ORDER/HARDWARE

CMD Importing Service
- New hardware & Software,Commodore World magazine,help & advice,Commodore Scene magazine
14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ
Tel : (0113) 2861573 - Between 9.30am and 9pm
Fax : (0113) 2861573 - 24hr
E-mail : allanbairstow@compuserve.com
Combined Precision Components Plc
- Unknown supplies
Faraday Drive, Fulwood, Preston, PR2 9PP
Tel : (01772) 654455
Fax : (01772) 654466
Computer Scene (UK)
- Sundries,2nd hand hardware & software,magazines,diskzines,help & advice
Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, ND16 1DN
Datel Game Products
- Hardware
Tel : (01785) 810800
DTBS
- Unknown supplies
18 Norwich Avenue, Rochdale Lancashire, OL11 5JZ
Tel : (01706) 715028
Mail Order : (01785) 810818
Heath Computers
- Repairs (@ C64 for ú35.00)
Unit 3, Speedwell Trading Estate, Kings Road, Tysley, Birmingham, B11 2AT
High Street Micros
- Repairs, software
20/24 High Street, Crewe, Cheshire
Fax : (01270) 580964
Needmore Limited
- Repairs
Tel : (0151) 5212202
Officeland
- Unknown supplies
10 Sterte Close, Poole, Dorset, BH15 2RT
Tel : (01202) 666155
Oasis
- Repairs
14 Ridgeway Road, Salisbury, Wiltshire, SP1 3BU
Tel : (01722) 335061
Ribbons & Things
- Printer ribbons and comsumables

Please stick to these times, if I'm not available for any reason, please leave a message but do not request a call back ? please can YOU call back later. This is simply to avoid having to cost calls to the correct accounts when the bill arrives. It will make life much simpler.

Action Line will be compiled and published on the 2nd Sunday of the two-week cycle. E-mails will be sent on the Sunday evening and printed copies posted on the Monday. If you are requesting fax copies of AL please use the Monday session because this will allow me to use geoFAX to send/receive faxes making the workload on my elderly fax machine manageable. You may fax other items to me on Monday and indeed during any of the sessions, its the sending of AL that I would like to restrict to Monday as much as possible.
Please make voice contact though before the faxing ? Thanks.
AL will incorporate the AL, Classified Ads and Techno Corner sections of CS. Andrew Fisher will select technical enquires from AL to use in his section, I will use the rest to produce AL and Classified Ads. All enquiries should be directed to myself, technical enquiries included. One noticeable difference with the new AL is that lists of hardware and software can be distributed. I would ask though that these are supplied on disk in either ASCII, geoWrite or Commodore PRG or SEQ format. If you are unable to do so then please send a printed copy bearing in mind that there will be a 50p charge per side of A4 used by the list once I type it ? don't try to be clever and send a list printed in microfiche sized print! Requests/ads will be listed in AL once and, space permitting; a full list of outstanding items will be given in CS.

One issue, which I know may pose a few difficulties, is what personal information can and cannot be released to the public. I know that some people are happy for their address to be printed but not their phone number and others visa versa. I have decided that for this reason and in order to keep up with the proceedings, I will act as the main point of contact for all items in AL.. Below is a list of different types of request/advert and then what will happen, the reason for a list being that otherwise I will ramble on!

Request for information
All correspondence to myself, 1 week after AL is issued information will be available to the person who requested it. Items collected for people which require posting will be sent at the end of the cycle unless you contact me earlier (at least 1 week after the release of AL).

Request for item e.g. manual, leaflet, and free software (no money required from requesting party)
Responder rings myself to check whether someone has already offered to supply. The first offer will be accepted and the address of the requester will be given to responder unless they plan to send it to myself for me to pass on. All other offers will be kindly declined though their offer will be registered for a public thank you.

Request for an item that needs to be paid for by requester (e.g. hard/software)
Offers to be made to myself i.e. price, condition of item, postage (included/extra) etc. Offers will be passed on with phone numbers/addresses to requester. Arrangements can then be made between requester and responder(s). Payment can be made to AL accounts by cheque, postal orders or AL account transfers (initiated by the person who's account is to be DEBITED) or through me by means of a cheque/PO to be passed on to the responder.

Adverts for hard/software
Address and/or phone number can be issued with an advert if specifically requested. If an address or phone number is included in the advert then initial contact should be made with advertiser. If no contact details are given then contact myself. If it is convenient and agreed between the responder and advertiser, then payment can take the same forms as for the previous example.

In all cases please ensure that I know when an item has been sold or a problem resolved. This will allow me to cancel the item in the next edition AL and will also enable me to write an accurate report for CS.

I obviously cannot account for every eventuality in terms of what you should do to respond to a particular item. All I can suggest is that you use your judgement to decide how best to respond. The savings of sending
items to me to pass on will only be felt when you reply to a number of different items at the same time. If you place and advertisement or issue a large software list through AL then may I suggest that you don't request that your address appear within the advert. This will channel enquiries through myself, I can operate a 1st come 1st served system and I will then have an up to date record of what has been sold. Anyone wishing to purchase an item then rings me first to check availability before ordering. Payment can be made to the advertiser's AL account so that the posting of cheques can be avoided. Orders will then be passed on to the advertiser who will post the items either direct to the purchaser or to myself. If items are to be distributed through myself then the only postal charges payable to the advertiser by the purchasers will be a share of the cost to post all the items in a single package to myself. Further postal charges will be made as necessary when items are sent with AL.

You will need to register your details and pay the opening balance for your account. Please send me a letter with a cheque or postal order for at least £1 with your name, address and phone number clearly written or printed. I also need to know your e-mail address if you have one and please state which method of communication I should use to send AL to you - choices are: post, e-mail and 'manual fax' (ie. ring first). All cheques and postal orders to be made payable to Mr M C Vowles. Please try to ensure that these arrive with me by Monday 14th September so that I can build the database and assign a code for you.
This code will ensure that you are the only person who can receive information about your request. I am doing this to ensure that the requesting parties receive the required information but that the rest of the CS readership have something to read when AL appears in CS.

ACTION LINE

A NEW CONCEPT !
with Mark Vowles

Action Line has, until now, been a section of CS for use by its readers to request help, advice, information and items of hardware and software. While the concept is fine, the responses to requests were few, slow and AL often remained unaware that requests had been answered. Apart from this, the quarterly release schedule does not really lend itself to this section where responses are needed quickly. Well this is all about to change with the all-new Action Line.

AL will from now on be a living, breathing thing, which will be operated on a fortnightly basis. The aim is to enable everyone to contribute easily and cheaply to AL and to maintain the service which it provides between issues of CS. The plan is to produce an update list at the end of the two-week period. This update will only list new requests and the ID numbers of those which have been solved. The list will be issued via post, e-mail and fax depending on what communication methods you have access to. Responses will be accepted by any of the above methods of communication and by phone. Messages will then be passed on and appropriate arrangements made to ensure that items are sold/passed on to the person who requested help.

MONEY! I hear you scream. I am all too aware of this issue and so I will explain how AL will save you money, or at least how it won't cost as much as it could. Firstly, e-mail and faxing are now available to us, which reduces the cost of sending information. The phone is also a very cheap and quick way to pass on information and more importantly to check if there is any point in you sending something by post. OK I give an example. If you were in a position to reply to an old AL ad which requested an instruction book, you would have either not bothered assuming that someone else would have sent one, or you would have sent it not knowing whether someone else has already sent a copy. This leads to the situation where the person who requested the book either doesn't get it or gets several copies, neither situation being satisfactory. The new AL will allow people, who have the item requested, to ring myself and check whether someone else has already offered it. I can then ensure that the first offer is accepted, so the person gets their book, and that all other offers are kindly declined so none else sends a book unnecessarily.

Another advantage of the new AL is that when you wish to reply to a number of different requests, you no longer have to send several letters in order to pass on cheques, books, games etc. Now all you have to do is send 1 package to myself and I will include the bits for each person in their next copy of AL. Obviously if they normally receive AL via a different method then the items will still be passed on just without AL.

I now return to the issue of money before I wander too far; I am not about to pay for all the postage, phone calls etc which one could end up paying. I require a payment when you register with AL, this payment will credited to an AL account. When I post something to you or send you an e-mail etc then I will deduct the cost incurred from your account. Now I understand that some of you will be reluctant to send money but frankly if I wanted to get rich quick I would find a far better scam with a much larger audience! I would like to assure you that in the event of AL flopping, all funds will be passed to Allan Bairstow so that they can be either credited to you CS account to be returned with the next issue of CS. There is no fee payable for my time though donations will not be refused! I am merely interested in covering my costs. You can send as much (or as little) money as you like bearing in mind that the minimum is £1 and that the less you send, the more often you will have to send a cheque which in itself will be expensive unless you include it with other correspondence. It's your choice but maintaining your account at about £1 may take a fair bit of posting. A list of approximate charges to be made against your account appears below:

e-mail　　　1p per issue of AL and 2p for all other e-mails
Post　　　　22p (stamp + envelope) + 4p per double sided A4 page
Any other costs which become necessary, charged on an individual basis and always itemized in your account.

The reason that the personal e-mails are more expensive is that the time on-line is increased. Please note that all items charged to your account will be listed. A copy of you account can be obtained upon request. I may periodically issue a statement with AL depending on how extensively accounts are used.

These are the only costs I foresee because those people who wish to receive AL by fax should ring me and then initiate a reverse manual fax. Please speak to me first because the fax may not be ready and I don't appreciate answering the phone to a screaming machine! Now before we get too excited, I must discuss the phone line. I use my parent's line and I am the only computer literate member of the family, I am also the only technically minded member of the family. For these reasons please restrain your phone and fax communication to the following timetable:

Mon - Wed & Sat　　　　　　8pm - 10pm

8c Treefields, Buckingham, MK18 1BE
Tel/Fax/Answer machine : (01288) 817217
Ribbons Unlimited
- Printer ribbons and comsumables
PO Box 7, Belper, Derbyshire, DE56 1AD
Tel : (01283) 734050
Fax & answer machine : (01283) 734051
Trading Post
- 2nd hand hardware & software
Victoria Road, Shifnal, Shropshire, TF11 8AF
Tel : (01952) 462135
XLCUS
- Original software
Flat 24, St. Peters Court, St. Peters Street, Northampton, NH1 1SH

MAGAZINES & FANZINES

8-BIT
Brian Watson, 39 High Street Sutton In The Isle, Ely, Cambridgeshire, CA6 2RA
Tel : (01353) 777006
Fax : (01353) 777766
8T2
Chic Computer Club, PO Box 121, Gerrads Cross, Buckinghamshire, SL9 9JP
Adventure Probe
Barbara Gibb, 52 Burford Road, Liverpool, L16 6AQ
Classix
James Waddington, Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP
Commodore Scene (UK)
Allan Bairstow, 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ
Tel : (0113) 2861573 - Between 9.30am and 9pm
Fax : (0113) 2861573 - 24hr
E-mail : allanbairstow@compuserve.com
Commodore Unlimited / Zine 64 (back issues only)
Computer Scene (UK), Richard Bowen, 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN
Commodore World
CMD Importing Service, 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ
Tel : (0113) 2861573 - Between 9.30am and 9pm
Fax : (0113) 2861573 - 24hr
E-mail : allanbairstow@compuserve.com
Commodore Zone
Binary Zone, 34 Portland Road, Droitwich, Worcs., WR9 7QW

Tel : (01905) 779274
geoNEWS
geoCLUB, Frank Cassidy, 55 High Bank Road, Droylsden, Manchester, M43 6FS
ICPUG
17 Colne Drive, Oakfields, Didcot, Oxon, OX11 78RZ
Retrogames
J.Moore, 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS
Tel : (0181) 2038868
Update 64
Dean Sadler, 20 Memoir Grove, New Rossington, Doncaster, DN11 0RX

DISKZINES

Avalon
Hal 2000, 14 Bromsgrove Road, Halesowen, West Midlands, B63 3JL
Disk '64
Alan Crossan, 14 Cairngorn Crescent, Barrhead, Scotland, G78 2AW
Eternity
Computer Scene (UK), 35 Nottingham Road, Nuthall, Nottingham, NG16 1DN

SOFTWARE

Adventure Probe Software
52 Burford Road, Liverpool, L16 6AQ
Commodore 64 Software Hire Club
3 Briarbank Avenue Porchester Lodge Estate, Nottingham, NG3 6JU
Computer Cavern
9 Drean Street, Marlow, Buckinghamshire, SL7 3AA
Computer Scene (UK)
35 Nottingham Road, Nuthall, Nottingham, NG16 1DN
Connect Software Limited
3 Flanchford Road, London, W12 9ND
CMD Importing Service
14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ
Tel : (0113) 2861573 - Between 9.30am and 9pm
Fax : (0113) 2861573 - 24hr
E-mail : allanbairstow@compuserve.com
Crystal Software & Electronics Wales
Roy Cross, 76 Castle Drive, Neath, West Glamorgan, SA11 3YE
CSE Scotland
Alan Crossan, 14 Cairngorn Crescent, Barrhead, Scotland, G78 2AW
DTBS
18 Norwich Avenue, Rochdale, Lancashire, OL11 5JZ
Tel : (01706) 715028

Games Finder Service (CS)
Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP
High Street Micros
20/24 High Street, Crewe, Cheshire
Tel : (01270) 580964
Megatronix Software (Amiga & PC only)
Unit 3, Meeting Lane Industrial Estate, Off Brettell Lane, Brierley Hill, West Midlands, DY5 3LB
Post Haste
11a Burgate Lane, Canterbury, Kent, CT1 2HH
Retrogames
61 Baccara Grove, Bletchley, Milton Keynes, MK5 3AS
Tel : (0181) 2038868
Shinjitsu Software
21 Conquerors Hill, Wheat'mstd, Hertfordshire, AL4 8NS
Supportware
9 De Grey Road, Kings Lynn, Norfolk, PE30 4PH
Tel : (01553) 760012
Watchdog Home Entertainment
40 Queen Street, Wolverhampton, WV1 3Jw
Tel/Fax : (01902) 313600
XLCUS
Flat 24, St. Peters Court, St. Peters Street, Northampton, NH1 1SH

E-MAIL

This column is under delvelopment at the moment, sorry !

C64 WEB SITES

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

COMMUNICATIONS & BULLETIN BOARD SYSTEMS

Chic BBS
Dial : (01753) 890111
- Weekends ONLY
Lentil BBS
Dial : (01483) 834626
Sysop : (01483) 834606 - voice
Midnight Express BBS
Dial : (01384) 865626
Tiger BBS
Dial : (01753) 672520

All the details in this column are still under development and may not be correct. Commodore Scene would appreciate any help you can give in keeping this information up to date.

PUBLIC DOMAIN LIBRARIES

Alternative Software
Heath Kirby-Miller, RMB 221, Sunraysia Highway, Victoria 3478, Australia
Tel : (03) 54 999 250
Eagleware PD
Eagleware International Productions, De Fazant 42, 7905 HD Hoogeveen, Holland

CLUBS & ASSOCIATIONS

geoCLUB OZ
Peter Hunt, 70 Betula Street, Dovton, Victoria 3177, Australia
Tel : (03) 9791 4991
Woombug
Scott Roseboom, PO Box 213, Woombye, Queensland 4559, Australia

REPAIRERS / SUPPLIES MAIL-ORDER / HARDWARE

Creative Micro Desisgns
- New hardware & software, Commodore World magazine, help & advice
PO Box 646, East Longmeadow, MA 01028, USA
CMD Direct Sales
- Mail order service
Postfach 58, A 6410 Telfs, Austria
Data House Dittrich
- Unknown supplies
Weimarer Weg 7, D-34314 Espenau, Germany
Tel : (0) 5673/925010
Fax : (0) 5673/925099
Electronik-Technik
- Unknown supplies for C64/C128/C+4/C16/116 & Spectrum
Tannenwerg 9, D-24610 Trappenkamp, Germany
Korella Trading
- Unknown supplies
1/505 Pacific Highway, Belmont, 2280, NSW, Australia
Scanntronik
- New hardware & software
Nugraver GMBH, Farkstrasse 38, 85604 Zorgneding
Poering, Germany

MAGAZINES & FANZINES

Atta Bitar
Syrengatan 7, 151 45, Sodertalje, Sweden
GO64!
CSW Verlag, Goehestr. 22, D-71364 Winnenden, Germany
Commodore Fever
Brad Wightman,PO Box 143, Panania, NSW 2213, Australia
Commodore Unlimited
Eagleware International Productions, De Fazant 42, 7905 HD Hoogeveen, Holland
Commodore Unlimited / Commodore Fever
Alternative Software, RMB 221, Sunraysia Highway, Stuart Mill, Victoria 3478, Australia
Commodore World
Creative Micro Designs, PO Box 646, Eastlongmeadow, MA 01028, USA
Gatekeeper
610 First Street, Liverpool, NY 13088, USA
Secret Service
PO Box 21, 00-800 Warszawa, Poland
The Big Mouth Magazine
Adam Wade, 13 Howard Grove, Ridleyton, Australia, SA 5008, Australia
Twin Cities 128/64
Parsec Inc., PO Box 111, Salem, MA 01970-0111, USA

DISKZINES

B-Soft
Mike Witschi, Henning Str.13, 21337 Luneburg, Germany
Commodore Gazzette
Christopher Ryan, 5296 Devonshire Road, Detroit, Michigan, MI 48224-3233, USA
Loadstar
J&F Publishing, 606 Common Street, Shreveport, LA 71101, USA

SOFTWARE

This section will be updated at a later date.

FREE PUBLIC DOMAIN SOFTWARE

Free PD (and how to get it).

Everybody wants something for nothing, this is just human nature, but nothing in this life is free.

PD Libraries offer free Public Domain Software, then charge between one pound and three pounds to supply it. The software Programs are free, but the disk, the copying and the packaging are charge together with the cost of postage, and this bumps up the price.

It still is possible to get FREE software, and I will tell you how to do it.

The solution is simple.

Find a couple of friends or make contact with someone who is like minded and swap disks. The more contacts/friends you make, the more free software you can have.

Remember, if you get a disk from a friend, then it is only fair that you send him one back, this way both of you will increase the amount of Programs which of you will hold.

There is a possibility that

programs supplied between friends will be duplicated, but this will not happen very often knowing that the volume of software out there is so vast.

Now I said at the beginning of this article that nothing is free, this method is only free if you don't play the game and just accept disks sent to you by like minded people and you don't respond in kind, but remember you won't get many disks this way.

I have a large quantity of PD disks, and should anyone want to try out this suggestion, then write to me, enclosing a couple of PD disks and I shall reply.

David Walker
'Arkholme'
15 Meadowside Avenue
Irlam
Greater Manchester
M44 6WU

Commodore World

Issue#22 reviewed by Arif Perez (c) 1998

What is Commodore World? For the uninitiated it is an A4 sized commercial news magazine for the C64/128 which is published in the USA by Creative Micro Designs. The good news is that CW is now available in the UK through the CMD Importing Service.

This is a professionally produced publication and covers many facets of the C64/128. The magazine has a full colour jacket which is always a good feature.

The issue kicks off with a world exclusive. A preview of two exciting NEW upgrades that are going to rock the GEOS world. The first of these software upgrades is called WHEELS and is brought to you by GEOS guru Maurice Randall of Click Here Software. The WHEELS system provides a 'dash board' display which replaces the GEOS deskTop and sports a multi-window environment. Each window can display up to 2040 files (wow) and can also be independantly resized and moved! A utility called Tool Box replaces the GEOS CONFIGURE file and allows you to configure your system.

The other upgrade comes from Germany's Megacom Soft and is called GEOS MEGA PATCH 3.0 or MP3 for short. This system provides a display similar in respect to Windoze'95 but Megacom claim that the release version will feature file handling using a windowing structure. A utility called Mega Editor will allow you to configure your system. Please note that both of these new upgrades require some compatible form of RAM expansion in order to work.

How do you find that elusive CW article quickly and effortlessly?

Well you could use the handy subject based index which appears in this issue. The index covers every article that has appeared in CW since issue one! This is followed by a useful article on trouble shooting that covers the C64 and its peripherals. The article contains clear simple advice which could save you a costly repair. For budding programmers everywhere there are regular BASIC and machine language programming sections to help improve your skills. There is also an article on hooking up your C64 to the internet. Is there anything the C64 cannot do?

Next up is an interesting article on using a laser printer with GEOS. A program called PS PROCESSOR by the brilliant Jim Collette is put through its paces. The PS PROCESSOR allows easy manipulation of Postscript files and offers a variety of print options. There is an article which should be of special interest to all techno-buffs as it shows you how to downgrade the SID sound chip in the C64C & 128D. Why would you want to do this? Well the late great Commodore Business Machines updated SID in these models and as a result speech synthesis and digitized sounds playback much quieter. This problem can be rectified by making a few hardware modifications.

The last article is a review of the SUPER CPU V2.0 accelerator. This device was specially created by CMD to allow the C64 to run at a speed of 20 MHz i.e 20 times faster than a standard C64. If you want to read more then why not place an order for your copy of the fastest growing C64 magazine, Commodore World.

OUT OF THE BACK OF THE CUPBOARD!!

THE RIDDLE OF THE SPHINX
by Longman Software

This is a spelling game for up to four players.

On loading the game from tape, each player enters their initials and the computer allocates them a pyramid each. Above the pyramid is the score accrued by each player. Words start at three letters per player up to a maximum of eleven letters on the last round.

Player one enters a three letter word, which is checked by the computer database, then allocated an appropriate score. The second player starts their word with the last letter of the previous players word, and so on until each player has had a turn, and the last word of eleven letters has been entered.

The scores are added up during the game and allocated to each player. To get better scores, players must find words that are given higher marks and enter them as quickly as possible to ensure a higher score.

Gameplay is simple and can be picked up as the game progresses.

This is a game designed with the young reader in mind, which teaches correct spelling and accuracy in typing. In principle, it is similar to Scrabble and would create interest in the younger player.

A very good piece of educational software for anyone wanting to encourage younger persons with their vocabulary, spelling and reading skills.

TECHNIQUE 64
by Free Spirit Software

This program is on disk and comes with instructions for its use.

It is primarily designed to educate owners into programming the Commodore 64 computer.

On loading the program and listing the 'DIRECTORY' this shows a number of programs that can be 'LISTED' individually to show how they are put together. 'RUNNING' the program shows just what can be achieved.

You are encouraged to 'LIST' the program and change it accordingly and then see what happens. It is a must that the disk should be copied to make a back-up copy and this back-up copy be used when running the program. I think we've all, at one time or another, messed with the original disk and the pressed the wrong key and made a mess of the master disk.

The disk was initially purchased from FSSL way back some ten years ago. This company is no longer trading and I wondered whether or not it could now be construed as Public Domain or Shareware ?*

Both reviews by David Walker

A note from the ED - All I can say is "Thank goodness FSSL are no longer trading", they were responsible for some of the worst cases of infringement of copyrighted material and were personally held responsible for holding back some quality software from the USA. If you have any of their software, I'm sure they won't mind you copying it - they sure as hell didn't think twice about copying commercial software and selling it on to unsuspecting punters at the original price claiming it was a genuine copy !!

THE EASEL

GODOT - A GERMAN GRAPHICS PACKAGE

One of the things that always surprises me about the Commodore 64 is how versatile it is. A machine that was designed in the early 80's can still operate so well and perform so many tasks over a decade later. Not only have there been great strides in hardware (CMD's hard drives, RAM expansion etc.) but great software that uses all that extra power. One such utility is GoDot.

CONVERTING GRAPHICS

GoDot is really two packages in one. First of all, it can transfer graphics between formats and between computers. The list of types is impressive -

GIF and PCX files from PC (both monochrome and multicolour), IFF from the Amiga, Degas from the Atari ST and even the Plus 4. Several of the most popular Commodore graphics formats are supported, but you can only save to geoPaint, not load from it.

The package is very simple to control, but flexible and powerful. Everything is broken down into sections. You can select the type of file to load and save, change the palette and dithering, display pictures in monochrome or multicolour, load in one of the many modules that manipulate the images (see below) and even get a small preview of what your image will look like.

The layout of the screen is very professional and everything is easy to find. Best of all, the program supports mouse, joystick and keyboard, and will happily use any extra drives - be they 5.25", 3.5", hard drive or most types of RAM expansion. If you have the HandyScanner or Video Digitizer, GoDot supports them so you can scan directly into it.

PROCESSING GRAPHICS

There is even more power in the modules you can install. One, for example, decodes GIF files into GoDot, while another re-creates the famous "flying toasters" screen saver. You can change colours, blur and mirror images, turn a picture into a cartoon

(simply adds black outlines to each area of colour) and "clean up" an image. Also, a lot of attention has been paid to preparing images for printing; among the printers supported are 9 and 24 pin Epsons, Cannon Bubblejet and PCL3 printers (which include colour inkjets).

THE PACKAGE

Included is a very good manual, although it would have benefitted from more tutorials to help you understand what was going on. A few good laughs can also be earned from reading the virtually endless license agreement - apparently GoDot cannot be used to run a nuclear power station, nor can it be exported to Syria!

In general, controlling GoDot is easy, apart from a couple of minor niggles. Every time you access a drive, GoDot reads the whole directory which slows things down a lot. (A PC-style caching system, where it only loads a directory if changes have been made, would have been better.) Also, it takes a while to learn EXACTLY how things like the palette affect the image you are working on.

But if you need to transfer graphics between formats or even between computers, this is the most comprehensive package available. Arne Dettke and Wolfgang Kling have produced a miracle.
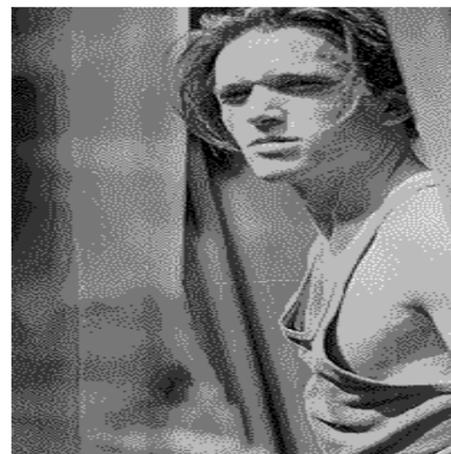
The above image is a sample image of a C64 shot converted to a PC .GIF image file, quite good don't you think ?

'FANZINES'. No reviews, just news. Just a small note, he says that Commodore Scene has been 'sold' to me - it wasn't - it was 'handed over' to me to run, also he says that CS is £15 - it's not - it's actually £3.50 (without cover disk). I know he meant £15 for a subscription to CS but the readers don't know that and he didn't make it clear. Some very large (space filling ?) clipart with two of them being in colour.

Page 7 & 8 : Letters pages.

A bit higgly-de-piggly-de with the editorial address cutting into the letters. A colour CF logo makes an appearance - again ! Onto page 8, only this time there are no letters on it ! Sorry, there it is - all one line of it, and that is the letter of the month !

At the bottom is and advert for CF T-shirts.

Again a lot of empty space. This page need not have been there at all.

Page 9 : Subscriptions.

Too much space and all information could have been rearranged into half a page - the coupon takes up a third of the page ! - What are the readers going to write with - a crayon ?

Pages 10 & 11 : Role call.

Here we have a rundown of who still supports the C64 and a feature on the subject by David Connolly. There are three companies listed, one of which it states no longer supports the C64 - which begs the question, why is it listed at all ?

And there is also an advert for the next issue.

Again, a lot of empty space.

Page 12 : Gala Software.

Billed as 'cheap and cheerful'. Cheerful it may be, but cheap ? I don't think so ! You need to be realistic with your pricing, nobody in there right mind will pay more than 50p to £1 for cassette based and 50p to £2 for disk based software. Here we are seeing prices up to £4.99 ! There is also no mention of whether the software is on disk or cassette. The hardware too is overpriced - in my opinion. There is a section here with 'new' software in it. It would help if this was more clear, as this software is actually 'old' but if I understand correctly then it is meant to be billed as 'unused' ?

There is a large gap at the bottom of the page - more empty space.

Page 13 : An advert for gala software.

There is a heading at the top of the page and a small note at the bottom telling you to ask for a price list - and absolutely NOTHING in between ! - More empty space !

Pages 14 to 16 : Interview.

Here we have an interview with my old friend Chris Holgate (he of Zine 64). These pages are full of text and it is a good read. Can't really fault it.

I feel that I have to reply to a little bit of what was said in this interview as myself and Commodore Scene were mentioned several times, I would just like to thank Chris for saying those things and David for printing them. Thanks guys !

I hope David will invite me to reply, in my own interview perhaps ?

Page 17 : Review Faction.

I think this is meant to be the review section of the magazine only there is NO review ! The entire page is telling you about how and why the review should be listened to but they seem to have forgotten to review anything.

There was no need for this page to be here !

Page 18 (back page) : Advertisement for CF.

Well the top half of the page has very large blank section with a CF logo on it with the editorial address below it ! The bottom half of the page has a colour photo of Oxford United's football ground on it ! - WHY ? In what way is that C64 related ? Or are you just space filling again ?

Again there is no need for this final page to be there

In my opinion

If it is going to be in colour then do it in colour, a few small colour bits of clipart does not make it a colour publication.

There are no margins for the pages and the consequence of this is some of the text is unreadable due to the pages not being able to fold back because of the staples.

There is too much empty space throughout the magazine - so much so that if you were to fill the space more constructively I think the magazine would have only been ten pages long !

There appears to be a line running all the way through the magazine about one third the way up the page - why ? - very distracting.

You need some form of page numbering.

There does not seem to be any mention of regular features or what you have in mind for the future.

In the advertising blurb you mention that you are also doing magazines for the PC and the Amiga, I have not seen the others but I hope they are better than this one, maybe you should just concentrate on one format - believe me, it takes a long time to produce one good magazine, let alone three !

Having said that, David has to be commended for sticking his neck out and venturing into an area were there is no monetary gain (I hope you are not in it for the money, as there is none to be made). It is always hard to start something from scratch and I am sure that things will improve.

Please David, do not take my comments as a dig at you because they are not meant that way, I am just pointing out how far you will have to go until people will take you seriously. Once you have found your feet then I feel you will do well, you have the technology (I assume it was produced on a PC ?), you just need a bit more practice, that's all. Commodore Scene will help in anyway it can.

At the moment I can't recommend anybody buys this as it is not yet up to scratch, lets see what issue two holds in store for us.

There's a new kid on the block and it goes by the the name of Commodore Faction, so here is a review of the 'preview edition' by

Commodore Faction #1

Before we start let's get the facts out of the way.

Editor : David Connolly
Commodore Faction is available from : GALA PUBLISHING, 7 Glyme Close, Woodstock, OXON, OX2O 1LB
Price : £2.OO
Commodore Faction was originally billed as a 'full colour magazine', however I can find now reference to this claim anymore.

More details can be found on the advertisement on page 44 of this issue of Commodore Scene.

I would just like to say to David Connolly that he must be able to take constructive criticism and to have a thick skin, it is part of our (editors) job to take it on the chin and to listen to what the readers want. It is very easy to take offence and take your bat and ball home. Just persevere !

Right then, on with the review.
What I have in my hands is the first ever issue of Commodore Faction, an information sheet, issue two information sheet and a covering letter addressed to me.
In the covering letter to myself David confirms the edition of Commodore Faction is the first and is free to select publications and is for review by me in the pages of Commodore Scene. Also in the letter is a little bit about Gala Publishing and the fact that they are part of Crystal Software & Electronics - so we can assume that they are not an independent magazine and certain 'ties' will be imposed on them as to what they can and can't do - I may be wrong !
David requests a copy of CS in return (which I assume he will also be reviewing), I will send a copy of this issue for him to look through.
The hot news for issue two is that it is going to be a PD special, and there is nothing else of note in this letter for the regular reader.
The information sheet contains such things as details on : contributions, software club, PD club, subscriptions, commercial software, advertising and agents & more.

<u>The magazine</u>
A4 in size, 9 loose sheets - stapled down the left hand side in three places, each sheet is printed on both sides providing 18 pages. The paper is about 7O to 8Ogsm in weight, I am guessing here as I don't really know but, you can see the 'next' page through the one you are reading - very annoying. It has been printed out using a computer printer rather than a commercial printing house and I assume that this is due to the low amount being produced for the first issue.
Page 1 : Front cover.
Not much on it really, a heading, stop press, intro to some news on page 14, a colour logo in the bottom right and a great deal of empty space !
Pages 2 & 3 : Contents
In here we have the index for the magazine and a note about the next issue.
The left page and the right page were supposed to meet in the middle forming a double page spread, I assume ? Unfortunately they don't ! The heading that runs across the top is in two different sizes and looks odd, there is half a coloured logo in the middle which did not make it onto the second page ! Likewise at the bottom of the page is the word 'FEA' ??!
There is some colour in the form of a small rat/mouse in the bottom right hand corner which ties in with the next issue.
Again there is too much blank space and all the contents of these two pages could have easily been placed onto one page.
Page 4 : Editorial page.
There is a heading, a photo (black & white) of the editor, some words from the editor and credits to the staff.
The photo is of the guest editor for this issue - or is it ? It doesn't say who it is ! Dom Punter is doing the editors job as David Connolly is on holiday - The first ever issue and the editor isn't there !
After a few words about the need for support from the readers (the same old story), and a new forthcoming game from the Gala Label we head to the bottom of the page were we find the credits, editorial address and a disclaimer box. Oh, and a very small colour logo (about one cm in size).
Page 5 : Crystal clear.
This entire page is taken up with a letter from Alex de Vires who proclaims himself as the 'Sub-Editor'. This page has a big heading, and a letter on it - that's it ! - nothing else.
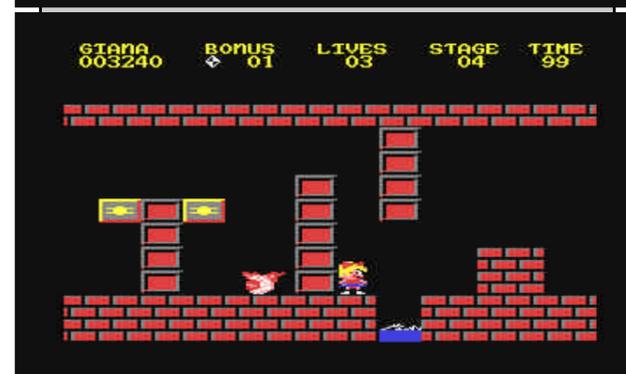Page 6
There are two headings here - 'SOFTWARE' and

THE GREAT GIANA SISTERS CONSPIRACY

by Andrew Fisher

For a game that was never officially released, the Great Giana Sisters lives on long after all the hype had faded away. Let's look back at some of the highlights..

The original game was signed to the GO! label of US Gold, which up until then had been pretty patchy. (In the same month it released Bionic Commando, one of the best arcade conversions ever, and GGS). The ZZAP! review was particularly ironic, praising it for being the closest thing to Super Mario Brothers on the 64 and awarding it a Gold Medal. Nintendo sued, and forced GO! to withdraw it from sale.

Somehow, nearly three years later, I was browsing through a bargain bin in a small independent software shop and lo and behold! There sits GGS in it's original box for a bargain price. I brought it immediately and fell in love with it. Then my tape deck started playing up and I couldn't load it. Boo hoo!

Meanwhile, two important things had happened. Work was "officially" stopped on the sequel, Arther and Marther in Future World. With a few original touches and a lot of work, it was eventually launched as HARD 'N ' HEAVY, a game about two droids hunting for lithium on the planet Mars.

And the spin-offs started. First came ABYSS, who updated the graphics so it looked like SUPER MARIO BROTHERS. Quite clever, but not as clever as the team behind GIANA REMIX - they re-designed all the levels and monster patterns to produce a whole new game, which is a lot tougher than the original.

Finally, there was also another attempt to enlarge the Sister's game repertoire - GIANA SISTERS III, a clever SEUCK game using graphics from the original but in a vertically scrolling "maze" game. It's fun for a while...

...which brings us right up to date. Eagleware were planning a new game, entitled GIANA STRIKES BACK, but it was announced and then cancelled. And so the conspiracy goes on..

I recommend you get hold of the excellent REMEMBER re-releases of Hard and Heavy and GGS, although LASER also did an excellent hack allowing you cheats like always having the weapons.

And for those who want to know, the cheat for GGS is to hold down the keys A,R,M,I and N - which spells ARMIN, the name of the programmer.

TECHNO
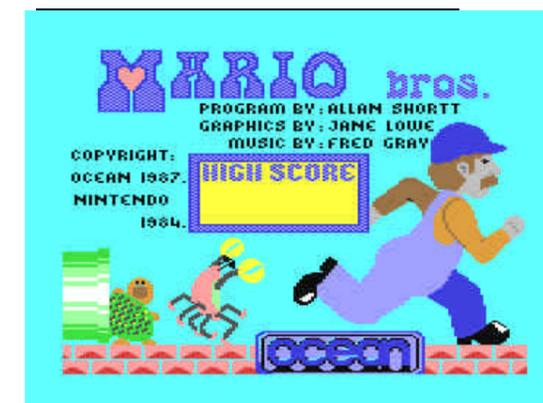
Thanks for the Memory

by Andrew Fisher

One of the incontrovertible laws of computing is that what you are doings expands to fit the space available. Fortunately, there is a way to expand the memory of your Commodore 64, and GEOS in particular feels the need.... the need for speed! (Sorry, I watched Top Gun the other night).

What's available...

Commodores Ram Expansion Units (Reus) came in three flavours - 1700 (128k). 1764 (256k) and 1750 512k). All have a DMA chip (see below and require a heavy-duty power supply.

CMD have the 1750 Clone in 512k or 2 Megabytes (does not need a heavy-duty power supply), and the RAMlink, which acts as a "virtual drive", compatible with GEOS and can hold up to 16Mb of memory!

Second-hand, you might find Georam, a 512k expansion for use with GEOS only, the very similar BBGRam - in 512k 1 or 2 Mb with battery backup, and finally the PPI RamDrive - 512k, 1 or 2Mb (also battery backed).

GEOS

There are 3 advantages to using GEOS with Ram expansion:
1 Ram Drives - as already mentioned, you use the Configure program to set up a Ram Drive, which behaves like a real disk drive except much faster.
2 DMA for Move Data - this uses the DMA capability of the REU/CMD Clone to speed up one of the most time consuming tasks in GEOS.
3 RAM Reboot - if you exit to BASIC, this allows you to reboot GEOS from RAM by simply hitting RESTORE.

Other Software

Unfortunately not many other programs were written (or rewritten) to cope with the REU. Several of the leading copy programs (Maverick for example) allow you to use the extra memory when copying.

For more information try issue 8 of Commodore World, which includes all the details you will need.

Problems

Q I'm having problems with my REU - what could be causing it?

A The answer is in three parts:
1 Clean the contacts by using a CLEAN pencil eraser and then blowing away the bits of rubber left behind.
2 Check your power supply is ok. Some models of the 128 do not supply enough power to the cartridge port, or it could be your power supply is failing.
3 Run the diagnostics program to check if there is a faulty chip.,

Q I tried to reboot GEOS from the REU and it crashed - why

A GEOS is very sensitive about disk drives - it uses a turbo routine for the 1541 drives and changes the device numbers whenever you swap drives on the desktop. If a drive has been turned off, or had it's device number changed, the reboot may not work.

Q Can I play games with an REU plugged in?

A The majority of games should work. However, I would recommend unplugging the REU when you are not using it.

Q Can I use my REU with other cartridges?

A Because the REU does not have a pass-through port, the only way to use it with other cartridges is either a) plugged into a RAMlink (which has a pass-through port) or b) a CMD EX3 cartridge port expander. This has extra switches to ensure compatibility.

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later in the level.

Now the main problem.. The Sentinel turns round slowly , checking the land for any energy sources which is abnormal, if the Sentinel faces your direction, he will start to absorb your energy slowly, this means you must
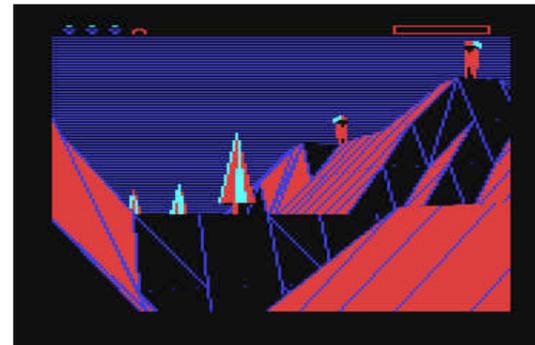
quickly transfer yourself to a different area quickly, or die from energy absorption!. Remember, The Sentinel will absorb anything which is not a tree, so you may see your old rocks in the distance being turned into trees when the Sentinel faces them ! . The remanding energy of the Rock/s and old Robot shells absorbed and turned to trees, is released as trees at random positions on the land.

If you get in a position where you cannot find a place to move to or need to get somewhere quick, you can press the "H" hyperspace key to jump to a random position on the grid, but it will not get you higher up!.. It will probably take you to the bottom, but it saves you at times!.. You can only use it safely if you have at least a Robot energy icon left.. Otherwise, you do it with less, you die of energy drought....   Keep up the process of AVOIDING the Sentinel and getting HIGHER UP, then you will be closer and closer to
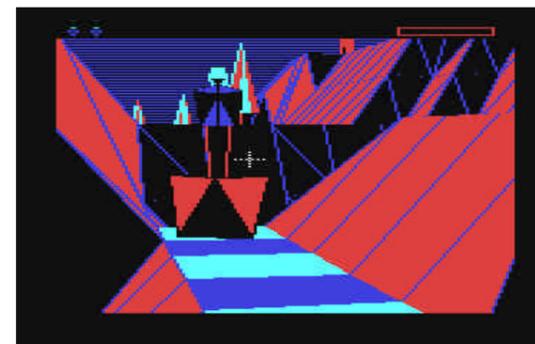
overtake the height of the Sentinel.

When you manage to overtake the height of the Sentinel, you will be able to see it's feet, and you can aim at the feet of the Sentinel and absorb it to complete the level.. You must next place a robot shell in its place and go into it and then press H to hyper-space out of the land to complete the level, receiving the password for the next level (Which goes up in random No.s of 1-40 for some reason..)

It gets more difficult though, later levels also have little Sentinels called Sentries, which are sort of the Sentinel's little children who with the Sentinel, all search the land for traces of you to turn into trees... There are ones which deplete energy and others which transfer you to a random lower position if you get drained for too long...

It will take you a long time to get through all 10,000 levels, as each level can take up to 5-15 mins each. (Depending on toughness)

But it doesn't get boring, so expect plenty of lastability for a LONG time!... The cool password system smooths over the time involved to finish the game too..

Finding a copy is difficult, but with the help of Bootfairs, Scene people's For Sale lists etc.. will help out a lot!

As I said at the start, the game has had a sequel created after 12 years, which is a very long delay... THE SENTINEL RETURNS (PYSGNOSIS) may have better GFX and an eerie soundtrack, but why pay up to £30-39

for a game which is just as good for as little as 50p?

It's nice to see a sequel, but I'm happy with the original.

If you prefer action games, get this anyway and have

a change!.. It's confusing to get into at first, but once you learn the ropes, you're hooked!!. And you won't get far too soon!

I REALLY RECOMMEND THIS!

GRAPHICS = 92% (Plain, but stunning 3D! and a GREAT Bob Stevenson picture to match!)

MUSIC = 39% (Little music, which suits game. Some spot SFX which is plain, but does it's job well.)

PLAYABILITY = 99% (Simply the best! :->)

LASTABILITY = 97% (10,000 levels, and inclusion of extra sentries stops boredom setting in!)

CODE = 99% (Simply amazing 3D effect with impressive speed!, a LOT faster than Freescape !..)

OVERALL = 98% Most impressive game of all time! (In my opinion, and easily in the top 10 of greats of all time!)

All ratings are my own personal opinion.

THE SENTINEL

1986 Firebird Software
RETRO REVIEW
by Frank Gasking

There has always been debates about what C64 game is the best ever... There's been votes of MAYHEM, PARADROID, IMPOSSIBLE MISSION... The list goes on.. But to my surprise, there is one game which always seems to be forgotten nowadays.. But now it's making a comeback on the higher machines, to satisfy a new audience... But we mustn't forget the original, which even the recent sequel cannot really match for playability..

In my opinion, The Sentinel is the most sophisticated C64 game, ever to be made !.. : - >

It's coded by the code genius, Geoff Crammond , who many will remember for other greats such as Revs and Stunt Car Racer, and more recently Grand Prix 2 on the PC.

The game is based in what feels like a Filled Vector world (Though it may not be) , which moves incredibly fast considering the visuals.. There are 10,000 levels to dominate, each with a password in ONE SINGLE LOAD!!

Without the great password system, there would be no point to playing the game !..

This game was WAY before it's time if you know what I mean. It has the characteristics of a 90's game, when it was only created in the mid-80's.

The game has no real story-line to it, but basically you are a droid which has been placed onto one of the 10,000 landscapes at the lowest point.

The landscape is ruled by a Sentinel, a highly powerful droid which keeps a lookout over the land and makes sure the land has no threat from no other sources than trees.

The other threat sources are yourself, and rocks which are of great use in the game... You are a small lowly robot which is equipped with only a few energy points, and are placed at the lowest height in the game... The Sentinel is at the highest point..

You must use your energy to raise yourself up to higher levels and eventually overtake the height of the Sentinel and take it over and the land..

Your powers are the ability to build Trees, Rocks and Robots... Trees are not much use to you, but the Rocks and Robot Shells pay a major role in the game... You see, you must create rocks on top of each other to make high platforms, place a robot shell onto the platform, and then transfer yourself from your current position into the robot shell, so you are higher up than previously... Then you would absorb your old robot shell which you transferred from to gain 3 energy points back.

The Trees, Robots and Rocks are symbols of energy also in the game and a tree would symbolise 1 energy point, Rock = 2 points and Robot = 3 points.

To start with, you get about 9 points, which is displayed as 3 robot symbols on the top left-hand corner.

These deplete as you create various objects to help you progress..

To create an object, you must find an area of land which is See-able to the eye.. (The land is set out as chequered squares, which gives the game a feel of Chess.)

You can create a robot shell at a different position, and transfer yourself into it, and be able to see different
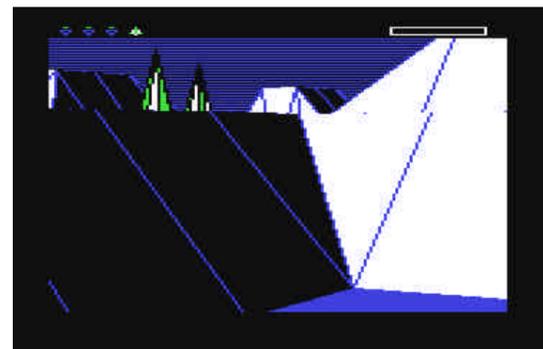
areas of the land. To get higher up, you need to be able to see the flat surface of the land (The chequered squares) higher up, you do this by creating Rocks on top of each other, to create a tall structure, and place a robot shell on top (Watching your energy level as you go)

Now you teleport into the robot shell, and now you will be higher up, and able to see..

As you create objects, I said you lose energy, so you must absorb your old rocks and robots once you have transferred to a new place, and absorb trees which are dotted around the place, to gain more energy, so you don't run out and die.. You need to keep your energy level constant, or it may hinder your progress

Commodore scene

ON DISPLAY IN LEEDS

Don't forget that Commodore Scene will be attending an exhibition in the Arndale Shopping Centre at Crossgates, Leeds. The event will be taking place on 3rd October and will include displays from various local and national hobbiy socitees and groups.You won't be able to miss us as we have been placed next to a group of real live Klingons !

Commodore Scene will be displaying various items including the latest hardware and software. There will be demonstrations with the C64 and C128. Friendly help and advice will will be given to anybody who needs it.

Also available on the day will be free leaflets, contact information, etc. There will be issues of CS available as well - back issues, specials, current issues, colour issues and a preview of the next issue.

These are various shots of one of the 'as-yet' uncompleted display stand. This particular stand will allow people to try out various programs and/or view demo programs. It can also be left to display demos while we talk to the public.

There will also be a table displaying a couple of set-ups to show the 'thronging masses' (!) how much is still available for the C64 and C128.

There has already been quite a good response from the readers of CS regarding this exhibition. Many people have said that they will be attending. So, if you want to meet some fellow Commodorians (is that a real word ?) then why not come along ?

This event will be extremly well atteneded, as it has been in the past, so all of us at the stand exspect to be very busy.

Nobody will be turned away and everybody is welcomed.

We'll see you there !!

MUSIC SCENE

By Richard Bayliss

So many people in the C64 scene uses the Demo Music Creator V4.0 and I am one of them. Well if you were expecting the old Music Scene by Andrew Fisher, you have another thing coming because I have decided to teach you this month, how to use the Demo Music creator and compose some really good tunes. DMC V4.0 is a PD utility and can be found from SCENE PD, Electric Boys catalogue diskEB0115D Magna Mus. Disk. Well for those of you who are interested in learning the DMC music player. In the forthcoming months, I will be teaching you all how to compose really good tunes and as a treat, I have given all you readers a music sample, which you all can load on to the DMC player V4.0. I will be talking to all you about tune in the next issue of Commodore Scene (Christmassy Issue) and maybe give you all another tune to look at perhaps.

The DMC V4.0 has various stuff involved. There are the filters, instruments, track editors and also the sequence editors. Well, this month, we are going to be taking a look at the instruments editor. Firstly, you will see that there are no instruments set. This is because you will need to deal with this yourself. however I shall help you all out, as I have got a few examples on how you all can make your very own instruments. Go to the menu by pressing the BACK ARROW key (The very first key on the C64 keyboard) and select SOUND EDITOR. Once you have done this, the next thing to do is read on. I have been a C64 musician for over 2 years now. 3 years ago I was totally rubbish at these advanced music makers, such as DMC, well I was a games freak then, but now I am a C64 musician as well as a Programmer, Seucker and Coder. Anyway it is time to go on and do a bit of practical, building instruments.

Okay, now take a look at this diagram below. You will see that the DMC music editor requires some instruments as you would see that everything is BLANK. Well, I think it is time for us to get started with this sound editor. There are loads of zeroes displayed at the bottom of the words.

```
ADSR  L  P  SPEEDS   L  F  V1  V2  ##  FX
 00000  0  0  0000000  0  0  00  00  00  00
```

00 00 00 : As you can see, there are no sounds installed, as none have been
01 00 00 : programmed in, so now i think you will need to deal with the
02 00 00 : sounds. Press Space to test and see if you can
03 00 00 :
etc....   :

Right, now that you have seen what these tables are like. it is time to do a bit of work on the tables. For a start off, let us have a plain instrument, which can be the main instrument for the tunes you compose.

```
ADSR  L  P  SPEEDS   L  F  V1  V2  ##  FX
00AA  1  4  444444  0  0  01  02  00  08  <- Holds down note
```

Now that you have input the ADSR, etc.. You will now need to build an instrument by using the instrumental table, so move the cursor on to ## and then press SHIFT+RETURN to enter the sound editor.

Now do as follows
00 41 00
01 91 00 <- Ends Block

Now press SHIFT and RETURN again then test the sound with SPACE. You can increase and decrease the OCTAVE with the COMMODORE KEY and then test it. There you are, a sound. Okay, now press the UP ARROW key, so that you can copy the instrument, which you already did and then press SHIFT and + to increment the sound you wish to edit. Once you move on to the next blank sound editor, simply press the ALPHAZ key or what is know as the curly at symbol. This will then paste your previous sounds, however we do not want the same sound so here is what you need to do. Add a filter like this.

```
ADSR  L  P  SPEEDS   L  F  V1  V2  ##  FX
00AA  1  1  444444  0  0  01  02  00  28  <- Turns on filter
```

Once this is complete, what you need to do now is enter the filter editor (by pressing BACK ARROW) in which is in the main menu. Select

FILTER EDITOR and then press return. The Filter editor gives you special effects to your instrument. For one sample enter the following:

```
R  T  ##  RT  ST  S1  S2  S3
F  3  20  00  04  FF 00  00
```

Voila, a filter is programmed. Okay, now you have done the filters I think it would be rather nice to create a new instrument, so go back to the sound editor and select the next blank sound and enter the following in the sound editor:

```
ADSR  L  P  SPEEDS   L  F  V1  V2  ##  FX
00AE  0  0  000000  0  0  01  02  02  08
```

We want a minor chord, so go into the instrument editor and do the following carefully as follows :
02 21 00
03 21 03
04 21 07
05 21 0C
06 94 00

The last line controls the octaves. 03 is Octave 3, 07 is Octave 7 and 0C is octave 12. The 94 repeats the four octaves for a while (depends on the attack/decay used).

Now we do the same for the major chords

```
ADSR  L  P  SPEEDS   L  F  V1  V2  ##  FX
00AE  0  0  000000  0  0  00  00  07  08
```

07 21 00
08 21 04
09 21 07
0A 21 0C
0B 94 00 - Not hard is it?

Well that is about it for this issue's feature. In the next issue, we shall show you how you can do drums and also compose music. For now just bear with me and wait until the next issue of CS, unless you want to experiment with this utility. For those who do not own DMC V4.0 use V2.0 instead if you wish.