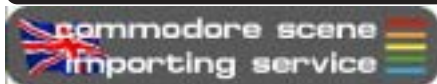


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yearbook 2003



All listed prices now include standard postage & packing within the UK (USA)
~ insurance and postage elsewhere is extra.

COMMODORE COMPUTERS

Commodore 64 ~ £25 ~ UK/PAL, comes with PSU, RF lead, fully tested, cleaned.

Commodore 64c ~ £20 ~ UK/PAL comes with PSU, RF lead, fully tested, cleaned.

CMD SuperCPU 20Mhz ACCELERATOR

SuperCPU64 ~ £100 ~ base unit, does not have a SuperCARD installed. Will work on a c128 in c64 mode only. JiffyDOS installed.



SuperCPU128 ~ £100 ~ base unit, does not have a SuperCARD installed, comes with a CPU MMU adaptor which needs to be installed in the c128(d) to use it in 128 mode. Works on both c64's and c128's in all modes. JiffyDOS fitted.

CPU MMU adaptor ~ £10 ~ additional adaptor if you have more than one c128.

SuperCard 64 or 128 ~ £10 ~ the SuperCARD fits inside the SuperCPU 64 or 128 and allows you to install 1mb to 16mb.

16Mb Simm ~ £30 ~ compatible simm module for your SuperCARD.



CMD RAMLink ~ RAM disk drive

CMD RAMLink ~ £100 ~ Base unit comes with one jumper clip, but no RAMCard II or real time clock. The RAMLink acts just like a large disk drive and retains its SIMM memory or REU (if installed) when the computer is switched. JiffyDOS installed.

CMD RAMLink jumper clip ~ £4 ~ extra clips for extra computers !

CMD RAMCard II ~ £10 ~ Fits inside your RAMLink and allows you to install between 1mb to 16mb of extra memory. No real time clock fitted.

CMD RAMCard II RTC ~ £10 ~ As above but with real time clock fitted.

RTC add-on ~ £10 ~ fit a real time clock to your existing RAMCard II.

4Mb simm ~ £5 ~ compatible 30pin for your RAMLink.

Back up battery ~ £10 ~ Keep your CMD RAMLink and/or REU data safe in the event of a power failure for up to 8 hours with this back up battery unit. Comes complete with cable.

Parallel cable ~ £10 ~ Speed up data transfer between the CMD RAMLink and the CMD HD series of drives.



CD-ROM & HARD DRIVE

CMD HD 1000 ~ £100 ~ CMD hard drive, 1gb capacity. JiffyDOS installed.

CMD HD CHASSIS ~ £100 ~ CMD hard drive chassis unit, no

hard drive installed you simply supply and fit your own SCSI unit. JiffyDOS installed.

CMD HD ZIP ~ £100 ~ Same unit as the standard CMD HD series only this has a removable 100mb zip disk drive unit installed. JiffyDOS installed.

CMD HD JAZ ~ £100 ~ As above but with the higher capacity 1gb JAZ removable media drive. JiffyDOS installed.



IDE64 ~ £95 (\$165) ~ Attach up to two IDE devices (hard drive or CD drive) to your c64/c128 (64 mode) with this interface. Please state if you require CMD SuperCPU compatibility (a CMD SuperCPU compatible IDE64 will NOT work on a standard machine and vice versa). Comes with 5.25" disk containing tools, GEOS64 v2.0 disk drivers and a printed manual.

IDE64 DUART ~ £ASK (\$ASK) ~ Dual port RS232 interface card that plugs into the IDE64. Pictured on the right.

IDE64 PC-KEYB ~ £ASK (\$ASK) ~ PC-AT to C64 keyboard converter.

IDE64 ETH64 ~ Coming soon ~ Ethernet card for your IDE64

IDE64 SID-II ~ Coming soon ~ Stereo SID card for your IDE64

IDE64 MP3 ~ Coming soon ~ MP3 player card for your IDE64

Internal IDE CD-ROM or Hard Drive ~ £ASK ~ for IDE64 (various sizes & speeds). If you order an IDE hard drive in conjunction with an IDE64, I will pre-format and install the tools programs for you.

Internal SCSI Hard Drive for HDCHASSIS ~ £ASK ~ various sizes available. If you order one of these in conjunction with a HDCHASSIS unit I will fit and format if for you.

HIGH CAPACITY 3.5" FLOPPY DRIVES

CMD FD-2000 ~ £100 ~ High capacity and high performance 3.5" disk drive. Takes DD (800k) and HD (1.6mb) disks. Also reads and writes MS-DOS disks



(720k & 1.44mb) for transferring files between Commodore and other platforms. Comes with JiffyDOS pre-installed for optimum performance. Can emulate 1541 (and other disk types) to maintain compliance with those troublesome programs !

51/4" FLOPPY DISK DRIVES

Please note : All the following disk drives are secondhand but are fully tested, cleaned and come with serial lead, power lead/PSU and utility software* to repair any faults. *1541/1571 compatible only.

1541 ~ £30, 1541C ~ £40, 1541-II (no PSU) ~ £45, 1541-II (with PSU) ~ £55, 1570 ~ £50, 1571 ~ £55, 1581 ~ £90

TELECOMMUNICATION

Diamond Supra Express 56e V90 Pro modem ~ £65 ~ Finding a modem that is fully geoFAX v2.1 compatible (in UK) is very hard, but here is one that is 100% guaranteed to function !

Turbo 232 ~ £100 ~ The best modem interface for your c64 or c128.

Supports any modem up to a maximum speed of 232,000 Bps !!!

DB25 to DB9 ~ £10 ~ Modem cable for the Turbo 232.

TheWAVE 64/128 ~ £3 ~ Graphical internet browser, requires GEOSv2.0 with Wheels & CMD SuperCPU with 4Mb minimum. State 5.25" or 3.5" disk.

POWER SUPPLIES

Original C64 PSU ~ £10

FD & RAMLink Mk2 PSU ~ £30

USA>UK power convertor ~ £25 ~ 45 amp power convertor, allows the use of USA (110 volt) hardware in the UK.

CS-SuperPSU v3.1 ~ £190 (\$295) ~ Fan cooled, 9 outlet power leads for 2x

computers ~ c64/c64c/c64gs/c128* and c128d*, 7x devices ~ 1541 clone*, Oceanic*, 1541-II, 1571D*,

1581, RAMLink 1&2, CMD Hard Drives, FD2000, FD4000, IDE Hard Drives & CD Drives. Fully SuperCPU, REU and cartridge tolerant. UK/European (220v~240v) and USA (110v) versions available. *Gender changers required.

Gender Changer IDE

~ £8 (\$15) ~ for IDE

CD-ROM drives & IDE

hard drives.

Gender Changer 128 ~ £10 (\$16) ~

convert a 64 plug to a 128 plug.

Gender Changer CLONE ~ £8 (\$15) ~

convert a 1541-II/1581

plug to a 1541clone

plug (oceanic,

master41, etc).



JiffyDOS

Install JiffyDOS ROM's to improve performance and speed up disk access save/load times. You need to put a chip into your computer and any drive that you use, drives with normal CBM DOS ROM's will operate at normal (slow) speeds.



128 ~ £10 ~ computer only
 128D ~ £10 ~ system
 128D+ ~ £10 ~ computer only, not the 1571D
 C64 ~ £10 ~ computer (24 pin) only
 C64v4 ~ £10 ~ computer (28 pin) only
 SX-64 ~ £10 ~ system ROM's for sx64 & internal 1541
 Disk drive ROM's ~ £10 each ~ for 1541, 1541C, 1541-II, 1571, 1571CR (128D) & 1581.
 Most other Commodore compatible drive types are available upon request ~ £10 each.

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

OFFERS!

CMD RAMLink ~ £10 ~ This full unit comes with a jumper clip, RAMCard II with real time clock and a massive 16mb of memory. **Save £30!**

CMD SuperCPU64 ~ £10 ~ with SuperCARD & 16mb. **Save £50!**

CMD SuperCPU128 ~ £10 ~ with MMU adaptor, SuperCARD & 16mb. **Save £50!**

Any 5.25" disk drive and get **Ice Guys** for **£FREE!**

Any 5.25" disk drive with **JiffyDOS** and get **Ice Guys** and **It's Magic II** for **£FREE!**

Protovision 4 Player Adaptor ~ £20 (**\$40**) ~ you get **Bomb Mania**, **Team Patrol**, **IK+** **Gold** and **Pac-IT** (demo version) bundled in for **£FREE!**

CS-SuperPSU v3 ~ £190 (**\$295**) ~ get any one gender changer for **£FREE!**

Retro Replay Bundle ~ £85 (**\$120**)
 Retro Replay cartridge & RRnet & Contiki software ~ **Save £5!**

Gender Changer 128D ~ £12 (**\$17**) ~ 128D & 1571D convertor, requires simple DIY installation into the c128d.

INPUT DEVICES

4 Player adaptor ~ £20 (**\$40**) ~ From Protovision, plugs into your user port and allows a further two joysticks to operate
Joystick ~ £5 ~ 2nd hand Commodore compatible joysticks, various manufacturers, all are tested but do not come in original boxes.
micromys ~ £18 (**\$35**) ~ Attach either currently available PS/2 or USB mice, trackballs and simple joysticks to your Commodore. No software patches are needed, simply just 'plug in and go'.
Smartmouse ~ £10 ~ Fully 1531 compatible and comes with a built in real time clock!

**MISCELLANEOUS ITEMS**

3.5" disks ~ £9 (**\$14**) ~ Brand new boxes of 10 disks with labels.
3.5" disk drive cleaner ~ £6 (**\$9**) ~ Even 3.5" disk drives need cleaning!
5.25" disk notcher ~ £4 (**\$7**) ~ Use both sides of your floppies!
5.25" disks ~ £6 (**\$9**) ~ 40x 2nd hand disks, with sleeves but no labels.
5.25" disk drive cleaner ~ £4 (**\$7**) ~ Keep it clean for optimum performance!

CARTRIDGES, ADAPTORS & CABLES

EX3 ~ £10 ~ A three socket cartridge port expander with all the new slots facing upwards. Each slot is fully selectable via a bank of toggle switches.
EX2+1 ~ £10 ~ A three socket cartridge port expander with two of the new slots facing upwards and one pass-thru port to the rear.
geoCable II (6) ~ £10 ~ connect to a modern parallel printer with this device inserted into the user port. Has a pass thru port to rear to allow a further connection. 6ft cable supplied.
geoCable II (15) ~ £10 ~ as above but with a 15ft cable.
Retro Replay Cartridge ~ £45 (**\$75**) ~ The ultimate 'Action Replay Cartridge' but with more features for the 21st century! Supplied with a printed manual.
Retro Replay NET ~ £45 (**\$75**) ~ Adapter that allows you to connect to an Intranet for high speed broadband internet access.



Retro Replay Case ~ £6 (**\$9**) ~ Put a case on your RR. Colours available are Clear, Black or Blue.
Retro Replay Silver Surfer ~ £24 (**\$45**) ~ Add an RS232 interface to your RR.
Serial cable ~ £5 (**\$10**) ~ standard cables for connecting drives to computers, etc. Approx. 1m long.
XE1541 ~ £15 (**\$28**) ~ The world famous cable for connecting a Commodore disk drive to a PC to allow file transfers. Comes with the **Star Commander** software.

**BOOKS & MANUALS**

C64 programmers reference guide ~ £10 (**\$20**)
 C64 user manual ~ £2
 GEOS programmers reference guide, Hitchhikers guide to GEOS ~ £24 each

SERIOUS & UTILITY software

CD-ROM commander 64&128, **CD-128** (music player) ~ £10 ~ all three software programs for one single price.
CS Library CD-ROM ~ £20 (**\$28**) ~ The Commodore Scene .d64 archive with free upgrades until it is full.
CS Tech2000 Mini CD-ROM ~ £5 (**\$9**) ~ the highly sort after special edition now in PDF version.
Buddy Assembler 64/128 ~ £10
CMD utilities ~ £10 ~ full featured copy and transfer programs, utilities and much more for your CMD devices. Requires the JiffyDOS system to be installed.
GoDot ~ £9 (**\$15**) ~ state 5.25" or 3.5", comes with full printed English manual.
JiffyMON ~ £10 ~ A powerfull monitor program, also requires JiffyDOS on your system.
Multi Screen Construction Kit ~ £6 (**\$9**)

GEOS software

GEOS 64 v2.0 ~ £10
GEOS 128 v2.0 ~ £10
GEOS 64/128 v2.0 ~ £10 ~ Kernal ROM's for the geoRAM unit.
Wheels64 v4.2 ~ £10 ~ state 5.25" or 3.5"



Wheels128 v4.2 ~ state 5.25" or 3.5"

geoFile 64 ~

geoFile 128 ~

geoCalc 64 ~

geoCalc 128 ~

geoChart ~

geoProgrammer ~

geoPublish ~

geoBasic ~

geoMakeboot ~

geoFax v2.1 ~

GEOS printer driver and extras disk ~

Desk pack plus ~

Font pack plus ~

Font pack international ~

Collette utilities ~

Dweezil's greatest hits ~

Super Fonts/Merge Fonts/Special Font Collection ~ all three for ~ £10 (\$15)

GAMES software

Bombmania ~ £10 (\$20)

Ice Guys ~ £10 (\$20)

IDE64 Games compilation CD-ROM ~ £8(\$15)

It's Magic 2 ~ £10 (\$20)

Team Patrol ~ £10 (\$20)



IMPORTANT NOTES

- (1) No orders are currently being accepted on items marked with this circle > ●
- (2) Many items are in short supply so please check availability BEFORE you order anything.

BARGAIN BUCKET OFFERS !!!

- Total Eclipse I & II - Freescape games on 5.25", boxed with instructions - £3
- SFX music keyboard overlay - £3
- Easy File 64 - Original box (large), instruction manual, on 5.25" disk - £5
- Easy Script 64 - No box, with instructions, on 5.25" disk - £3
- Easy Script 64 - No box, with instructions, on 5.25" disk - £3
- Advanced Art Studio - with instruction manual, no box, on 5.25" & 3.5" disk - £2
- Simon's BASIC (cartridge) & Simon's BASIC Extension (cassette) - Boxed, both manuals - £10
- Simon's BASIC cartridge - no manual, no box - £3
- International Soccer cartridge - no manu, no box - £3
- CMD FD manual - £5
- CMD HD manual - £5
- 1541 Disk utility & alignment software - £2
- JiffyDOS Manuals - £2

ORDERING INFORMATION



All postage, VAT, Import Duties and other taxes are now fully included in the list prices. Add a further £10 if you require insured postage. USA prices include postage (allowing for item weight, etc) and prices are shown in brackets. Insurance to USA is extra, by arrangement.



Please add a further £15 to any order for Europe and the Rest Of The World. Note : all items are supplied with UK compatible PSU's were applicable and an adapter (not supplied) may be required in some countries.

Payment Details

Make payments payable to : **A J Bairstow**

Accepted Payment Types



CASH - If you are sending cash then please use secure postage - CS will not be held responsible for any lost money. Accepted CASH types are £, US\$ & € - see the note below.



Cheque - Please allow up to one week to clear. Add £4 if paying in your own currency. € - see the note below.



On-line Credit Card - Order online through PayPal. Make payments to allan.bairstow@btinternet.com. Please make your payments in £'s (UK and rest of world) or \$'s for USA customers. € - see the note below.

International Money Order - Guaranteed payment between different countries. Secure and very safe, but slow. UK £'s only.

Direct Bank Transfer - This method is very slow. Ensure ALL charges are made at YOUR bank, any shortfall will result in a delay in items being delivered. UK £'s only.



€ (euro) - Due to the volatile nature of the exchange rate for the euro/£, any prices in euros will have to be agreed separately.

Contact address

CSIS
14 Glamis Close
Garforth, Leeds
West Yorkshire
LS25 2NQ
United Kingdom

E-mail

allan.bairstow@btinternet.com

All details were correct at time of going to press. Delivery can be 1 - 6 weeks. All prices are subject to change - you will be notified of any price changes prior to orders being accepted.



October 2003



You can now pay by credit card on-line at PayPal

PayPal now accept £'s so please use that currency when ordering from the CSIS listing. Make payments to :

allan.bairstow@btinternet.com



P S / 2



O P T I C A L

T F T

T R A C K B A L L



L C D

M I C R O M Y S

U S B



C = V G A





Hello everybody.

It is with a heavy heart that I write this column as it is clear to me now that there is not enough support for a quality Commodore magazine in the English speaking world. Serious decisions are having to be made in the next couple of issues as the numbers of supporters for CS are now dwindling to an all-time low. I refer you all to the 'Terminus' column for in-depth details.

BIG smile :) : Despite the general air of gloom hanging over this page, there are some great things happening to the Commodore right here and right now ! Firstly, this issue has had to be increased in page size by inserting an 4 extra pages (for free), also, there are some new innovations for our Commodore's, take a peek at the **micromys** on page 12 (I have actually re-written this article 4 times !), the **C=VGA** on page 14 and what a show the **Micro Mart Show** was - p28, speaking of which

Micro Mart Show : What a superb show this was - back to the heady days of great computers showing off their best hardware and software. Don't worry if you missed it as there will probably be one or even more next year.

Typeface : I would like to thank those of you who gave feedback on the new typeface used in CS37. Simply put, you didn't like it ! So, as the majority rules, CS has switched back to the original typeface for ease of reading. Thanks to those who took time out to let me know their feelings.

Clearout : It had to happen eventually. I simply did not have room for all my spare stuff so all the stuff that did not sell on eBay went to the tip. I took box fulls of datasettes (which are now completely obsolete) and cassette software to the tip to be crushed. All my other duplicated stuff was put on eBay for sale and the remaining few items I have spare are on page 35 if anybody wants them.

Gloomy Christmas : As I write this final bit, it appears inevitable that I will be taking industrial action over the Christmas period. If this does happen then all my Commodore activities will cease. I have no idea how things will pan out and I have no idea when I will be resuming Commodore matters. I will update you with news on this front in the accompanying 'CS Newsletter 5'

Bye for now.

TERMINUS

With the release of this issue we see the numbers of subscribers/readers fall to an all-time low of 45 people. That equates to only 18 people in the UK ! I find it hard to believe there are only 18 Commodore users in the UK, in fact I 'know' that there are more than that. If it wasn't for the overseas readers then CS would have finished at issue 32 !

Where are you all ?

What are you doing ?

Following the current decline in subscriptions I predict that CS39 will see the number drop to about 40 people and then CS40 will drop to about 25.

Despite a recent (and expensive) mail shot of over 300 so-called 'active' users I was amazed that I got a total of '2' replies ! Even I was astounded by this as many of the people I sent the flyers to are known to me to be still using their Commodores today, they sometimes even ring me up and ask me for help on various matters with their Commodores !

The simple fact is that it is no longer viable to produce CS as a professionally printed English speaking magazine. Therefore, I have made the decision that all other publications and projects that I had planned to do have now been shelved permanently - whats the point in doing all that hard work when only a handful of people are going to read it ? As for CS as a professionally printed magazine, well those days are numbered I'm afraid. On the 'up' side though, I now have my Postscript laser printer and I intend to transfer CS to my Commodore set up and publish it in geoPUBLISH using the PP2/3 program. There will probably be a 'yearbook' at Christmas time which will have the same format as the magazine that you are currently holding, in between the yearbook will be a CS booklet printed on the laser printer.

Why has this had to happened ?

Where did all the Commodore Zone readers go to ?

What about the English GO64 readers ?

Come on people, there is still time to make a difference but you have to do something now, tomorrow will be too late.

Allan Bairstow



By Richard Bayliss & Allan Bairstow

This issue's cover disk features on both 1541 disk and 1581 disk. The disk menu was programmed by Danny Tod, with music. SuperCPU users, please disable all fastload facilities. Thanks ;o)

On this issue's cover disk we have mainly games and tools, but we do have other programs. Unfortunately there's not a lot of programs on side 1 of the CS38 cover disk, due to the two multi-load games (MW4 preview and The Run). Anyway, here's what we have for you this issue.

When loading MW4 through fast load, select the fast load option twice and it should work. - Me and my BASIC programs BAAAAAH! ;o)

Metal Warrior 4 - Dojo Preview
[by CovertBitOps]



Cadaver (Lasse) is currently working on a new Metal Warrior game, which looks promising. This is only a playable preview. This preview features only one level, which will not be seen in the full game.

You are a rocker, who wants to learn martial arts, and has a quest, which is to recover the scroll from the underground temple. You have to complete a few tasks, so get in those huts and collect your weapons, go to

the Dojo and then meet the Dojo master, fight your way through the Dojo and outside. Finally, collect the scroll and give it to the Dojo master.

The Run [By Low Bit Software]

Way back with CS issue 14, we saw a 1-level preview of the game, which



was too easy, so now after 8 or 9 years, the full game is finally finished. You play the role of a warrior, who has to collect coins, attack or jump on enemies and then run for the exit. Watch out for the dissolving floors. There's a little surprise at the end of this game. I quite like this game ;o)

Nonsense [By FLP Crew]

This is a highly amusing party game, which I had to add on to this issue's cover disk. This game was used with kind permission from the author of this game and is for 2 players only. The aim of this game is to beat and



kick the living daylight's of your opponent. This game features highly amusing digi speech ;o)

DMC V5.0+ [By CreaMD/DMAGIC]

Finally to kick off side 1 I have



added a nice and pretty cool music editor, along with a music packer/relocator and a music depacker as well as some example tunes. Take a



look at this issue's 'Music Scene' feature on getting started to use the music editor. This version of the music editor can also handle rich text format from PC.

Bomb Chase Preview V3.0 (CS Exclusive)

This is an exclusive playable preview of a game, which should hopefully appear on CS39 cover disk. This preview consist of 4 levels, where you



have to guide Smudge around the screen, collecting bombs. The only problem is that there are monsters chasing after you. Can you complete all 4 levels before it's too late? We'll have to wait and see. Full game next issue, or maybe issue 40's cover disk ;o)

Dir Master V8.4 by Hitmen

This is useful utility where you can alter your directory on your disks. You can create your own data stamps and

also find any hidden files or deleted files. There's also some up-graded option. Use '*' to view help screens.

FLI to Koala by Offence



Have you drawn any FLI pictures or Koala pictures? If you have then you can use this tool to convert any Koala painter pictures you drew into FLI pictures and vice versa. The utility should be easy enough to use :o)

Project Messenger by Inflexion

This is a nice little note writer utility for any messages that you create. You can also load in logos, and write messages. You can also display your messages with music playing in the background. Spread any messages you have produced to friends. Logo must be done in Advanced Art Studio and music must not exceed \$2000.

Assembly 2002 Party Stuff

We have 5 programs from Assembly 2002 Party. The best 3 tunes and 2 Pictures, which I like and what you'll probably like. That's all :o). There were some demos, but unfortunately they were -fake group- demos, which had bad content. :o(The files are 'Pirates (Picture)', 'Theodore Bear (Picture)', 'Balls of Steel (Music)', 'Das Hit (Music)', and 'Would You (Music)'.

Back Home by Contex



This is a pretty cool demo featuring digitised samples. These sort of demos remind me of Cycleburner's demos. Hang on, maybe next issue I'll add a Cycleburner demo :)



Is this a game or a demo? This is an old demo/game thing, which consists of a nice classic piece of artwork, a scrolltext and a nice vertical-scrolling game. I don't mean SEUCK, because it is not a seuck game. There's also digitised samples as well.

Maximum Overdrive by Digital Wizard

This is a crazy program, where you can have plenty of fun playing jokes



DATA : Yet another classic C64 game has been faithfully recreated on the PC! It just goes to show that you can't beat an original and addictive game. If anybody wants a copy of **Bruce Lee** for their PC then drop me a disk and return postage and I will copy it for you. It is also on the **CS Library CD-ROM** which is available for the sum of £20.



DATA : After all the hard work that **Shaun Bebbington** has done over the past few months with his regular column and also the recent show, **Micro Mart** have rewarded him by 'promoting' his retro column to full colour and also placing him under the new banner of **The Specialists**. Nice one Shaun, and don't forget that any help you need is right here !

DATA : By the end of October it is hoped that PayPal will have uprated their systems so that you can pay in Euro's, £ sterling as well as the original US\$. This is great news for the CSIS as I will no longer have to work out a US\$ price for items.

on your friends and family. Select one of the 15 options, to chose one of the crazy things you want your C64 to do, and then once set up get someone to try and load a program, or directory and see what happens. This is good fun :o)

Land of Oblivion - Truth Revealed

Well, it has to be said. The truth about the preview Land of Oblivion. You'll see once you load it in :)

Well that wraps this issue's cover disk. There was going to be Protovision's Vision 2002 game compo entries on this issue's cover disk, but being that the party disk wasn't ready, I was unable to do this, so I picked a few programs for this issue's cover disk, and how good they are as well. I'm sure you'll enjoy this months disk :o)

DATA : The C=VGA will soon be a



reality due, in no small part, to the skill of a guy called **Neil Jansen**. See page 14 for more details.

DATA : The **micromys** adaptor is now in stock here at CS for the measly sum if £18 including P&P in the UK. Overseas readers can have one for £22. Get them while they're hot. See page 12 for a review.

DATA : **PayPal** now accept payments in UK£'s. That is great news for me as I no longer have to work out a US\$ costing for every item. All calculations are done automatically online !

DATA : There are likely to be more **Micro Mart** shows in 2003. Get saving up and get yourself along to claim your freebies for being a dedicated CS reader !

DATA : I have a few clearance bargains on page 35. Go and see whats on



offer but please check before ordering as there are only 'one' of most of the items.

DATA : I can't remember if I have already said - the following thread has been started to follow the "Format Wars" series starting in Micro Mart from issue 722. <http://www.micromart.co.uk/content/newforum/Messages.asp?ThreadID=1831> ~ please feel free to leave opinions etc... (Shaun Bebbington)

DATA : Protovision News update. 09/2002. **Vision 2002**, the Protovision Party, was a broad success. Download the two .d64-files with the releases from www.c64.sk! Among the releases are _two new freeware_ Protovision games, namely **Cascade** (innovative puzzler), **Snacks4Snakes 75%** (funny 4-player-game). A cool 4-players budget game will be released very soon. "**Team Patrol**" will be a fast adrenalin pumper for any joystick acrobats. Also **Pac It** advances fastly at the moment. A major update of the pac it section on Big User's homepage will soon be online. Protovision gained a New member, Poison/TLD-crew (not Poison/Singular) as the new webmaster. Finally, the Protovision online-shop was added to our homepage. Ordering has become yet one step simpler, also you will find neat images and tiny descriptions of all the items presented.

DATA : **ZXF** - A truly excellent magazine for the ZX Spectrum, perhaps then CS could have a quick plug in ZXF? <http://zxf.netmag.easyspace.com/ZXF/index.html> is it's home page!

DATA : Got a dead PSU in your mk1 1541? Worry not my fellow Commodore user as CS is currently working on an adaptor to allow you to use the **CS-SuperPSU** (or the 1541-II / 1581 PSU). There are no prices as yet for the **gender41** but the adaptor will allow you to remove the internal PSU completely as it bypasses it! More details soon.

DATA : For those interested programmers, there is a new book coming out in Germany, "**Programming of the 65816**". Dirk Klettke, C= enthusiast, assures us that it is written in English. If you would like to order the book, contact Dirk <[skernsoft\(at\)video-studio-klettke.de](mailto:skernsoft(at)video-studio-klettke.de)> It will cost \$35 + export and packing.

DATA : **64HDD Pro-users**, there have been a few minor refinements to 64HDD Professional over the last couple of months, and if you only have one of the earlier versions just send be an email and I'll forward you the updated files. The main bug fix would concern those who have had trouble using the CDA: command (for CD-Audio support; the command accidently got dropped out of the code back in March, but was only discovered recently!). Other changes are only minor and probably not worth the trouble. The core code of the pro-version is well ahead of the June freeware release. If you happen to have time, please send be an email to let me know what features you've been using and what you think of the Professional version overall. By the way, all current Pro-users have been automatically entered into the Christmas prize draw (see website). Best regards, Nick Coplin.

DATA : Read about Protovision in the **New York Times**. It's online here, you have to register, but it's free.

<http://www.nytimes.com/2002/09/26/technology/circuits/26COMM.html> (or download it zipped from <http://www.milo-mundt.de/nyt.zip> and start load the 26COMM.html-file into your browser). All the best from the main organizer of Protovision.



64HDD is PC emulation software that gives your Commodore access to hard drives, CD-ROMs and a host of other features. It uses the popular X/XE1541 connection cable and is very compatible with a wide range of Commodore software. Programs can be loaded to your Commodore directly from D64 and other disk image formats. Whether you are a gamer, programmer or serious application user, 64HDD will give that tired old 1541 a rest.





As I predicted, there was a lot more correspondence for this issues, so lets get cracking ! Most letters/e-mails ahve been edited for space reasons.

Hi Allan,

I am sorry to hear that you have been let down again. I don't know why people say they will do something and then fail to do what they said they would, they let themselves down as much as other people. I took your advice and have read the Micro Mart article(s) by Shaun Bebbington. They are very good articles and I will be writing to them and say how good it is to see articles on the good old Commodore and also let them know what a good job Shaun is doing.

Geoff Wilkes

Hi Geoff,

Thanks for those kind words. I was most disappointed in those people who did not turn up (after saying they would) and I did not expect that sort of behaviour from Commodore users. It has made me think long and hard about CS and changes will be made (see page 3 for details). I am sure that Shaun will be glad of the feedback you have given and I am sure that your letter to MM will be a great help - ED

Dear Allan,

I have read CS37. It was an interesting read and I think you try very hard to produce a very good quality magazine in the UK. I hope CS continues to issue 40. I also like the idea of a yearbook. How about all the staff writers writing a farewell article in the last issue ?

Richard Bayliss

Hi Richard,

I am glad you liked the issue as I was quite pleased with most of it myself. As for 'farewell' artciles, well, when (if?) CS ever actually does cease to be then I will ensure that happens. As it is at the moment though, CS will be here for a while although it will change its format slightly - ED

Dear Allan,

Many thanks for CS37. I have been reading it quickly amd must congratulate you on the varied content. As for the newsletter no.3, I can't blame you for getting annoyed at the lack of support after all the hard work that you (and Shaun) put into the scene. Unfortunately, I am as much to blame not finding the time to get my C64 back up and running. I still have the bug on the disk drives where the computer fails to read the disk, still, winter is coming and I will get more time to sort out the problem.

Thomas V. Moore

*Hi Thomas,
Hang in there with the drives Thomas, if you need any help with them, just let me know and I will see what we can do - ED*

An open letter to the "active" C64 community and C64 "enthusiasts" in the U.K.:

I would personally like to thank the overwhelming show of support given by those people who turned up to this years show on Saturday 22nd June 2002.

With the great demand this generated, there will be no show next year unless things dramatically change for the better.

One really positive point from the show - between the 6 people who where there, which included the 3 people who had stalls (Allan, D&D Systems and myself) we raised £35.67p to go to Knutton Community School's funds.

Shaun Bebbington
Freelancer for Micro Mart magazine

I concur - ED

Hi Allan,

I just finished reading cs37. This time I really read through it in lightning speed (got it yesterday). This rarely happens, be it a diskmag, go64 or cs. In other words I liked the ish, and yes, I would be bothered if cs would vanish. I'd respect your decision i f you'd lower the amount

of issues published annually.

Some remarks:

Right, ususally **PC 5,25" drives** are best used as a paperweight. But there IS one possibillity to make them useful and let them read 1541-disks,

along with many other strange formats. It is a hardware called "catweasle" and is build by the same great guy that produces the **RetroReplay**, see www.jschoenfeld.de - **Catweasle** is available for PCs and Amigas.

64 doctor is nice, but no, I do not use it regularly. Why? Well, within the 7 years I use my c64 I never had one single problem with it!

IDE review: a great review, but I missed some more words about the totally awesome manager. I guess this was also forgotten due to poor docs. You can install commands to your manager, and with them you can e.g. convert D64-files from CD or HD to 1541 with one press of the RETURN key. Or you play a music or display a grafic - all just by selecting the file in the manager and pressing RETURN. I think THIS makes the device a lot more useful even to non-programmers as archiving your disks becomes appropriate.

other remarks:

- the battery is not necessary for running IDE (but for the RTC...)
- coooool pictures!!!!



- no mention of e.g. weekend and other apps for IDE not possible on a stock c64.

"Silver Surfer" can NOT be used with IDE64 as shown at the end of page 21.

IDE64's rs232-device is called "DUART". Silver Surfer is actually a rs232-device for the Amiga, but you can also use it with a RetroReplay.

Loadstar can be ordered through me (no price set, ask)

Tell the tape-users that if they buy a diskdrive from you they can have "Ice Guys" for free. If they also order JiffyDos they can have Ice Guys plus It's Magic 2 for free.

All the best!

Jakob Voos

<http://www.protovision-online.de>
mailto:jaktrip@protovision-online.de

Hi Jakob,

It is always great to hear from you.

I know that I made a few mistakes in the last issue with the review of the IDE64 for which I can only apologise. The IDE64 battery - you are quite correct, it is not a requirement to operate the IDE64 but merely for those people who need the clock functioning. The 'Silver Surfer' has nothing to do with the IDE64 as it is a 'Retro Replay' device - soory to everyone who was confused. Unfortunately, making mistakes is a comon problem when you take on too much work ;-)

Thanks for the offer of a free copy of 'Ice Guys' for anyone ordering a disk drive - come on then people - come and get your drives ! - ED

Hi Allan,

Sorry it's taken a while to get in touch. Another good issue with some interesting articles. I'm also sorry that you are thinking about stopping - but I do understand why. The disappointment over the Crewe event and difficulty with the printers have obviously made you think "why bother?".

I would say yet again that anything you need help with, I will try to help. There are some more articles from me in the pipeline, just waiting on Wayne's contribution. I'll send them soon.

Well, that's all for now, best wishes & good health to you and your family.

Andrew Fisher

Hi Andrew,

It is true to say that I was very disapointed with the Crewe affair and CS will have to change to reflect the current user base for the Commodore.

However, after the recent Micro Mart Show, I am now on a 'high' and fully rejuvianted for more Commodore projects !

It was also great to meet everybody at the show - including you. I hope I will see you all there again soon as I have somthing special for all CS readers who turn up ;-)

Thanks again - ED

Hello Allan,

I fully agree that the PS/2 cobverter is a great device, and as I own a 4-player adapter, here is what

I was thinking....

Okay, so we have a PS/2<>Commodore, and a USB<>PS/2 converter, so would it (or could it) be possible to use a USB camera to send it's images to the Commodore 64 via port 3 or 4 on the 4-Player adapter? Or am I thinking illogically? Surely, all that the 4-Player adapter does is recieve information, and as it is not a real joystick port it has to be programmed to the type of information it is recieving. With a game, it recieves information to move sprites or mobs etc... so can it be reworked to recieve jpegs from a digital camera? Perhaps a project for Jos/WINGS or Wheels.

Shaun Bebbington

Hi Shaun,

Well, as you know, I am no programmer. I have to say though that your reasoning seams okay and I realy can't see why this is not possible. We have the hardware in place so all we need now is sombody to write the software. Any takers ? - ED

Hi Allan,

Just thought I'd begin by deflating you a bit. My PC loaded your C64/128 users page fine Sorry !

Had a great time this weekend & it was good to find some stranger people than I usually hang around with :)

I thought we were doing a good job clinging onto the Amiga but I take my hat off to all you chaps into Commodore, Spectrum, Oric & others I don't even remember. Using Amigas is easy :)

Anyway, just thought I'd say I enjoyed your company & look forward to the next show.

Speak to you later, Barry Riddiford

Hi Barry,

Sorry mate but what you see with your PC is not what we see with the C64 :-) What you see is a lot of squiggles and strange characters, we see nice graphics that are unique to the Commodore !

Yeah, the Micro Mart fair was probably the best thing to happen toy us in a long while. I also look forward to seeing eveybody again - ED

Hello Allan,

I hope you are keeping well. I've just got back from Infest 2002, a 3 day music thingy held each year at

Bradford University. Playing this year was a band I'd never hear of before, namely "Welle:erdball", from Germany. You can check their web site out at <http://www.welle-e.de/> (which is Wave friendly) They are an electronic type band that use C64s to write some of their music.

They introduced the C64 as the "First perfect product" and in their broken English thanked Commodore Scene !!

That's it really. Just thought I'd let you know.

All the best, Paul Antrobus

Hi Paul,

It was very good of Welle:erdball to give CS a plug like that. I can't believe that they were so close to me and I didn't go and see them. Ah well, maybe next time ! - ED



FOR SALE : VIC-20 specialist items for sale ! Extra memory motherboards, test/demo disks, books and manuals. @Ask if you are not sure'.

T.Moore - Tel : (01702) 555921

FOR SALE : Commodore VIC-20, C64, C16, Plus4, AMIGA items. Send SAE for list stating computer.

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Essex, SS7 1RY

WANTED : Manual & disks for Panasonic KXW900 word processor, also, manual for Canon K100600, BJ-10EX bubblejet printer.

T.Moore - Tel : (01702) 555921

WANTED : Disk software (or .d64) for **Simons Basic Extension** and also disk software (or .d64) for **Commodore's Sound Sampler**. Please note that disk software is required and NOT cassette !

Contact the editorial address

WANTED : Power brick for HP deskjet 420 (30V_DC : 400 MA) or at least a loan of one for testing the printer

email : petlibrary@bigfoot.com
phone/fax : 07092-022719

FREE : 1 CBM64 in working order, 1 1084 monitor in working order. (Phillips model with scart socket.), 1 1541 disk drive, 1 "Enhancer" disk drive with power unit, set as device 9, Rotronics cassette tape deck with connector lead. Over 100 5.25" floppy disks, all re-formatted ready for use. Adapter kit enabling an Amiga to read from 1541 disk drive (Kit and instructions by York Electronic Research). Several boxed CBM64 games. Mini-Office, SuperScript. Quantity of connector cables. A number of technical reference books concerning the CBM64. I want to give away all the above as "a job lot" to anyone willing to call and collect it - by appointment. If you are interested, or can put me in touch with someone, please let me know by email and I'll pass on my home address and details of how to reach me on the outskirts of Bedford.

John Marchant ('Gnome'), Bedford, UK
email : gnome@putnoe.u-net.com

FOR SALE : C64 (Boxed), C2N, head alignment tape 1541 Disk Drive (Boxed), MPS801 Printer (Boxed), CNT 6410 Modem (Boxed). TAPE > ACOS+, Basicalc, The Planters Guide. DISK > Cashbook, Mini Office II, Easyscript, Supabasic, Mychess II, Trivial Pursuit, Arcade Extravaganga. Radar Rat Race (Cartridge) Approx. 15 games on tape including Ghostbusters, The Hobbit & Caesar the Cat. Books > 100 Programs for the C64, The Working C64, Best of PCW Software for the C64 (incl. tape), C64 Exposed, Sound & Graphics. Approx. 10 blank disks, 3 disk storage boxes & more.

Colin Guest

email : cguest@timberlee.fsnet.co.uk



RQ - Here is a picture that converts N64 to USB, so we should be able to use such a device with the C64 and the Micromags?



Reply : Blimey ! The simple answer is 'I don't know'. I may get one and try it.

RQ - I wonder about the postage costs for CSIS. Is it just me, or do they seem a tad (or may i say insanely? :) high? I've ordered from Hungary, America and Sweden in the past, but i never saw such high rates.

Reply : I have said many, many times before that the prices do not include VAT, customs & excise duty and also repackaging costs. This is why the cost are high. Sorry but there is nothing I can do about it at all.

RQ - Does the CS Super-PSU supply 9VAC to the C64 so that the TOD clock and user port work correctly?

Reply : Yes it does. One of the problems with adapting a standard PC PSU is generating the 9VAC supply. Special circuitry had to be installed to achieve this - this is why I have them professionally built as that sort of thing is way beyond my expertise.

RQ - Don't you think there are an awfull lot of spelling mistakes in CS ? After all, it is supposed to be a professional magazine.

Reply : Come on guys, give me a break. CS is really a 'fanzine' so I think that allows me a certain amount of spelling mistakes, don't you ?

RQ - I found 1541 disk drives on the Internet for \$12 - do you want to price match?

Reply : Thanks but no thanks. The cost of getting them over to the UK would be ridiculous I'm afraid. As with most 'good deals' - there are always hidden costs !

Commodore C64 - A History In Pictures from the Infinite Frontiers web site

The Commodore C64 is one of the most successful home computers of all time, selling over 15 million units worldwide. However, what most people may not be aware of is just how many C64 variants there have been. In this feature, we'll bring you details and photos of as many of these as we can, adding more over time.

Commodore C64GS (1990)

This was Commodore's attempt to take on the console market head on. The C64GS was a modified C64 without any of the expansion ports and no keyboard. Basically, it became a cartridge only games console with two joystick ports. Inside it was virtually identical to the original C64 with just one or two minor changes with some of the ROMs to allow for the cartridge only system and for the enhanced joystick ports which could now work with two independent fire buttons.

It was released primarily for the UK market at a seemingly bargain price of £99.99, and came complete with a joystick, and a cartridge containing four games - International Soccer, Klax, Fiendish Freddy's Big Top Of Fun, and Flimbo's Quest. Despite its age, International Soccer remained a classic game and was worthy of inclusion in the pack, as was the excellent System 3 platform game, Flimbo's Quest. Klax was one of those puzzle games that you either loved or hated, while Fiendish Freddy was probably only included to showcase the advantages of instant loading cartridges over tape and disk.

With its launch, it prompted a resurgence in interest amongst C64 publishers to look at the cartridge market once again as a way of both combatting piracy and developing games that would not have been possible on any other format. Ocean embraced the console and very quickly released most of their current games on cartridge and other companies such as Psygnosis took an increased interest in the C64 once again, releasing a stunning conversion of their Amiga hit, Shadow Of The Beast.

However, the C64GS wasn't without its problems. By the time it was released, the Amiga had been on the market for some five years and it was technically inferior to the Megadrive and SNES. There were also only a handful of games released for the platform despite the interest, and many gamers were reluctant to part with their money until they saw a range of games to choose from.

I can remember when a representative from Ocean visited a local games store to do a promotional event regarding the C64GS and their games and they were giving away all sorts of goodies to anyone buying any cartridges that day... I was the only person to show any interest and as a thankyou for buying an Ocean cartridge game, I walked home with an Ocean t-shirt for my trouble!

That wasn't the only problem though. Because of its poor profile, it didn't sell particularly well and from its original RRP the price steadily dropped - a surefire sign of a dying games console so early in its life. From £99.99, it dropped within a couple of months to just £69.99, then to

around £30 and in some stores to as little as £10 and surprisingly, consumers still weren't interested. Commodore were left with egg on their faces (to go with the chicken head logo!) and ended up recalling all of the unsold units...

These machines were then dismantled and converted back into normal C64s and resold. As you can see from the second photo, the internal workings of a C64GS were almost identical to the original C64 and even all the expansion ports were still there, they were just hidden in the new "biscuit" casing. The only real difference was one or two chips which were replaced, and the cartridge port than had been rotated, but this was easily changed. It gave Commodore a cost-effective solution to re-use parts without having to spend too much money so at least they didn't lose much on the C64GS fiasco.



As a result of this, there are very few C64GS consoles in existence today. Most have long since died or were thrown out years ago and to find one in working order is rare, let alone finding one still in its original packaging. The one I had was in perfect condition, boxed and was in mint condition (see the top photo) and the only reason I parted with mine was because it

was going to a C64 organisation (Commodore Scene) who were going to treat it with the care and respect that such a rare item deserves.

What was such a pity for the C64GS was that there were so few existing C64 owners who were aware that C64GS games could run on ANY C64. Most games had the option of using the spacebar or another key to substitute for the missing second fire button, and gamers would have found some superb titles if they had given them a try.

If more people had known about this then I'm sure game sales would have been much higher and would have resulted in a flood of cartridge games and possibly even extended life for the console itself. Again though, as with so many of Commodore's experimental machines, it was this lack of awareness that led to its ultimate downfall.

This is certainly one of the true collectors items in terms of the Commodore C64. It's a rare machine to find at the best of times and if you ever see one at a car boot sale or being advertised in a local paper then grab it while you can. If you ever find one still boxed and in mint condition, get your cheque book ready as I doubt that you'll ever come across another one of these again on your travels.

It has to be said that the C64GS really was a great machine and when I finally sold mine earlier this year, it was with a great deal of reluctance. There were some great games available for it with Shadow Of The Beast being far superior to the Amiga original, and it really showed just what the C64 was capable of. If only a few more publishers had released games on cartridge, it could have been a very different story altogether.

Simon Plumbe

[This article was taken from :](#)



<http://www.infinitefrontiers.org.uk/>

HELP ! - why wont it work ?

Throughout the life of the Commodore 64, many things are known to be 'quirky'. Some of the 'quirks' can be down right annoying and very frustrating. Most people know that PAL to NTSC program usage will result in incorrect operation, at the very least, it will cause screen colour loss. Over the years I have massed some strange occurrences that I would like to share with you - maybe they will explain some of the problems that you have been having too !

up and interfered with its operation ?

Well, I now have it on good authority that all electrical components can actually 'grow' dirt on bare electrically charged surfaces, this explains the problems I had encountered. We all live and learn.

The result : Dirt caused bad a bad electrical connection and intermittent operation - keep it clean !

Wheels Operating System



RAMLink Mk1

I have in my possession one of the very first RAMLinks to make it over to the UK. This RAMLink was ac-

tually purchased by its original owner when he was holidaying in the USA. He brought it back and only used it a few times as it never functioned correctly despite being back to CMD several times for repairs/upgrading. I had limited success with it myself, as it would work intermittently and freeze up occasionally and sometimes it just wouldn't start at all. Eventually it died altogether so I sent it back to CMD to be upgraded to the latest specification (I also ordered a brand new RAMLink as well at the same time). When the units arrived back, the brand new RAMLink (Mk2) worked flawlessly, the upgraded RAMLink would not even allow the c64 to start ! All was not lost though, the upgraded RAMLink was tried in my SX64 and the German c128, again it worked correctly, not only that, it also works without the 'jumper clip' being installed, very strange indeed.

The result : Another great device with 'unique' characteristics.

Turbo 232 Modem Interface

Recently, after years of faithful service, my Turbo232 modem interface started to play up. Initially I wrongly blamed my beta version (2.9) of TheWAVE, shame on me (sorry Maurice). Anyway, after changing the modem over and eliminating all other sources of faults I eventually removed the T232 cartridge. After cleaning the contacts and re-inserting it worked again ! So, dirt was the problem - but how ? The cartridge had never been removed since I put it in last year so how could dirt have possibly built

talk about a true professional programmer - well done Maurice.

The result : A truly superb 21st century OS which stands head and shoulders above the rest because Maurice listened to the users and solved all the problems that arose.



MegaPatch3/TopDesk Operating System



Unlike 'Wheels' (above), the problems with MegaPatch3 were never sorted out due to a lack of belief from the programmers to accept the fact that the

software didn't work outside Germany. People in the UK, USA and elsewhere know only too well that if you install MP3 (if you CAN !) on a partition on either the

RAMLink or Hard Drive, sooner - rather than later - it will start to erase your RAMLink and/or the Hard Drive completely. A real shame as MP3 has some great touches and is very colourful to use.

The result : Only usable on my bare system, which is not ideal. Didn't sell well outside of Germany, in fact, I still have four brand new versions still for sale should anybody want a copy - sale price is only £5.



SuperCPU64

Any device as advanced as the SuperCPU is going to cause problems. 99% of the problems I have had to deal with on the SCPU front have been power supply

related. The SCPU needs power - LOTS OF POWER! My advice to anybody thinking of buying a SCPU is follow these simple guidelines :



1) Buy the SCPU128 and not the SCPU64 - the 128 version has beefier chips and is more tolerant to power differences. This is not just me saying this, Charlie from CMD told me this and I have to agree with him after first hand experience. This also has the benefit of allowing you the option to use it on a c128 should you ever upgrade later on.

2) Buy a heavy duty power supply. I guarantee that 99% of all your problems will disappear straight away.

3) The original c64/128 PSU is not powerfull enough to run your c64/128 and SCPU so expect problems.

Commodore Magic Voice

Now I have wanted one of these devices since I first



read Commodores adverts for it way back in the 80's and last year I was lucky enough to come across a working version - or so I thought ! There are only a couple of cartridges that actually work with this

device to produce speech and I didn't have one at the time of testing. Anyway, I plugged in the speech cartridge and tried some of the simple key commands - it didn't work. I tried it in several machines (c64, c64c, c128, c128d & a c128 German machine) and unfortunately it didn't work. Later on in the year I acquired the Wizard Of Wor cartridge which has speech built into it for the Magic Voice. Again, I tried it in all the machines but yet again nothing happened. I decided to be thankful that I had the Magic Voice for my collection even, if it didn't work.

Later in the year I bought an SX64, NTSC version from the USA. One day when I had the SX64 out and the Magic Voice cartridge was lying around I decided to try it in there. Low and behold, IT WORKED ! I retried my other machines, nothing.

The result : The Magic Voice is an NTSC only device - but at least it solved one of my long running problems.

Turbo Master 4Mhz Accelerator

This has exactly the same problem as the Magic Voice cartridge. Again I tried all my machines with no luck at all. The SX64 however made the Turbo Master sing and dance. Yet again, the NTSC/USA machine finds another specific device. I find this a bit annoying because the Turbo Master I have is an



'English' version and was sold in the UK by FSSL and whoever bought it must have been VERY disappointed to find that he had been sold a turkey !

I would love to know why it is that some devices are only NTSC/USA compatible and I invite anybody to enlighten me.

The result : More power for my SX64 but not my UK/German PAL machines.

And the rest ? ...

Well, I think that this is enough for now don't you ? It just goes to show that there are definite differences between UK/PAL, German/PAL and USA/NTSC machines and devices. Some of the problems are solvable with the right attitude and skill, some are not.

I hope that some of the above problems and solutions have been of some help to some of you. I would like to hear of other problems that you may have encountered and the solutions, if any, that you came up with.

Allan Bairstow



Does anybody remember this little guy ?

Well if you bought 'Caesar The Cat' from Mirrorsoft then you were able to send off for a soft toy version of Caesar.

I used to own two of these toys but many years ago I foolishly gave one away to a girlfriend !

This example is in prime condition as it is not a kids toy and sits on my monitor well out of the way of my kids ! Unfortunately the cat collar/tag that came with it bearing his name seems to have disappeared.

Oh, and the game ? - it was awful !

Allan Bairstow



micromys

I wasn't sure how to write this article as I am completely stunned and excited at the same time by this superb yet simple device. So I have decided to let you read some of the claims from the opening pages from the brief manual that came with this device :

"With micromys you can now connect a PS/2-mouse to the c64. USB-models are usable if they have a USB to PS/2 adapter"

"micromys is not limited to specific mouse models"

"micromys generates signals which are compatible with the 1351-standard. This means that all c64 applications with mouse support (GEOS, Pagefox, GoDot, Mr. Mouse . .) will work without changes or patches"

"To use applications without a dedicated support for 1351 mice, you can use the intergrated joystick emulation mode. To activate this special mode, hold down the right mouse button during power up. Now all moves appear to the c64 as if using a joystick. In this mode only the left mouse button is usable"

"When you connect a 3 button mouse, all 3 buttons are useable, and the 'wheel' is also now available on the c64. Forthcoming applications will profit by these new features"

For many years now, I have wanted a few special devices for my Commodore and these are (1) bigger drive/storage devices, (2) a simple way of connecting a standard PC mouse and (3) some sort of SVGA monitor adaptor.

Well it is now 2002 and bigger hard drives are a reality and the C=VGA is also coming to fruition. That just leaves the PC mouse.

Following on from that list, there are several things I get asked for on a regular basis and a Commodore compatible mouse is way up there at the top of the list along with disk drives and Action Replay cartridges. So, when I was reading a recent article in the June issue of **UCUGA** by Rolf L Miller I was intrigued to get hold of the device being reviewed as it sounded too good to be true. The article was for the **micromys**.

I asked the maker (**Marko Herold**) to send me one (I offered to pay for it) and after agreeing to send me one for a free trial I awaited its arrival. It



USB (from the mouse)

USB>PS/2 (adaptor)

PS/2 socket (to c64)

arrived few days later - very impressive !

On opening the envelope, I then opened the bag with a small but well presented manual in it along with a short cable with two connectors on it, one end plugs into the Commodore joystick port, the other end has a PS/2 socket for your device.

The device is superbly built and is of a very high quality. Reading the (very short) manual I was sceptical to read that you just plug it in and go, surely it couldn't be that simple ?

I dug out a spare standard PS/2 3 button mouse and connected it to my normal setup running Wheels64 after first removing my normal **CMD SmartMOUSE**. I turned it on and to my absolute astonishment it worked swiftly and flawlessly with my default 'Smart4' device driver. I was wizzing around the screen clicking and double clicking to my hearts content. I couldn't believe ! I changed the input driver to several different devices and it still worked without any problems. I was shocked and stunned, I was also on a high. I couldn't believe it had taken so long for a device like this to arrive on the Commodore scene. With my excitement mounting I dug out some different devices and I even went out and bought a few brand new devices to try it out even further.

TESTING

Here are the tests that I carried out and following on from that are the various input devices that were used. Please note that these programs were tested on stock systems with no additional hardware attached - see the box at the end about the **CMD SuperCPU**.

Test 1 - Wheels64 using the 'Smart4' mouse input driver.

Test 2 - GEOS64 using the '1351a' input driver.

Test 3 - GoDot.

Test 4 - Menuette, a small menu program supplied by **CMD**.

Test 5 : As a joystick.

Type : Standard PC mouse (£1.99 from most computer shops or £9.99 from PC World !).

Features : Mechanical ball mechanism, 3 buttons, PS/2 connection.

Test 1 : 95% success *

Test 2 : 100% success

Test 3 : 100% success

Test 4 : 100% success

Test 5 : 95 % success **

Type : Kensington Orbit (£19.99 from PC World).

Features : Mechanical trackball mechanism, 2 buttons, USB connection with PS/2 converter.

Test 1 : 95% success *

Test 2 : 100% success

Test 3 : 100% success

Test 4 : 100% success

Test 5 : 100% success

Type : Packard Bell Cordless Mouse (£19.99 from PC World)

Features : Two part device (send/receive unit with a battery operated infra-red mouse), mechanical ball mechanism, 2 buttons, USB connection with PS/2 converter.

Test 1 : 95% success *

Test 2 : 100% success

Test 3 : 100% success

Test 4 : 100% success

Test 5 : Failed



Type : Logitech Marble Mouse (prices between £12 to £18 from various sources).

Features : Optical trackball, 2 buttons, PS/2 connection.

Test 1 : Failed
Test 2 : Failed
Test 3 : Failed
Test 4 : Failed
Test 5 : Failed



Type : Logic 3 Intruder (£19.99 from PC World, same as shown in picture but different make).

Features : Game pad, 8-way directional thumb pad, 4x thumb buttons, 4x finger buttons, USB connection with PS/2 convertor.

Test 1 : Failed
Test 2 : Failed
Test 3 : Failed
Test 4 : Failed
Test 5 : Failed



Type : Microsoft Intelli Mouse. (£34.99 from PC World).



Features : Optical mouse, 2 buttons with a centre wheel. USB connection with PS/2 convertor.

Test 1 : Failed
Test 2 : Failed
Test 3 : Failed
Test 4 : Failed
Test 5 : Failed

* **Flickering** : The pointer started to flicker slightly after over an hour of use. This practically stopped when the 'port setting' was set to its maximum of 9999, however, it did not completely disappear. It is not distracting though.

** **Control** : Joystick emulation difficult to control.

ALTERNATIVE DEVICES

(if you can find one !)

CMD SmartMOUSE - (£39 + £22 postage) The most unique & specific Commodore mouse ever. This is basically a stripped down PC mouse altered to function with a Commodore. It comes with a built in real-time clock, no other mouse (PC or C=) has this feature ! Very highly recommended.

Commodore 1531 - Hard to find and is only really a joystick in disguise ! Not a very good device - try another device before resorting to this one !

Commodore 1531a - A true proportional mouse, much sort after and hard to find. This mouse functions well but is slow and cumbersome compared to newer devices.

NOTE : Incidentally, the original AMIGA mouse looks identical to the 1351/a but will not work on the c64 or c128.

NEOS mouse - Again this is only a joystick in disguise. Not really a mouse and not really any good. Forget it.

THE VERDICT

Well, as you might have guessed, I am recommending that EVERY Commodore user that needs some sort of input device gets one of these. I am going to stick my neck out and buy some of these devices to keep in stock because I am that confident of this devices ability to transform your computing lives !

If you only buy one device for your Commodore then make it this one - it is SUPERB. This is such a cheap and easy to use peripheral that there is no reason why you all shouldn't own one yourself !

The only fly in the ointment is that optical devices don't seem to work too well - yet !

I don't usually rate items as there is usually nothing to compare them with in this day and age, but if I had to give the **micromys** a mark then it gets the full :

10/10

The **micromys** is available from the CSIS at the following prices :

UK - £18
World - £22

A TALE OF OPTICAL, MECHANICAL & SuperCPU's

Mechanical : For those of you who are not too clear about modern input devices, they fall into two categories. The first is mechanical. These devices have similar technology that the old Commodore mice had, simply put, there is a ball underneath the mouse, which, when moved, in turn

moves wheels inside the mouse which then generates a signal that the computer transfers onto the screen as motion. Mechanical devices are prone to dirt and grime and need something to run on - usually a mouse mat.

Optical : Newer devices are using optical technology. This is when the mouse has no moving parts. This is achieved by 'magic eye' sensors reading a pattern on a ball or a special mat. In the case of the most recent devices, they can read imperfections on ANY surface - even glass and animals !!!

Problems ? : You knew it was too good to be true didn't you ? Well, when I was testing the **micromys**, I came accross a hurdle. Sometimes it would not function with optical devices. This gave me quite a headache as Marko Herold specifically said that it would work with anything and I have no reason to doubt his expertise.

After a bit of head scratching it appeared that the SuperCPU was causing a conflict with the optical devices. At the moment there is no cure for this so if you have a SCPU then a **micromys** is not really much use to you with an optical device.

I have tested the devices again on a bare system but the problem still persists and I can't explain why this is the case !

Overall though I still recommend you all get one.

Allan Bairstow

The reasons for this happening are long winded, convoluted and involve voltage outputs on the cartridge port but here is what can be done ~

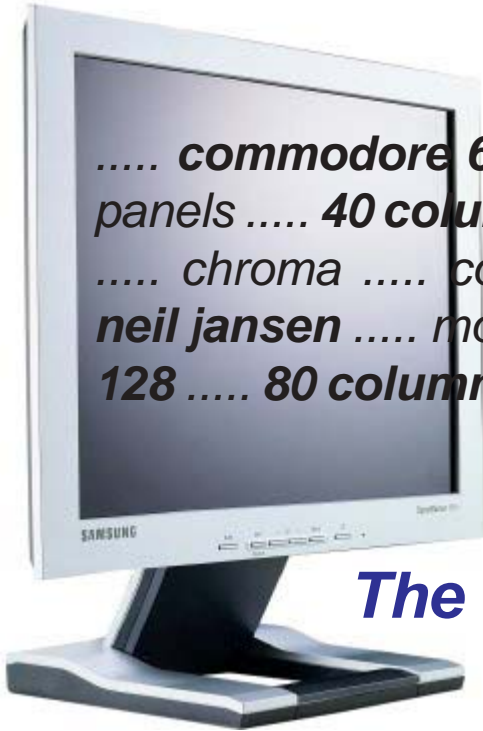
There are two ways to solve this problem. The first solution can you realise by yourself. If you have a power supply with an adjustable output voltage, adjust the output voltage to approx. 5.1V.

The other solution is a complete redesign of micromys. At the moment I can't say when I will do this but nevertheless a redesign is planned...

Best regards, Marko Herold

C=VGA

..... commodore 64 tft flat screen
panels 40 column s-video luma
..... chroma composite audio
neil jansen monitors commodore
128 80 column full colour rgbi .



The C=VGA adaptor is born !!!!! (well, nearly !)

For many years, many people have said "sure it can be done", "it's quite simple", "no problem" but the last line is always "I don't have the time".

What am I talking about ?

Quite simply ~ using a modern monitor on our Commodores!

I have to ask myself if it is that easy then why is it that in 2002 we still don't have any type of simple interface for modern monitors such as TFT's or even the earlier CRT monitors.

Come on guys if it is that simple why haven't you done it yet ?

Again, the simple answer is that once you start to look into the project is just NOT simple at all !

Let's take a brief look at what is available to us at the moment and then we'll see what we really are capable of !

There are some generic adaptors out there in the big wide world, one such device is the 'Televiewer' by Trust (pictured right). Lets face it though, it is not that good at converting the signals required for modern TV's and PC's, so, bareing that in mind I was not too hopefull for the Commodore 64 ! I have this particular device and despite my best attempts the picture quality can only be described as, well, 'crap' quite frankly. It was terrible !

Maybe I am a bit of a perfectionist ? Maybe I want more and I want better ? NO ~ I just want a decent picture quality for my aching eyes to be soothed in !

So, what do we do about it ?

Well the c64/128 40 column video output has a 'composite' output signal which can quite easily be converted to most inputs such as SCART, S-Video, etc, and to some extent, you can do this if you can find a monitor with a compatible input socket. A much better way though would be to implement the 'LUMA' and 'CHROMA' signals from the 40 column output for a much better and very crisp display signal.

There are two major problems here though - (1) nearly all monitors are now (S)VGA input and (2) what about the RGBI 80 column mode on the 128 ? As more and more applications are at their optimum in 80 column mode then it would seem obvious to me that this mode needs implementing too.

So, what now ?

If I had to wait for someone to come along and say "here you go Allan, here's your adaptor", then I would have to wait a long time indeed.

So the time has come for Commodore Scene to make it happen ! My goal now is to have the prototype C=VGA running by the end of the year. Already, many people have been thrilled with the idea, offering suggestions, helpfull advice and even offering money up front for pre-orders !

Why are they so excited ?

Well, here's the 'wish list' for this device, see what



you think :~ * Fully Commodore compatible, simply plug into the video/RGB outputs on your Commodore and plug directly into a VGA monitor and away you go !

* Works in c64/40 column mode, c128/40 column mode & c128/80 column mode.

* Will be PAL and NTSC compatible. Worldwide distribution is already in place via the Commodore Scene Importing Service.

* It will be crystal clear and flicker free in ALL modes.

* This device IS a scan doubler, it also has some nifty DSP (digital signal processing) functions to improve smoothness and flicker.

* The device will be 'firmware upgradable' so if any 'tweaking' is required it can be updated easily.

* Any monitor with an (S)VGA input can be used, including TFT's !

* There will be some sort off mini-jack fly lead to allow connection to some speakers.

** There were news as soon as I get it !*

ALAN CARTRIDGE ~ CARTRIDGE CORNER

AH-HA ! I'm ALAN CARTRIDGE and welcome to CARTRIDGE CORNER, this time I'm reviewing two conversions of arcade games (shame we didn't get these sent for the arcade special but never mind).

ROBOTRON 2084

First up is this, a game from very early on in the 64's life -1983 to be exact. I never even knew it existed on the 64 until Allan Bairstow lent me this to review. During a phone call with Andrew Fisher I also found out this is on disk too !

The basic idea is you shoot your way through one screen at a time destroying all the little men and other enemies that come at you. Considering its age this is quite a novel little blaster. I never got to play this in the arcades, I did see an arcade cabinet of this at the LONDON 'GAME ON' exhibition but unfortunately it wasn't working !!! The only version I have played is Llamatron (programmed by Jeff Minter (YAK) himself !!!) on the AMIGA 600 which is absolutely brilliant and has several weird and wacky sound samples in-game. Technically the 64 version isn't going to win any awards, The programmer/s have at least put some effort into getting plenty of action on-screen although it's not moving smoothly or quite fast enough for my liking. I'm surprised someone hasn't done a more accurate conversion as the game engine and viewpoint in SMASH T.V is very similar to ROBOTRON 2084. I wonder if anyone would do an updated version of this in the arcades too ? I liked the idea of having the option of being able to use two joysticks to control the player. The firing method is quite clever too, if a little tricky to get used to and certainly novel (You can fire in one direction and move in another).



TAPPER

I've had this on cassette for years it's a classic game - bright, bold graphics, different levels, a sense of humour (actually if it was female I'd probably ask it out !!!). The basic idea is that you take the role of a barman serving drinks. Customers come out through swing doors and you have to serve them before they reach the end of the bar or you'll be in trouble !!!

A serious gripe now, The whole point of cartridge games is to give the game player more value for money - bigger game extra levels etc - Am I right or not ? Tapper on Cartridge seriously robs the player by losing two of the levels The PUNKS and the ALIENS two of my favourite levels. Admittedly the difficulty is quite a bit harder than I remember it but I persevered and the same levels kept looping over and over. Now I know Tapper is old but there is no excuse even if the game is from 1984 for GAWD'S SAKE. The tape and disk versions are both one file loaders and contain more levels than the cartridge !!! Perhaps Allan might indulge me and put a copy of this on the cover disk Sometime ?



Trivia Point - Before anyone writes in, Yes I do know that this was on an ARACHNAPHOBIA diskmag a year or so ago. I wonder how many other games are out there on Cartridge that we don't know about.

I'll leave you all with a question - Does anyone know if there is a web site dedicated to cartridge only games for the C64 ?

Wayne Womersley

MUSIC SCENE

umes. For example, fade in and fade out

3. Waveform: This function jumps to the wave table for your instrument.

4. Pulse: If you set \$41 or \$49 as your waveform you can set your own pulse to make the sounds sort of cool

5. Filter: This points to the filter table, which is very handy for making your synthesized sounds sound pretty cool.

6. Vibrato #1

7. Vibrato #2

8. Vibrato #3

9. The instrument number. which you are editing.

10. Waveform table: This is where you input the parameters for your sounds to form your own instruments.

11. Pulse table: A table where you input the parameters to form your own pulse for any instruments that use \$41, \$49, etc. for the voices.

12. Filter table: A table for your own data for the filtered effects.

This issue, we take a look at DMC V5.0. First of all we shall look at the sound editor, followed by other parts and functions of the music creator.

After the success of Graffity's and Panic Designs version of the DMC V4.0 music player (a music editor), which I gave away with CS29 on the cover disk. Graffity had launched a brand new version of the DMC music editor (DMC V5.0). Many composers, such as Fanta, PVCF/Reflex, PRI/TIA, SYNDROM/TIA and myself used DMC V4.0 to harmonise and create loads of great music on the C64 :) Later on, those cool composers got to grips with DMC V5.0 and more of the demo scene got to grips with the music editor.

What does DMC V5.0 look like? Well, the user interface of this music editor looks worse compared to DMC V4.0, but it is not looks that counts. It is the composer itself. The DMC V5.0 has more built functions to enhance your own sounds. Okay, so this music editor does not have a live-play synthesizer, unlike DMC V4.0 but does that really matter? Live-play is not really that important.

The sounds are as follows:

- \$11, \$13, \$15, \$17, \$19 - Triangle
- \$21, \$23, \$25, \$27, \$29 - Sawtooth
- \$31, \$33, \$35, \$37, \$39 - Sawtooth 2
- \$41, \$43, \$45, \$47, \$49 - Pulse
- \$51, \$53, \$55, \$57, \$59 - Pulse 2
- \$61, \$63, \$65, \$67, \$69 - Pulse 3
- \$71, \$73, \$75, \$77, \$79 - Sawtooth 3
- \$81, \$89 - White Noise
- \$90 xx - Loop voice at xx

Now you know what functions these are and do, it is now time for some practical (music composing).

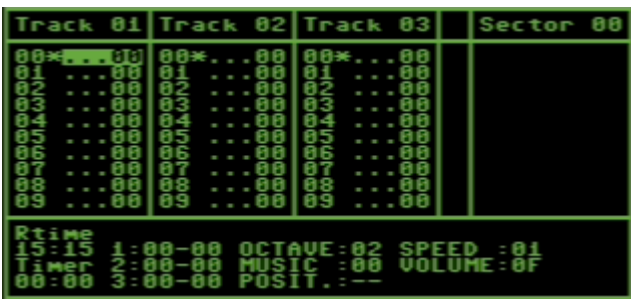
Right, now let's create our first instrument. Our first instrument is a lead. Here's how you should create it :o)

```
AD SR WV PU FL V1 V2 V3 #00
OA AA 00 01 01 00 00 00
```

Now, enter the following inside the waveform table:

```
00 4100
01 9000
```

In fact this is how DMC V5.0 really looks.



How simple is DMC V5.0 compared to DMC V4.0? Well, not as easy as V4.0 and V2.0, in fact the music editor is even tricky to use, but is still kind of straight forward. It's also on this issue's cover disk, along with an instructions file :o) Before you carry on to this tutorial, please read the instructions file from the menu screen because I put all three files together into one file.

Okay, enough about the nitty-gritty theory. We are going to have some fun :o)

We'll start and create our own sounds for our own instruments. Enter the sound editor pressing SHIFT+S.

I have numbered the diagram to show you what the functions for each section (pictured to right).

These functions do as follows:

1. Attack/Decay: This is for the volume duration/length of a single note.

2. Sustain/Release: You can control the vol-



Next enter the pulse table:

```
01 4444
02 0044
03 0000
04 9001
```

Now enter the filter table. What we'll have with our filters is going to be temporary:

```
01 0800
02 0000
03 0000
04 9001
```

Okay, now we have the main lead, we'll create another lead, this time we'll use a different sound. So go on to the next sound and enter the following:

```
AD SR WV PU FL V1 V2 V3 #01
0A 0A 02 00 00 00 00
```

Now in the waveform table enter the following:

```
02 21 00
03 90 02
```

Don't worry too much about the pulse and filter editor, because we will stick to these sounds.

Right, the next thing we shall do is create the major and minor chords. So now we'll go to instrument #02 and edit the ADSR to make it a little quiet compared to the other instruments, waveform, pulse but leave the filter alone. So now let's give it a try. Something like this:

```
AD SR WV PU FL V1 V2 V3 #02
08 88 04 05 00 00 00
```

Now enter the waveform table and enter the following for a minor chord:

```
04 41 00
05 41 00
06 41 03
07 41 03
08 41 07
09 41 07
0A 90 04
```

Now for the pulse table:

```
05 55 55
06 00 27
07 00 00
08 90 05
```

Copy instrument #02 and paste to instrument #03 and then input 'OB' under 'WV', leave the Pulse table then enter the waveform table and input the following:

```
0B 4100
0C 4100
0D 4104
0E 4104
0F 4107
10 4107
11 900B
```

There we are, a major chord. You can also do mixed chords, by changing the number beside the waveform. The numbers

beside the waveform are known as the sound transpositions. For example at a different waveform address (once set) you can enter something like:

```
12 4100      12 4100      12 4100
13 4100      13 4100      13 4100
14 4105      14 4105      14 4105
15 4105 or 15 4105 or 15 4105
16 4107      16 4108      16 4109
17 4107      17 4108      17 4109
18 9012      18 9012      18 9012
```

You can create different sorts of wave forms for chords in C64 SID music. It can also be interesting if you mix different waveforms to form cool sounds, but I won't be showing you this until next time.

We'll leave it like this for now, but before we go, I'll tell you about what the next edition of music scene will feature. In the next edition of Music Scene I'm going to show you how to create your own drums and bass, and also get you started with the sector editor (Where you input your notes).

Also in future issues, I am going to look at many other features which is always used on the DMC V5.0 music editor, including playing with filters, switches, volumes and the new features as well. It'll be very practical and good fun. Remember, DMC V5.0 may look boring, but it is going to be good fun.

I'll also be showing you how to mix drums inside a routine that will play leads, so that then it will look as if you have got more than just three voices. And finally, how to pack your lengthy music file into a shorter file. So that you can play the music in your own programs.

Article by Richard Bayliss in 27th June 2002

I was recently asked what all the acronyms that appear in CS and on the web site mean. As most of us have grown up with the new terminology it is easy to forget that many people are seeing these for the first time. Below is a list of the terms that get used in the Commodore community. If I have missed any out then please let me know.

COMMODORE GLOSSARY

```
CS      - Commodore Scene
CSIS    - Commodore Scene Importing Service
SPSU    - Super Power Supply Unit
CMD     - Creative Micro Designs
PSU     - Power Supply Unit
SCPU    - Super Central Processing Unit
CPU     - Central Processing Unit
ROM     - Read Only Memory
RAM     - Random Access Memory
HD      - Hard Drive
FD      - FD2000 & FD4000 3.5" C= Disk Drives
GEOS    - Graphic Environment Operating System
C=      - Commodore
RL      - RAMLink
T232    - Turbo 232
```



Publisher: J&F Publishing / Scorn Labs
 Availability: Commodore Scene/Protovision
 Format: 5.25" disk only
 Extras: Monsters
 Cost: (See CS Catalogue)

Reviewed by Richard Bayliss

People have been wondering if there'll ever be any more game reviews, as not many people are really into the technical side of the C64. In this issue, we have a full review of a budget title release of a brand new puzzle game called 'Blocks', from J&F Publishing and Protovision.

Because I was on holiday for a week, I did not receive the disk before I went away, but luckily someone was at home to collect the post. I received two disks, which I ordered. One was Its Magic 2 and the other game was Blocks and Monsters. I know that there are cracked versions of these games, but I prefer original versions myself. And that way it supports the publishers themselves. Unfortunately the disks did not come with a write protective tabs for the two notches - to prevent the disk from being formatted accidentally. So I dug into my disk box and found some black write-protect tabs to cover the notches.

The disk does not really come with any booklets or fully threaded games instructions. It comes in a sleeve, with another game on the flip side of the disk, which will be reviewed in a short moment (The game is called Monsters). The disk comes with a nice professional colourful disk label with the Blocks logo, and Monsters, with (C)2002 Protovision.

When first loading datas (Using either BASIC load or Action Replay fast load), you are first presented with a small intro screen, with large text. After the intro has finished displaying the text, you are presented with the instructions screen, which shows all the icons that help you work out and how to play the game, itself.

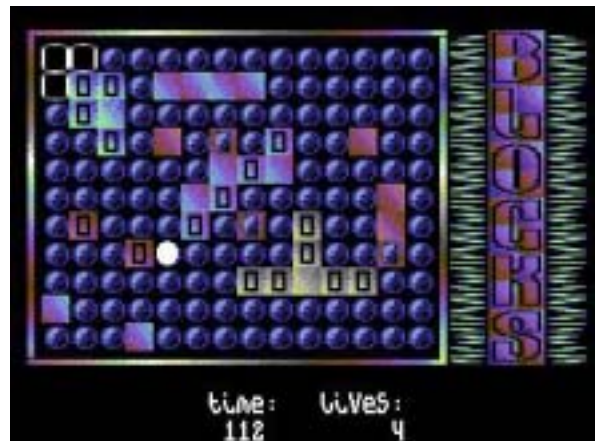


Pressing the space bar, the disk loads the title screen.

You are presented with a title screen with a set of options. The title screen consists of a very pretty and

mighty colourful logo. Underneath the logo is a set of options, which are indicated by using a joystick to move the arrow beside the option, and pressing fire to select. There is also an exit option at the bottom of the screen, which will reset the C64 (Good idea). Beneath the game options is a scrolling field of blue blocks, which probably was done by using sprite animations :o). The presentation also has music playing in the background, which I quite like. When you chose the option play game, each level will load for a short while, on disk.

The main game itself consist of 40 levels. The whole idea of the game is to guide a white blob (or as the authors say 'Your hero'), pushing the flashing blocks around the screen on to the correct pad (Marked white, or crossed). The only problem is that you have to face the clock, and you have only 5 lives to think which routes would be the safest route to push the blocks, without getting the blocks stuck in a very awkward place. Once you have pushed a block, it will continue to move until it hits a wall. Therefore if some pads are away from walls when you try and move the block, it will continue to move until it makes contact with a wall. You have to be careful though, because if a block gets stuck in an incorrect place, you cannot move the blocks, as the walls surround these, therefore you have to press the back arrow key to restart that level. Any time you restart a



level, you will lose a life. You will also lose a life if you run out of time.

Each level in the game requires a different knowledge on where you should push and place the flashing blocks, but some levels require different tactics when moving blocks, because sometimes a flashing block has to stop by another flashing block, depending where the pads are placed. Now how are you going to be able to get out of this mad situation when you're racing against the clock, and there's surrounding walls? Well, easy, all you need to do is think carefully, plan a route which you think is right. If not then start the whole level again by pressing the suicide button. However, if all the blocks are on the pads, then you complete a level and you are awarded a password.

The game graphics are very colourful and mainly use a certain compressed bitmap format for the game background and the colourful logo. The walls are colourful. Each level has a different logo, and different or mixture of the game background. This makes the game look more nice. There are also 3 different tunes in each level, but if the game is over, the last tune, which was

used will be used in level 1. The game play is a little easy at first, but later on the game starts to get more taxing, and addictive. Especially the later levels.

This game uses a disk-multi-load, possibly due to the fact that this game uses 40 different bitmapped backgrounds, and these need to be loaded that sort of way, but I may be wrong. The loading is quite short as there isn't much to be loaded.

There is also a game over sequence, which is very colourful, and you get some sort of slow tune and once fire or space is pushed, the game returns to the title screen.

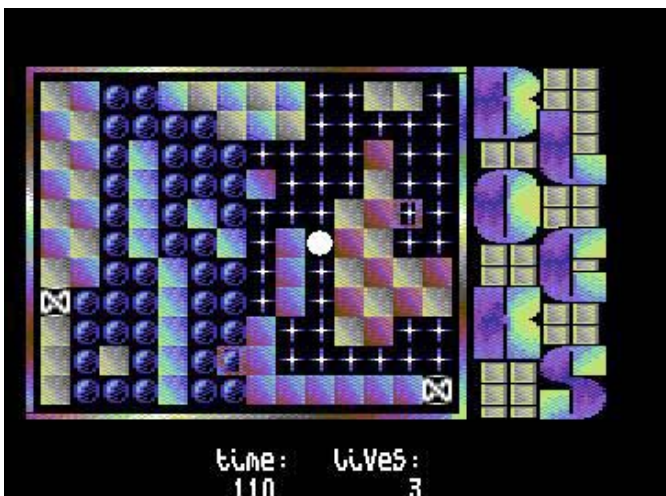
To my point of view, I enjoyed this game quite a lot. I found this game very addictive. I specially found the presentation very nice and colourful. The game itself is not really that original, but it is most definitely a great game for 2002. Probably one of the best :o) But here are some positives and negatives about this game.

Thumbs up to:

- Brilliant and colourful presentation
- Looks like a professional game release, you'd expect in the early 1990's
 - Excellent music compositions
 - Fast multi-load (Don't like slow loading)
 - Easy controls
 - Highly addictive
 - The options screen

Thumbs down to:

- The music is very repetitive (Could annoy certain people)
- A password system for each level (It would make the game too easy that way. It's best to have a password for every five or ten levels complete.
- Not really original (It's a bit like a C64 game called 'Josh' by Digital Excess)
 - There's no score board or hi-score table.



Overall this game is addictive, with great music. It's also great to play, but it is damn right difficult to play :o)

MONSTERS

Reviewed by Richard Bayliss

Along with Blocks, you get a small game called 'Monsters', which is also by J&F Publishing. This game is not a multi-load this time. It is only single-file.

After loading this game and also a bit of decrunching as well. The screen goes black and the music starts playing. The letters start appearing on screen and then shoots down in a strange sort of way. Then along comes the monsters logo, followed by the credits. The music starts fading away and then the game decrunches.

You are presented with a title screen with a colourful logo, with some soft sort of music playing, with credits on screen. The title screen has two nice blue raster bars with no flickering at all. The credits are all white text. There is no flashing, scrolling or special effects whatsoever. Still the title screen looks very nice, with a colourful logo at the bottom of the screen.

Pressing fire takes you to the main game. You play a pac-man sort of character, who has to go around the maze, collecting objects before time runs out. Monsters are roaming around the screen trying to stop you. If you're not careful, one might bump into you. Luckily you have energy, but if a monster touches you, you lose a lot of energy. If you lose all your energy, game will be over. (The same goes for running out of time)

The graphics in each level aren't always the same. Later levels, the graphics and colours change, but the player and monsters are the same colour. However on some later levels, the levels start to look impossible, because it looks as if the player wont be able to get to some of the objects. Well, it is not impossible really, because the player can eat some of the bricks surrounding the object. It's just the position of the bricks.

The game consist of two different tunes for each level. All the tunes are pretty good, but can be ever so annoying for those people who really dislike short repetitive tunes. The game also has two straight blue raster bars, and also some sort of flashing effect for the monsters logo (Probably a fake plasma routine).

The game play itself is similar to some PacMan games, but you don't move through the maze continuously, when you let go of the joystick. I find this game very tough to play, but it is kind of addictive.

The Uppers:

- Nice presentation
- Addictive game play
- Good use of 256 pixels for sprites
- Levels of difficulty

The Downers:

- Energy draining is too quick
- Music is very repetitive in game
 - No sound effects
 - Nothing too original

This game is quite a good game, so if you like games like this. This game is most definitely a bonus game for you, if you bought 'Blocks' from Commodore Scene or Protovision.

A Wolf in Sheep's Clothing...

(Part #3)

By Nicholas Coplin

In parts #1 and #2 we focussed on the basics of setting up 64HDD, with the end product being that your Commodore was now equipped with access to a hard drive and tonnes of D64 files. All that was needed was a PC and the popular X/XE1541 cable. (64HDD is the CBM drive emulation software for the PC).

However, a lesser known feature is that 64HDD also supports CD-ROMs. In fact, 64HDD will support any storage



device that has a MSDOS driver including ZIP drives, RAM devices, and so on. In this instalment, we will focus on a review of CD-ROM capability.

Compact Disc Basics

Ok, so you all know what a CD is... those round shiny gold disks that have been around since the 1980's. But there's a lot about them that may not be known to everyone.

CD's were originally commercialised to distribute audio data, music etc, at a very high quality digital sampling of original sound track. These CD's have multiple tracks, one for each "song". This type of CD format is known as CD-Audio, or CD-A for short.

The computer industry soon caught on to the CD as means to store data in its digital format. These disks typically have a single "track" which contains the data. A directory table on this track tells the computer where to find the particular "file". Computer CD's are called CD-ROMs, because just like the Read-Only-Memory within your computer, it can only be read and not written to under normal circumstances.

It is possible to mix CD audio and data onto the one CD to get what's called a mixed-

mode CD.

CD-ROMs can work across different computer platforms providing a few design rules are followed about setting up the directory entries. Hence, it is possible to use a CD made on your Macintosh with a PC or Unix box, and vice-versa.

64HDD and CDs

A standard feature of 64HDD is to provide access the data contents of CD-ROM. Providing you have the necessary MSDOS device driver, you will be able to navigate to the CD-ROM and read data files.

Will the filenames have 16character names? Well, this is where CD formats come into the picture. Not all CD-ROM formats support names longer than 8+3 characters. To access 16character filenames with 64HDD you will need the LongFileName (LFN) plug-in, this is regardless of the device being used as MSDOS also restricts names to the 8+3 format. The LFN tools in turn require the CD-ROM format to be in ISO9660 (31character) format. They will eventually also fully support Joliet disks, but as yet some problems sometimes occur (Joliet and ISO9660 are format names...see your CD user manual for details).

However, 64HDD can also play audio CDs! To do this download and install the CD-AUDIO plug in from the 64HDD website.

There is even a simple CD-Player available for the C64 and Vic20.



Listening to Music

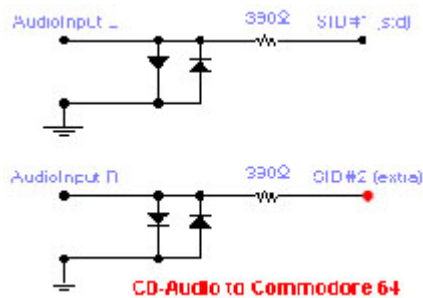
So how do you hear the "sound" from an Audio CD you may ask? Well, there are several ways to do this, and all are described in detail in the documentation that comes with the CD-AUDIO plug-in. The simplest way is to plug in a set of headphones if your CD-ROM drive has a phono-jack on the front panel. Not too hard really...

But did you know that the SID chip in your

C64 can accept input? It sure can! And further, this audio input can be mixed with the sounds the SID itself can make - real fun for those SID player music fans out there...

This brings us the first hardware project in this article, building the SID input cable. You could simply wire connections from a phone plug to the correct pin on the Commodore audio-video plug, but I prefer to use a little protection, especially as those SID chips are not cheap to replace.

The SID protection is provided by a pair of diodes and a resistor. These components limit the voltage and current that the SID sees to safe levels.



If you have two SID chips in your C64, then you can connect one CDA channel to each of the chips and have stereo output.



With the SID connection made, volume control can be done in software.

It's all about presentation...

Giving your CD-ROM drive that Commodore appeal is as simple as installing the driver mechanism in to a 1541-II case. The original 5.25" drive and CD-ROM have the same mount arrangements, and so fastening the drive into position is very easy.



The next step is to neatly cut a hole in the front panel of the 1541-II. Most CD-ROMs come in the same beige as a Commodore C64c and 1541-II range and so the colour match is near perfect.

The electrical considerations take a little more ingenuity. The easiest way to connect the CDROM to the host PC is via extension

cables. You'll need one for the IDE connection, and one for the power. The 40pin IDE cable can be made more flexible by splitting the strands in the ribbon cable - you may have seen this trick used on some compact computers or laptops. If you want to be able to connect and disconnect your CD-ROM drive, be sure to provide an easy to reach connector for both power and IDE. Most MSDOS CD-ROM drivers and the MSCDEX program have been coded to cope with a CD drive being disconnected.



The future for Commodore CDs

It might be worth a moment to ponder what the future could hold for the Commodore given the ability to have media on CD-ROM. Firstly, consider multi-media like graphics and audio mixed together on a mixed-mode CD. The humble 1MHz barrier could be shattered by streaming audio data direct from the CDA track whilst graphic data is loaded from a temporary hard drive cache.

A word about DVDs

DVD-ROM drives also function as CD-ROMs, and in fact like CDs, the DVD disk can be used to store data - not just video and audio information. A data-DVD can be read from MSDOS with some CD-ROM drivers. With at least 3.5GB of data on a DVD-disk, there should be enough space for storing that game collection!

www.64hdd.com (latest info and 64hdd download zip)
ncoplin@lycos.com (author's email address)

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For the serious 64HDD user, 64HDD Professional is now available. Featuring faster load times, a graphical user interface and a host of new features, 64HDD Professional has something for every serious Commodore fan.

8-BIT WEAPON INTERVIEW

by Andrew Fisher

At about 12:30 a.m. at Back in Time Live, I met 8-BIT WEAPON, otherwise known as Seth Sternberger, who had performed earlier in the evening. Here is a very short interview with him.

AF: So, how did you get started with the C64?

SETH: I got my first machine - the old loaf of bread style - in 1986. The first games I got with it were Movie Monster and Defender of the Crown. Then a while later I got Times of Lore, and I recorded all of the title tune to tape (which lasts 11 minutes, with a unique random solo generator by Martin Galway - Andrew) and it was the first tune I remixed.

AF: When did you start doing music?

SETH: Well, I sort of grew out of the machine in the early 1990's, and then I spent my prom money on my first keyboard and started to write music with that. 3 years later I got SIDPlay for my PC and started listening to a lot of tunes with that. I bought a SIDStation to carry on composing with.

AF: Do you just play your own material, or do you do any covers?

SETH: I have just finished my new CD. The first one is my own material, the new one is remixes of famous tunes.

ANDREW: Did you come to England just for Back in Time Live?

SETH: No, I'm on tour at the moment. I'm doing more dates.. Portsmouth, then a couple of meetings in Holland, Hamburg and Berlin in Germany and possibly Switzerland. It's called the "8-bit Bonanza Tour".

AF: Thanks for answering my questions.

SETH: Here, sign my 64..

(Seth hands me a marker pen and I autograph the side of his old Commodore 64)

Check out the website at
www.brainscream.net/seth

Seth has recently announced that his first album will be included FREE with orders of the new remix album "8-BIT WEAPON" when it is released in early 2003.

WAYNE'S WEEKEND

FRIDAY 21ST JUNE, 7:30pm - 3:00am - BACK IN TIME LIVE 3

I'd read about Gossips nightclub in Commodore Zone, so it was with great pleasure that I was able to attend the BACK IN TIME event this year.

It was nice to see a lot of the people who had been at the Birmingham B.I.T. last year were there (Richard Joseph, Jeff Minter etc.) and PRESS PLAY ON TAPE did several live songs - cool!

For the merchandise freaks (me!) there were different things on sale - KENZ had a table with BOUFF TV merchandise. There was a guy selling "ELITE" T-shirts and there were also CD's and a load of PC conversions of Jeff Minter games from Kooldog Software.

Looking at the name stickers I noticed Andrew Braybrooke and Adam Gilmore were supposed to attend but we didn't see them.

Highlights of the night (apart from meeting Andrew Fisher) had to be talking to Kenz and his friends, watching the 3-D rendered Wizball video, and talking to JON HARE (Sensible Software) and CARL MULLER (Speedball 2 - who reminded me of the computer guy [Dennis Nedry] in JURASSIC PARK). A lot of Sensible Software's opinions on computer games and the games industry (remember the ZZAP interview with them) are very much relevant today, if not more so than in the 1980's.

I do hope that there is another B.I.T. event next year; perhaps the organizers might get Allan and Sean to bring their 64 setups along, and show more people that the 64 scene is alive and kicking!

SATURDAY 22ND JUNE, 10:30am - 12:30pm - GAME ON at the Barbican

The following day Andrew's parents very kindly drove us on to the Barbican Centre, my only gripe being that trying to find the place is very difficult and should have been much better sign-posted. Anyway, what about the exhibition itself? Well, it was darned marvellous!

The whole event was spread over 2 floors, there was so much to see and do, and we could have done with more time to look around.

The first thing you see is an archway that leads you through into what I would call the classic games area. There is a full size projection on a screen of the game PONG to play, at the side was the first ever game Spacewar, and also nearby were 2 different colour arcade machines of Computer Space (the blue one was on loan from Archer Maclean!) Also featured in this section were the legendary TEMPEST, the cute & cool CRYSTAL CASTLES, Defender, Donkey Kong and Missile Command (very simplistic but very addictive, the tracker ball control just adds to the playability). There was also a big screen projection with a menu of games (the MAME - Multi Arcade Machine Emulator - running early 80's games). I kept playing Dig Dug and Gaplus, and the 64 conversions of these are spot on. There was also one that wasn't working - Jeff Minter did an Amiga conversion of it called Llamatron.

The next sections lead into the next stage of technology - the early 1980's and home computers/consoles. All the great stuff was represented there, and this was a large section indeed - it must have cost a fortune to get hold of all these machines. I had a thrash on a 2-player Frogger game on my own(?), and also saw a Spectrum running ANT ATTACK (by Sandy White). Our beige beast was there of course, running IK+.

In the next section I also got to play on some consoles (I love MONKEY BALL on the Gamecube) and watched Andrew play PARAPPA THE RAPPER 2.

When Andrew finally wrenched me away we decided to look at the upstairs section. There were more consoles (Jaguar, X-Box, etc.) There were also more arcade games including Battlezone and Tron, although they didn't work (AAARGH!) SEGA and NINTENDO'S flagship characters Sonic the Hedgehog and Mario respectively had a small section dedicated to them. There was even a hand drawn framed picture of Mario by his creator. There were some costumes of Mario and co. as well. Andrew spotted a section that allowed you to listen to Commodore 64 music on headphones - splendid.

' - END OF TRANSMISSION - '

MICRO MART SHOW

21st & 22nd September 2002



As many people came to this show I decided to let those people who wrote something about it have their say.

First up is **Wayne Wommersley**

Many thanks to Allan for sending the flyer, as Shaun mentioned in a previous issue of 'SCENE' it is very upsetting that there isn't going to be another bash at CREWE due to lack of interest.

However if anyone had any doubts about the future of the Commodore 64 computer they would have been swiftly pushed aside when they came to this venue. Held at the BIRMINGHAM N.E.C the MICRO MART fair was well big, we were only in one of many halls. It took me Three and a half hours to get to BIRMINGHAM coach station from BRADFORD, then I had to catch a bus from outside there to get to the N.E.C itself which took a further half an hour, but it was worth it and I'll definitely do it again. Once inside the Hall I quickly found my way to the Commodore Scene stand, Andrew Fisher was there with his brother and I was shortly greeted by Allan (our beloved editor, or boss as he likes to be called - only joking!). I also got to meet Shaun Bebbington and Dave Elliot again - Two very nice top geezers (HIYA guys!). Everything was in one corner and Allan had been joined with various other retro Sceners like the AMIGA group from Blackpool. One of them said we were 'Very Scary' (referring to our interest in the beige beast) - talk about kettle calling pot black! Nice guys anyway and everyone was happy and friendly and at the end of the day that's what counts right?

I did actually enquire about a load of Amiga titles which he said were well old and probably dated back to the Amiga 500 - you just can't beat a bit of retro gaming. I was impressed with Allan's set up, He had mentioned to me that Micro Mart had extended the amount of floor space the 64 was going to get but nothing could have prepared me for some of the treats



he had on offer, the sheer amount of stuff Allan, Shaun and Shaun's friend had brought with

them was incredible. Some of the hardware I'd seen in magazines back in the mid 80's but to actually be able to see and touch these items brought me so much pleasure I could have burst. One particular piece of hardware that caught my eye was the MAGIC VOICE CARTRIDGE and a game called WIZARD OF WOR (I think) that is compatible with it. There was also a koala pad and light pen - This is another utility from the 80's that allowed budding artists to create there own masterpieces. Shaun's friend showed me some of the things he'd brought with him, there was a European version of the 64 with cartridges like DIG DUG (Never knew they'd done that on cartridge). I also noticed an Atari that Shaun had brought with him that had a copy of the game STARQUAKE with it (A cool arcade adventure).

Going back to Allan's set up, he had (as previously promised) a 64 running THE WAVE and we got to see some 64 web sites and also had a look at ISSUE 4 of SCENE WORLD (Andrew's intro with the balloons looks really nice it reminds me of the intro for the MR MEN DEMO by THE ART RAVERS - ahem!).

Next to the stand Allan had set up some magazine stands with free copies of some of the back issues of Commodore Scene.

I must admit I didn't read it back then and was quite interested to compare how Commodore Scene has changed from when Richard Bowen was editor to how it is with Allan in charge.

Anyway, these seemed to be going quite quickly so maybe Allan will get some good response.

There was a guy with an Oric Atmos section running 3 of them side by side, 2 of them were running demos the other one was running of all things Manic Miner! I didn't get very far on it but the first level I played was identical to the Spectrum version it was very nostalgic and brought back a lot of memories.

The guy running the section came over and Andrew, Allan and myself all stood round and listened to him talking about the ORIC scene which is still active!!! Apparently there is a lot of demos being done and quite a lot of ROB HUBBARD'S music is being converted over for use in demos now.

Allan had the main display set up for the 64 running BOMBMANIA, which readers will remember me reviewing previously

in 'SCENE'.

I was privileged to be able to play the game with the four player game adapter that Allan's been telling us about. If you have access to two or three other people you have to get the adapter - It is an essential piece of kit (The PAC - IT Game is going to be awesome in four player mode). We all jumped on BOMBMANIA and Andrew Fisher gave us a sound pasting, but I enjoyed every minute of it. Quite a few people walking around the show noticed BOMBMANIA and stopped to look, some even commented on the similarity to BOMBERMAN on the P.C. (AND THE AMIGA).

These people obviously didn't get the point - The Commodore 64 is now opening up to the possibilities of multi player gaming, it's just a shame the British Public are so blind to it all. Just imagine 4 player GRIDRUNNER. Now if someone will program an 'Instant Girlfriend Simulator' my life will be complete (ahem !). I've had the chance to go on the XLCUS Web site, there are pictures of the set up from the day (hopefully Allan might use some of mine too). Personally I think it would have been nice to have a variety of different games been shown throughout the day (As shallow as it sounds it's always the games that draw the punters in) classic stuff like URIDIUM etc along with some newer stuff like the current Commodore Scene coverdisk and Protovision Games (ITS MAGIC 2 etc).

The main thing is at the end of the day Allan did what he set out to achieve - Let people know the 64 is ALIVE !

I would as a matter of interest like to know how many people attended the event during the two days, Do you have any idea of numbers Allan ?

And now for
Paul Kubysin of StudioX64

For those without a clue what this is about. On Saturday 21st September 2002 MicroMart (as in MicroMart magazine fame) held a huge computer fair. The fair was a huge success, with many vendors and lot's of free gifts :) after all that's why people attend such events. Although I purchased lot's of PC goodies, my primary reason for attending was actually for their Retro Computer Feature. You may have thought that such a feature would seem a little out of place at such a huge PC type event. Instead, we retro nuts were given a real treat. There were Oric's, Spectrum's, Dragon32's, Atari's, and Amiga's. Best of all though..... there were C64's!!! and lot's of them.

Thanks to the dedication of such people as Shaun Bebbington and Allan Bairstow, each who continue to give the C64 public face. Shaun through his



wonderful retro article features in MicroMart magazine, and Allan through his work on Commodore Scene magazine. We were by no means let down. Shaun had gone out of his way to ensure the Retro computer feature was both well researched and regimentally organised, right down to each persons floor placements. A job sadly which I failed to give Shaun due credit for. Along with Shaun's organisational skills he also supplied a large number of retro equipment items found on the stands (many pictured here) including; SuperCPU, RAMlink, SmartMOUSE, FD2000, Vic 20, CBM 4032, and Vic 1010. Although at the show I didn't get the chance to meet Shaun I did have the pleasure of meeting both Allan Bairstow, and Andrew Fisher (writer for Commodore Scene who came along to offer technical expertise) who were both very nice people.

I arrived at the show with my wife Victoria around 10:10am on Saturday (only 10 minutes after opening time). Allan was frantically trying to get a C64 working with a LaserJet 4 printer which Shaun had brought along. It seemed like the good ol' computer show gremlin which hits all techie types at these events, had reared it's head already :) Things were looking more promising when I came back to their stand later in the day. Allan had laid on a number of old issues of Commodore Scene magazine, which visitors were free to take, and which had nearly all gone by 1:00pm! My favourite feature at the stand was a C64 hooked up to a Commodore monitor and 1541 mkII disk drive with 4 joysticks running Protovision's Bomb Mania game.

On the whole I was very impressed with the display that Shaun and Allan had put together, and felt they did a really great job! Well done guys! - We must not forget to thank MicroMart for allowing them to host the Retro C64 Feature in the first place. On a final note the actual computer fair itself was also great, and hopefully will inspire MicroMart to do it all again next year.

"Shaun's bit."

Quick, Mega Patch 3 is working! Better preserve this moment in time with a photo. And again - once more with the flash." Okay, let's start from the beginning, shall we.

The week before the show I had some annual leave, and naturally took it, as this time, I promised myself, I will be really organised. Just the small thing about tidying the house and sorting out, but all should be fine. (Note - I am not known for my organisation skills!)

Anyway, the week progressed, and for the last two days I made a mental note of what I might need during the weekend, soldering iron and general other bits including the computer hardware itself. So we get to Friday, and, I though, quick visit to High Street Micro's (where else?) then back to home all ready for

Allan. Unfortunately, the usually reliable High Street Micro's was "Closed until 1pm", so a dash around town and the market was in order. Naturally, didn't get everything that I wanted, but time had suddenly caught up with me. To top everything off, Allan was EARLY! Ahh... Panic not, as I somehow managed to sort out while Allan was there.

Of course, we finally get moving, and after sending Allan the wrong way (being dyslexic) we hit the M6, and the traffic.

Relax, we are there, and the fun begins. First problem was the tables where not laid out according to my carefully prepared floor plan, which I made sure was to scale, still not to worry as we worked around it. Next, power points. Again, the contractors did not have a copy of my floor plan, which included full instructions for power points. Yet again, we worked around this, and when the clothes were laid, it was time to work out the displays. I have to say that Allan's People Carrier was full probably beyond a safe capacity, and Michelle was bringing more of "my crap" with her. I also have to say that I have never seen more Commodore equipment in one area, than this at one time! A nice display, even if I do say so myself.

Onto the real fun now, setting up the machines and trying the Internet connections. Sure they worked, but as the phone lines were only temporary, the signal was periodically lost.

To finish the Friday, a quick game of Bomb Mania with the representatives of the Blackpool Amiga Club. Being Amiga users, they were naturally better at playing games than Allan and I, so beating us quite easily.

Finally, after booking into the hotel, the public house beckoned. At this point, I was extremely tired, and mixing Southern Comfort with real ale is not only sacrilegious but also bad for your legs. Something I'll remember for next time.

As for Saturday, the whole day just went! We started early after a pathetic excuse for a breakfast from McDonalds, and I can't remember where the time went! Never could I have dreamt of so much interest and being so busy. Oh, as for Mega Patch 3, it did work on the Saturday, didn't on the Sunday and the photo's didn't turn out - typical! Shaun@MicroMart.co.uk

Allan's final say !

I really don't know where to begin with this show - in a nutshell - it was BRILLIANT !!!

On the first day there were something like 4,000 people through the doors! Most (not all) of them visited the retro section which Shaun

had organised with Micro Mart and which I helped out.

I must, at this point, give full and undivided credit to Shaun Bebbington for this event because if it was not for his hard work and dogged persistence then this would have never got off the ground. There are precious few people who do anything for the C64 in the UK but Shaun has to stand out head and shoulders above the rest just for sheer enthusiasm.

It wasn't all plain sailing though, as you would imagine, not everything went to plan! The only real gripe from the whole event was that damned 'buggy' software MegaPatch3. Despite the fact that I brought along my only set up that works with this temperamental software - it still would not work!!!!

Photographs in this article are courtesy of Paul Kubysin (StudioX64 / <http://www.studiox64.com>), Andrew Fisher, Wayne Womersley & Allan Bairstow.

Next show highlights ??

Myself and Shaun are already planning the next show and we hope to improve on this one with many new features.

Here are a few ideas that are on the drawing board :- C64 internet cafe where the c64's are using a network and TFT monitors! The C=VGA will be finished and on show. Free refreshments for CS readers! More specific display set ups! Varying game displays and challenges throughout the day (thanks Wayne)! Video presentations from Ken Ross!

A special mention must go to all the following people who attended the show :-

Simon Plumble

- Infinite Frontiers
- www.Inifinitefrontiers.org.uk
- for bringing me a working Commodore64GS machine!

Mickaël Pointier

- Dbug/Defence Force demo group
- Oric user & programmer who came all the way from France to be there!
- A great guy, knows absolutely everything about everything in computer programming! I could have listened to him talking all night (usually did).

Jim Groom & Jonathan Bristow

- Also from the Oric user section.
- Jonathan is a very capable programmer who recently converted 'Pulsoids' from the C64.
- Commented on Shaun being 'smug' when talking about sprites. Apparently the Oric doesn't have such a capability.

Dennis Smith & Derek Stuart

- D&D Systems, builders and developers of the powerfull Sinclair QL clone the Q40/60.

- Derek turned up at the last Crew Show, we are just glad that there were more people at this show!

Jon Southern

- Quanta group
- We are reliably informed that Jon is a 'mind of information'. He could only manage the Saturday but wanted to be there all weekend.

Alex Wells

- QL & Q40 (sinclair QL clone) user
- Not happy with the word 'Retro' - are any of us?

Barry (Bazza) & Matt

- From the Blackpool Amiga Club (BAC)
- Great pair of guys, very funny. Bazza thought that we (the c64 users) were a bit 'scary'!! Shaun tried to brainwash them so that they would end up with many C64's and C128's without realising why!

- Watcha Matt - can you see that catapillar on that woman's top lip :-)

Fleecy Moss

- Amiga user from down in the 'big smoke'.

Ian Gledhill

- Retro Review magazine.
- Another guy with a wealth of knowledge that I have to take my hat off to. where do these guys learn all this stuff?

Steven Lewis

- Does anybody know anything about this guy? Sorry for my lack of knowledge :-)

Shaun Bebbington

- The retro section's founder and guiding light

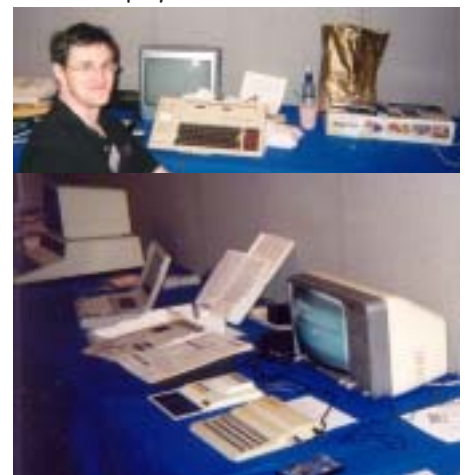
Leo, Carl & Simon Brew

- The Micro Mart team, fantastic people who made us feel very welcome.

Last but not most definitely not least we have the following people who came to see us at the show because they support the Commodore!

- Allen Monks, Dave Elliot, Jason (Kenz) MaKensie, Matt Raccardo, Wayne Womersley, Andrew Fisher, Vinny Mainolfi, Paul Kubysin

A big thanks also goes to Michelle for having a lot of patience with the whole event and providing the Dragon 32 for display.





*The history, culture and future of videogames
16 May - 15 September 2002, Barbican Gallery,
London*

LEVEL 1 - There are exits to the east, north and down.

The first task is to get into the exhibition, and it is easy to imagine you are in a computer game when you try to get around the Barbican estate. Concrete ramps and stairs take you between apartment blocks and car parks. Of course, if I had listened to Wayne and gone straight to the main centre, we would have had more time to look around.

LEVEL 2 - Press button to stop lift

When we found the main entrance, it was easy to follow the signs to the lifts and up to level 3 where the actual exhibition was. £11 for entry may sound like a lot, but you get a glossy brochure and all the machines are on FREE PLAY!

LEVEL 3 - Insert coin

The actual exhibition is on a massive floor split into sections, with a gallery running around the top of it. Stepping through the door takes you back to 1962 and the first section..

Early Computers and Arcade Games

The first exhibit is a PDP-1, the computer that played the first ever game - Spacewar! Then there is a giant videoscreen to play Pong on. All the early classics are there - Centipede, Missile Command, Tempest - plus another giant screen running MAME (Multi Arcade Machine Emulator).

Home Consoles and PCs for Games

The next section covers the top 10 machines of all time - and the Commodore 64 is included, running the Archer Maclean classic IK+. Each machine has a panel describing it and the game, complete with instructions. Playing TEMPEST 2000 on the Jaguar is a surreal experience when you are so close to the original arcade machine, and FIGHTING STREET on the PC Engine CD-ROM is way too tough!

Games Families

35 different consoles and machines represent the many different types of game - puzzles, adventures (Hitchhiker's Guide to the Galaxy), RPG, racing, football, shoot-em-ups, fight games and so on. Then there's simulations, online worlds, platform games.. I spent too much time here, intrigued by the strangeness of Parappa the Rappa 2.

The Making and Marketing of Games

A series of exhibits explain how massive titles like the Sims, Grand Theft Auto III and Pokemon were developed. Among the best bits here is original artwork from the Final Fantasy games drawn by Yoshitaka Amano.

LEVEL 4 - Time is running out..

Now you have to climb the stairs and make your way onto the gallery. Here the emphasis changes, looking at other aspects of games.

Games Culture USA and Europe

Looking at the games in this section, it is appar-

ent how different the Japanese game culture is. Here we have sports games like Tony Hawk 3 and a video of "Republic of Revolution" (in development 3 years - and still not finished) alongside the classic Battlezone cabinet.

Games Culture Japan

Things change completely here. Now we are looking at the influence of manga and anime on games, the merchandise like stickers and the bizarre games themselves - from the dating game Tokimeki Memorial to Sega Bass Fishing.

Character Design

Next to the Japanese section stand Mario and Sonic, with the designer's original character sketches and the games to compare.

Kids Games

From Cookie Monster to Bob the Builder, kids have always been targeted by games. This section also includes the many examples of handheld game; so games I used to play as a child are now in a museum!

Sound

More C64 relevance in this piece, with a listening post containing SID music compiled by Chris Abbott and Jason Mackenzie. Also, the surreal game Rez is here, a combination of stunning visuals and interactive sound.

Cinema

Games that influenced films, and films that influenced games - from a Star Wars arcade cabinet to a poster for Super Mario Brothers. Sadly there was no time to stop and watch the big screen here, but the Barbican cinema also held a season of films that are like games - The Matrix, for example, or David Cronenberg's Existenz.

Multiplayer Games

The more the merrier, from Saturn Bomberman to various PC network games.

Future Technology

From an interactive screen that blurs and ripples the image as it tracks your movement, to 3D tours of new buildings to help planners, this section was looking forward.

Contemporary Commissions

Scattered through the exhibition were some interesting and unusual pieces of art inspired by games. Triggerhappy is like Space Invaders, but you have to shoot the text from a philosophical essay, accompanied by random short-wave radio samples. PING and Alien Invasion use retro ideas to highlight political issues. There were even "Homemade Heroes", dresses and costumes designed by people who had never seen the game characters and had to work from text descriptions - and they were surprisingly accurate.

GAME OVER

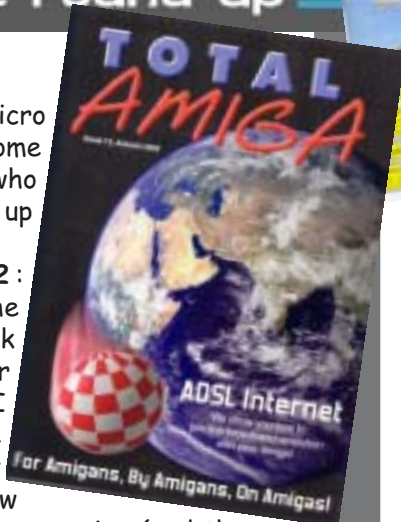
Wayne and I only spent a couple of hours inside, but what an amazing and interesting time it was. If you can get there before it closes, try to. It is good to know that videogames are now being treated seriously and as a real part of our culture.

Andrew Fisher



Hi guys and gals !

After the recent Micro Mart show, we have some new kids on the block who deserve a big plug, first up is :



TOTAL AMIGA #12 : I have lost count of the number of people who ask me for help with their AMIGA's, simply put, I couldn't help as I have no knowledge of that computer at all. Until now that is ! Details of this magazine (and the Blackpool AMIGA Club) are on the next page if you want a copy for yourself.

I particularly like this magazine as it is produced solely on the AMIGA and I 'like' that sort of dedication for a group of computer users - well done guys !

The contents of this magazine are very enlightning to say the least, it is crammed full of very well written articles and loads of information for everybody.

I have always said that you will get more from a magazine that is run and produced by enthusiasts rather than people who are in it for the money - this magazine proves me right.

So if you have an AMIGA and you want good news and a quality magazine then this is for you. Well, what are you waiting for ?



BAC #16 & 17 : This is the newsletter for the Blackpool AMIGA Club. It is no match for the hefty publication above and it does not pretend to be. This is a simple newsletter to let its members know that the support is still out there and the club is still active. At least they have a club !! I can only dream :-)

I met Bazza and Matt at the recent Micro Mart show and I will be visiting them at one of their regular meetings in Blackpool when I have the time.

Keep it going guys, see ya soon !



QUANTA vol 19, iss 9 : The independant QL users group delivers this mini bible for their platform.

Again, run by enthusiasts for your delight.

Full to the gills of information and contact details.

RETRO REVIEW 2 & 3 : I absolutely love this magazine. It has to be one of the best and most knowledgeable magazines available today to cater for all things retro.

As its title suggests, it covers a wide variety of platforms from humble old computers, through full blown arcade machines and right up to current consoles and new innovations to enhance your failing old computer !

Ian Gledhill (who I met at the recent Micro Mart fair) is one of those guys who can talk indepth about his chosen topic. This transpires into the written word within these pages and that is what makes it such a great read.

You'd be a fool not to see at least one issue and judge for yourself.

Fantastic magazine Ian, keep it up.

LUCKY & UCUGA, MMTTM, The Interface, TVG and The Mailink (various issues) : All these issues will be covered next issue !



http://www.heechee.net/c64/girls/a__girls64.shtml



<http://www.infinitefrontiers.org.uk/>

TEAM PATROL



The object of the game is to put up a good race with two or four players. The Decathlon-style gameplay takes place in splitscreen, but this time the players are Moon-Patrol buggies rather than human runners! Wagging the joystick makes the buggy accelerate and the faster the movement the faster the vehicle goes. But it's not just joystick-shaking; there are also big ski-jumps, abysses and walls for the player to negotiate with skillful jumping and in places

there are ground hazards like mud that can slow you down and spikes lurking that can puncture your tyres, leading to disqualification. Your skill at avoiding these hazards is what can win or lose a race and your efforts will get rewarded by an entry into one of 32 saveable race time records.

The game features eight courses in different graphic styles; you will race through bushy forests, hot deserts and technical buildings. The data amount is approximately of 200 blocks (heavily crunched!). For playing you will need a C64 with preferably 2 to 4 joysticks (joypads are not particularly suitable to this game). In the 2 versus 2 player game you will need the PTV-4-Player-Interface (you will find more information about this interface on our hardware-section) and if you own a CMD SuperCPU, it can be used as a RAMDisc for the game.

The source code of the game is also available and can be ordered in the following formats: Virtual Ass 16 (~400Blocks), Word, Open Office, Richtext and TXT. The RAMdisc source code isn't included in this offer. The game is available on 1581 and FD as well (please specify with your order). Team Patrol will be first shipped in the beginning of 2003.

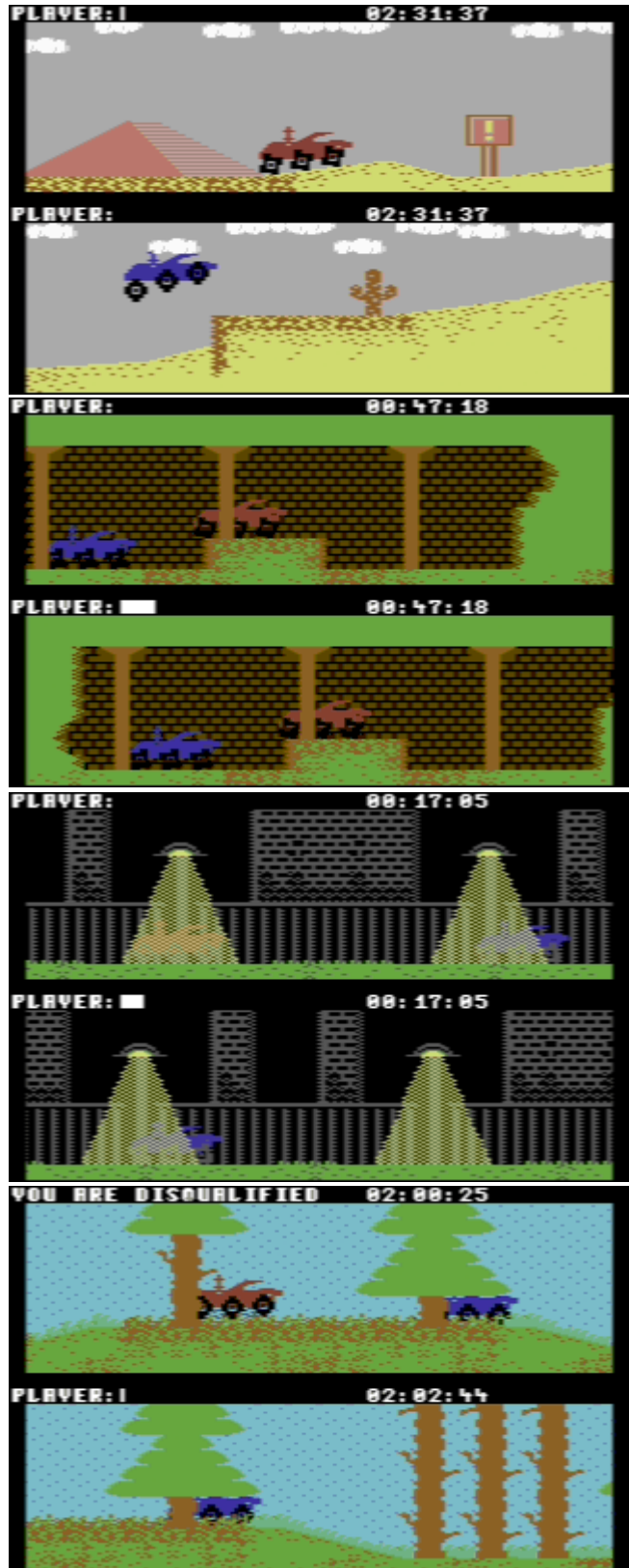
Ordering the game:

- Team Patrol - 10 Euro
- Team Patrol with source code - 20 Euro

You can order this product online in our PTV-Shop, write an email to Jakob Voos, or use this address:

PROTOVISION
 Jakob Voos
 Niersstr. 1
 40547 Duesseldorf
 Germany

IMPORTANT: Please note that the game is PAL only (PAL is the video system used in Europe and Australia).





IDE64 >



SX64 SFF PC >

gamesTM >



4 Players >



..... PLUS LOTS, LOTS MORE >>>



Hello again to you all !

After the last issue eventually got posted out and the headaches with getting it finished I thought I would never get to the point of getting this issue finished at all !

CS2003 Yearbook

I hope everybody is happy with the way CS is now progressing ? I have to say that even I am suprised at how much easier CS is to read and use in this new format. You will notice, as CS2003 gets bigger, a more complete interaction with each issue as referances will be made to previous articles and particular pages and these will be easily referenced to by just looking back to that particular section. It is easier for me to compile it this way because I have the complete binder in front of me to work from.

Postage Costs

CS2003/38 gave me quite a shock when I went to the post office. The UK postage has gone up but the biggest shock was postage for overseas - in some cases it has more than doubled ! This will effect subscriptions for new members, existing members will have their subscriptions honoured.

The new rates are on the website and on page 6.

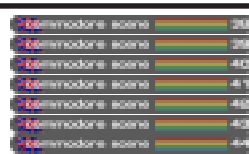
Toner shock !

I had to purchase two new toner cartridges (at £70 each) for my laser printer to print CS38. This came as quite a shock as I had hoped to print at least two or three complete issues per cartridge. However, the fault lay entirely at my feet as on closer inspection I found that the laser printer had defaulted to 600 Dpi / density 5 printing. This meant it was using its toner at an alarming rate. Future pages are being printed at 300 Dpi / density 1.

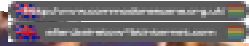
It is unlikely that you will notice any difference in quality apart from the odd screenshot may look a bit 'spotty', I hope it will have HUGE savings for CS !

Colour !

Those of you who are taking part in the subscription deal that comes via e-mail will be able to print out CS in full colour. However, if you get your copy through the



yearbook 2003



post then you can still request files, via e-mail, so you too can print out the covers in colour. NOTE : most of the pages contain at least some colour on them but they are designed to be viewed in B&W and I do not recommend that you print them out in full colour unless you have lots of money to spend on ink !

CS38 Coverdisks

Just when I thought I had put all my gremlins behind me, up pops a problem with last issues disks. It appears those of you receiving the 5.25" version of the coverdisks that were supplied with CS38 & CS38½ had serious problems. Basically, my master file was corrupted somewhere along the copying process. If you need a replacement then please just ask and I

will send you a replacement. It would help me greatly if you have the ability to transfer .d64 images as I could just send you a replacement via e-mail. The 3.5" disk was largely unaffected but if you need this replacing too then just follow the same guidelines.

Next issue ~ CS2003/40

I had to leave soooo much out of this issue that I have had to put it in the next installment. Look forward to a long awaited (by some) SEUCK special section, continuing reviews and news & a whole lot more.

Bye for now !



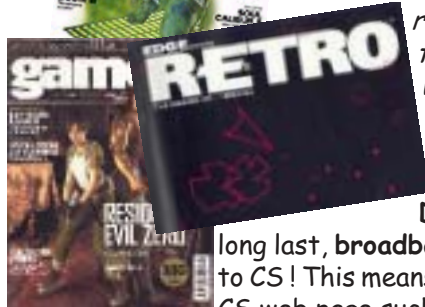
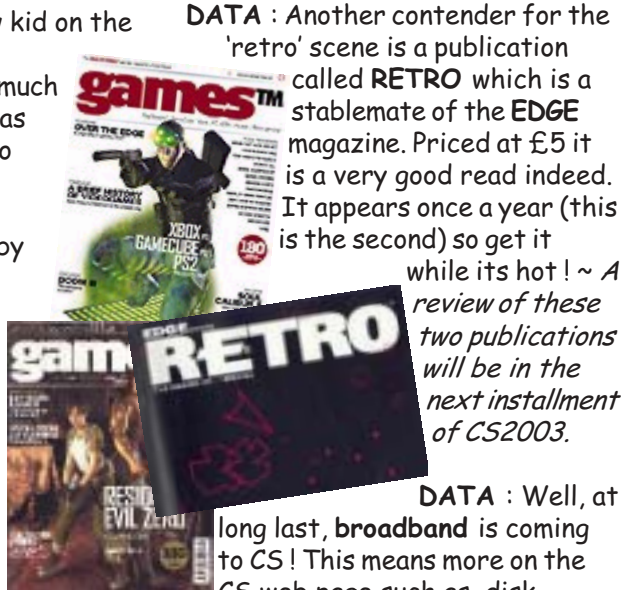
TERMINUS

After the last issues woes, I have been pleasantly suprised at the quick renewal and updating of subscriptions for CS2003. The future of CS is now safe for this year ;-)

The CS2003 readership stands at ~ 41



DATA : There is a new kid on the block and it's name is **gamesTM**. It promised much in the first issue, such as covering all things retro (indeed it has a 30+ regular section on this topic). Unfortunately, by the second issue it has become plain that this much heralded magazine has gone the route of re-hashing old news from years gone by and plundering the Internet for facts - not always correct either! I have contacted **gamesTM** to offer help in current developments for the Commodore but they have just ignored me. Shame really, but there you go. See page 61 for a brief run-down.



DATA : Another contender for the 'retro' scene is a publication called **RETRO** which is a stablemate of the **EDGE** magazine. Priced at £5 it is a very good read indeed. It appears once a year (this is the second) so get it while its hot! ~ A review of these two publications will be in the next installment of CS2003.

DATA : Well, at long last, **broadband** is coming to CS! This means more on the CS web page such as, disk downloads, back issue PDF downloads and lots more! The reason it has not been implemented before is that, quite frankly, it was a pain in the backside with a 56k modem when the speed rarely reached above 38k!



DATA : The **Commodore ONE** has finally made it and it is yours for €249, or so it appears! The company **KDH** are offering it for sale but I could not find any confirmation anywhere else :- (See page 62 for more details.



DATA : Loadstar 220 is now out. Watch out for a feature in the next issue.

DATA : "Paul's Adventures". Paul is in the process of compiling some of the best adventure games he has written for both the C64 and 128 for release on the web. Of course, only eight games will be placed total, due to space limitations. However, this should give the average adventure gamer hours of distractions from normal life. :-) Side 1 - Westfront 64, Shinan Road, Mystic Castle, Mark...of the Vampire! Side 2 - Commodore 128 Adventures, Enchanter: West Front to Apse, Westfront II: The Eight Trials of a Warrior, Adventure 6/30RD, Drakon River, Paul's Casino (run in C64 mode). To reserve your copies today at ~ dunric@yahoo.com ~ All disks will be sent out via Priority Mail, both in the U.S. and to those living over in Europe or Australia.

DATA : Take a look at ~ <http://www.satrbase.globalpc.net/~vanessa/noframes/projects.html> ~ and see what is happening there for your C64! Projects include interfaces for **MAS Player 64/128** (play MP3's), **Connectix QuickCam**, **The PowerSID** - add up to 8 SID's onto your C64 or C128!

DATA : **RETRO REVIEW** have another string on their bow. If you go along to their web site ~ <http://www.retroreview.com/> ~ then you can download a FREE copy of their 'Gazette'.

DATA : Pop along to ~ <http://lng.sourceforge.net> ~ and take a look at the newest version of **Lunix** for the c64/128.

The Very Last Bit !

Just before I start printing off this issue and put it in a binder to post out to you lucky people, I just want to mention a few last minute items.

LOADSTAR, I have sadly neglected reviewing Loadstar lately (sorry Dave), so I will amend that situation in the next issue where there will be a feature on Dave Moorman and Loadstar.

The **CONTAX** page has still not been updated but I hope to make a start on that soon too!

You will have noticed that the **CSIS** pages are printed with this issue but they are not yet finished. This is mainly due to two factors (1) it has been a complete revamp of how the listing is made and, (2) how the prices are calculated has had to be altered.

The **CSIS** has had to limit the items that can be purchased ~ this is for a short period of time only. Let me explain ~ I order items from all over the world for the readers of CS. You are all aware that these items are quality made and sometimes we have to pay a little bit more for that quality because of the nature of the situation we are in at the moment. In the main, nearly all these items now come from **Maurice Randall** at **Click Here Software**. Maurice has a regular business to run (auto shop) and he does builds and distributes the Commodore hardware in his spare time, not only that, he also writes new programs & code, updates firmware for the hardware and a whole host of other things too! God only knows how he manages all that!

Well, Maurice is busy and sadly some of my orders are now coming up to being 8 months late. I am therefore not taking anymore money from people for new items. This is to give Maurice time to catch up with outstanding orders.

Just for the record, I am 100% behind Maurice (and he knows that). I am only doing this to give him more time to complete his projects and outstanding orders.

Please feel free to order items from the CSIS but be aware that some items will not be currently available. If in doubt - ask.



Commodore Scene issue 39 Cover Disk
Compiled by Richard Bayliss

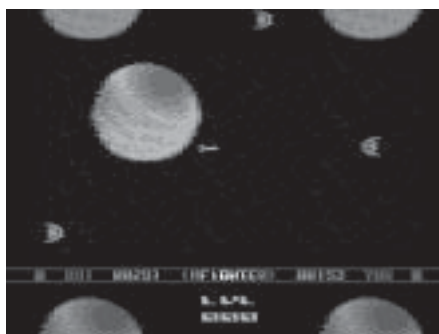
The year is 2003 and the C64 still lives on, along with the scene. This issue's cover disk is mighty big. Unfortunately, I could not fit every single program, on to this issue's cover disk, due to the capacity of the programs, which are on this issue's cover disk :o)

You wouldn't believe this, but this issue's cover disk is mainly devoted to games, but of course there's a bit of variety on the disk as well, including a few tools, demos and music, plus art. Anyway, here's what's on this issue's cover disk.



Mega Poing
By Richard Bayliss

If you remember seeing Poing last year, you'll know what the game was :) Yes it was a Pong clone. Someone sent me an email requesting that I could do another version of this game which consist of random background and a 1 player option. Guess what, it happens :o) Put a joystick into each port and start playing this crazy, but fun game :o)



Micro Fighter
By Arts of Darkness

I was going to put Blood 2 on to this issue's cover disk, but I had second thoughts. This was due to the content of the game. It may have been cool, but this game would be unsuitable for a magazine cover disk, so I found an alternative.

Micro Fighter is a game for two players only, where you have to duel against another opponent and drain their energy. There is one problem

though. There's a giant planet swinging around the screen draining spaceships' energy. As the beats get harder, the planet moves faster :o)

Vision 2002 Party Game Entries



Car Crash
By Stefan Gutsch

This is a simple, but quite addictive game coded. There are two different versions of this game. One is slow version and the other is a fast version. Guide your car through the track and dodge as many trees as you possibly can before you crash. The more trees that you dodge, the higher your score will become.



Cascade 100%

By The Blue Ninja/Cascade

This was the small game that had won the Vision 2002 compo. Unfortunately this game originally had a music bug, when it was entered for the music compo. Later on in December, this game had been fixed and is on this issue's cover disk. Instructions are in the game itself.



Snacks 4 Snakes 100%

By Jakob Voos

This is yet another of these TRON style games, where you are a snake and need to go around the maze picking up points to extend your snake. This game

was built for the Protovision 4 player adapter, but you still can play this game without one. If that's the case then you can only have two players playing this game. Music composed by myself :o)



Mr. Worm
By GRG/Shape

This is another of these tron-style games. Although this one looks basic, it is in fact very addictive to play. I actually good hooked playing this game. It is challenging, small and cheerful. The music is very jolly as well :o)



Megamania 64
By Lubber/Padua

If you remember a game, which was created on the Game Maker. Megamania 64, beats that. This is an invasion-style game, where you control the spacecraft, and blast all those aliens into thin air :o)



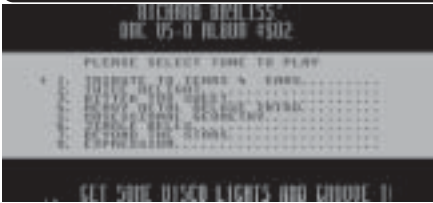
Cherry Dash
By Richard Bayliss

This game is quite smart, but did not score many points in the compo. The idea of this game is to run across the bridge, collecting cherries. Sound easy huh? Not exactly because you be facing falling boulders. If a boulder hits you, the game is up :o)

...and that wraps the Vision 2003 party games.

DMC Album 2
By Richard Bayliss

This is the second DMC album, which I was going to add to the CS 38 Extra cover disk, but sadly there was no room, so we have it here today.

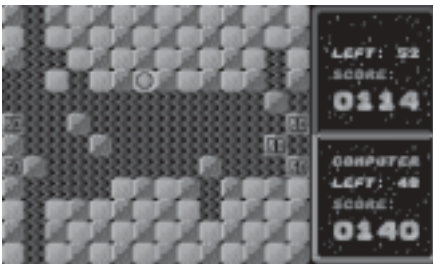


There's eight different sound tracks including a Christmas song and a Tears for Fears cover. Pressing a number will play a tune :)



Minigame Compo Entries

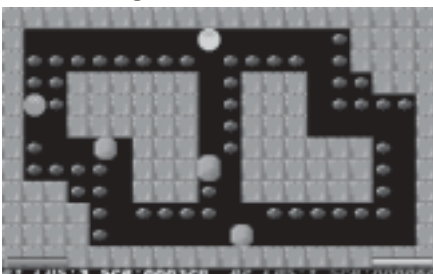
Andrew suggested that I should add the 1K mini game compo entries on to the CS cover disk, along with an article. Well, here we are. Loads of really small games. Some pants, some good. Read the Minigame Compo 2002 compo article I written for more info. These games wont load from the CS menu. You need to load these separately in BASIC.



Capture 2

By Paul Kubiszyn

This is a nice strategy game sequel. In fact, even better than the Commodore Format original. You can play against an opponent or against the Commodore 64. This game consist of a new title screen and also new music. Nice game :o)



Super Pac Twins

By Paul Kubiszyn

This is another game from Paul. This game originally was scrapped, after Commodore Format had folded its pages. But now, this game is reincarnated. Control a Pac around the maze and gobble up those pellets, but watch out for those boulders else - MMMM, Pa(n)c-ake :o)

Smaller-Bigger

By Laze Ristoski

If you remember Play Your Cards



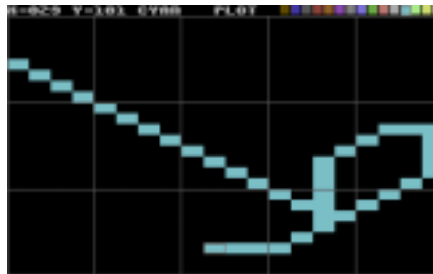
Right? Then this is similar. However, instead of cards you have counters. You need to guess whether the counter is higher or lower than the previous counter. If you are confused or not sure then you can use a joker. You have only two jokers to use.



FSC Noter V1.0

By Orphan/FSC

This is a useful tool, which allows you to create your own messages for your own programs, or to friends of the scene. This nice note maker consist of a joystick-control or cursor keys control in view mode. You can also auto scroll your message in view mode, pressing 'A'. This Public Domain utility also has a built in Equal Sequence Compressor for crunching your finished note, instead of using a cruncher from any other disk :)



Face Painter

By Syllinor/Faces

If you like to draw pictures, then check this nice painting program out. You can draw pictures using a range of menus. Either being logos, artwork or just for fun. Nice program.

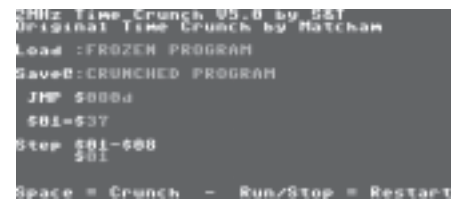


I-Relocator

By Nemeziz/Millennium Productions

This is a music scanner and

relocator. Rip a tune, load in the relocater. If the relocater can recognize the tunes then it will play and allow you to relocate them. If not then it cannot recognise it and wont go any further. Instructions are also provided.



Time Cruncher V5.0

This is a very old, but very good cruncher. It allows you to crunch BASIC programs using \$A659 as jump address. This program uses a fast crunching technique, (depending what speed it is at) and during decompaction you get no mess and the screen turns itself off. This little cruncher does not leave any mess after decompaction. If you use this cruncher, make sure your files load from \$0801, else it wont work properly.

North Party + Alternative Party Stuff

- Airscape Ride (Music by Snickers/Cosine)
- Other Side (Music by Wizard)
- Nortonica (Music by CreaMD)
- Backup (Music by Praiser/On-slaughter)
- NP7 Results
- Chill Out (Demo by Dekadence)
- Kleptoparanoidi (Demo by Extend)



Real Acid

By Paramount

Finally to end this issue's cover disk, is another old demo. This demo was written in 1989 by Scratcher/Paramount. I thought I add this demo as I think it looks really nice and brings back the memories of what a demo was like in the late 1980's :o)

Well that wraps this issue's cover disk. There's more next issue, where we'll be adding whatever we can find. It would be nice if you help contribute stuff for the CS cover disk. If you do, please send it to the editorial address or email it to me at richard@c64.rulez.org. Hopefully CS40's cover disk will have some more new stuff. If not, I'll see what I can find. We'll have to wait and see. :)



Back for more I see ?;-)

Well lets hope that this new look is going to be better for us all in 2003, it certainly seems to have kept the majority of you happy. In fact, I have not had even one complaint!

Hi Allan,

Sorry you have had so much trouble with the printing house but it seems to be the course these days, but glad you have gone over to doing it yourself for you will have much more control over what happens. Keeping it in a folder is going to make it easier to keep together for reference when needed. I am still interested in the **C=VGA** adaptor if and when it is up and running so keep the data coming. My **micormys** is working a treat and I would like another one to keep as a spare..

Good luck for the future.

Geoff Wilkes

Well Geoff, thanks for the support. CS2003 is now a whole lot easier to handle and compile and I don't have the hassle of the printing house 'holding me to ransom' every time I ring them up. I am glad you are happy with your micromys, I know that mine are in use everyday (I have two as well) and I am sure you will find them both invaluable to your Commodore. The C=VGA project is still underway and as soon as I get some more information I will pass it on to everybody, I hope we will be seeing a prototype soon ~ fingers crossed - ED

Dear Allan

How times change eh ? I have to say that I've been well impressed with your work over the past year or two and all credit to you and your helpers. I have nothing but admiration. It's hard work I know and I can well imagine that in todays climate, with a declining scene and an apathetic audience, it is like getting blood out of a stone at times. Well done.

Me..... well, I'm fine and so is the family. As you can see I'm fully committed (as I Always have been) to running my own business (newsletter pictured) which leaves little time for anything else. More so when you consider we have a static population of 2300 (I think that figure includes the cats and dogs as well !). Life is good to us however, apart from the occasional force 9 or 10 storms that we get during the winters!

I have very little time for the 64 these days. It still gets used from time to time and I do take an interest through the internet but thats as far as it goes unfortunately.

Sincere regards, Richard Bowen
(Founder of CS)



Great to hear from you Richard, I know many people will be very glad to know that you are still in touch with us over here in CS land!

Thanks for the compliments, it is high praise indeed and I take heart that you are glad to see that I didn't let your 'baby' go down the drain the minute your back was turned. It has been hard at times but I feel that CS2003 is the best way forward for CS and at the moment the future looks fairly sound.

I am glad that you and your family have settled down and are working hard (!) for a living. It is a shame you don't get more time for the 64 as there are some wonderful things happening to our Commodore's at the moment.

Anyway, good luck for the future and I hope that CS will still be here in another few more years ;-) - ED

Hello Allan,

Thanks for the CS stuff I got in the mail the other day. I do hope you'll keep your publishing efforts and commitment towards CS 2003. I know there's a dwindling subscriber base, but I sure do appreciate what you're doing for a Commodore oriented publication.

Be sure to list me as a GEOS user in your records as I'd like to receive GEOS information with the CS issues for CS 2003.

Thanks, Todd Elliott

Hello Todd,

I am glad you got all your stuff in one piece ! As you can see, CS is safe for 2003 at least ! I have adjusted your details to show you as a GEOS user ~ what this means is that occasionally CS supplies a GEOS disk as an 'extra' and you will receive it when it is available ~ not too sure when the next one will be though ! - ED

Hi Allan,

Thanks for the latest copy of Commodore Scene (38). It is a shame you've had to change the format ~ the 'old' style (CS22 ~ CS37) had a very professional look about it. Issue 38 looks like the old style Commodore Scene (pre CS21), which is not a bad thing. The most important thing of course is that support for the c64 (via Commodore Scene) continues.

Hope you are well, take care.

Wayne Womersley

Hi Wayne,

Well, I bet you are impressed with CS's new look now that you have the binder aren't you ? Everybody knows the reasons for the change and I have tried to keep it as professional looking as possible within the new constraints. Now that people have got the binder I think they will all see that CS has actually got better!

I am very well at the moment, thankyou. I hope you are too - ED

Hi,

Please find enclosed my money for a years subscription to CS2003 with coverdisks for my 1571 drive. Will you send a reminder when it's time to

renew my subscription ?

Many thanks,

Richard Therrien

Hi Richard,

Good question and one that I have neglected to make clear. The simple answer is yes I will send out reminders. The beauty of this new format is that everybody will get the same reminder at the same time and I won't be getting orders for single issues 'here' and 'there'. With everybody renewing at the same time I have a much clearer picture of how to approach each issue and I can spread out features over several issues in the knowledge that everybody will see the entire feature and not miss a bit.

All in all, it appears that the new format is very much better and I don't know why I never thought of it before! - ED

Hi there Allan,

Thank you for CS38. The magazine has arrived no problem. The new format is definitely a good idea. It would be easy to keep a year book, instead of having loads of loose magazines. This was well thought out.

I've just cut out the disk jackets and glued them, but still waiting for the glue to dry before I insert them. At the moment I don't have time to try out the 1541 cover disks, but I believe they should work no problem.

If they don't work. I have backup on my CDROM drive and hard disc as well, so I can copy the files to the 1541 disks no problem.

Richard Bayliss

Hi Richard,

I feel it is me that should be thanking you for the coverdisks! The yearbook was an idea that I had kicking around for a while now but I just was not sure how to accomplish it for a good result. Having the printing house problems really forced me to rethink the design very quickly, I think that sometimes that is the best situation to do it in!

There was a problem with the disk for last issue, somehow the masters on my CMD hard drive got corrupted part way through the copying process and some people got the wrong (and blank) disks. If anybody needs a replacement please just ask. As for the disk jackets, I know it is a pain in the bum to have to cut out the sleeve and glue it but if I had to do for everybody it would take me weeks!

Bye for now, - ED

Hi Allan and Shaun,

I just read the CS update newsletter #03—the one that is enclosed with the full magazine. I am astonished at several things: 1) that so many people in the UK are still using cassette tape as a storage medium with their Commodores. Who knows, maybe there are as many here in the states using tape drives and I just don't know it. 2) equally surprising is that there are hundreds of Commodore users in an area, but none of them show up at "The Show", i.e., the "2nd UK Commodore and Classic Computer Event for 2002". What seems to be the reason so many in Germany attend their Commodore shows, but not in UK?

I don't have the answers to these questions, but

guess I'm thinking out loud, and offering empathy/sympathy at the same time.

I do enjoy Commodore Scene, but certainly don't blame you, Allan, if you decide to cut back to one issue per year, with small periodic updates. You must be investing an incredible amount of time in CS, due to its size, quality, and content.

Thanks for letting me bend your ear, and good luck and good health in 2003!

Linda Tanner, Commodore Mailink, USA

Hi Linda,

Thanks for taking the time out to write. I will reply on behalf of myself and Shaun if that is okay? (1) The datasette is a 'do-do' as far as I am concerned and I too simply can't believe that anybody who is in full control of their faculties would want to use one! (2) I hope the new generation of RETRO shows that we are now trying to attend will bring out a more discerning user ~ the last show was a real humdinger!

I think that this new look CS has been well received and I hope that throughout this year the readership will grow.

Thanks for your support and good luck with the continuing success of Commodore Mailink - ED

Hi Allan,

I have got myself a 1541 II disk drive for the c64. Even though I use the c64 mainly for games on tape or disk I was wondering if you could give me a little help? I have some new 5 1/4 inch disks and need to know how to basically format them etc....it is a long time since i have done this and need a little refreshing.

~ Most people either use a cartridge or some software to format disk with a few simple keystrokes these days. The BASIC commands for formatting are overlong VERY slow. To get you going, the BASIC commands are - OPEN 15,8,15,"NO,diskname,01":CLOSE15 - it is not always successful!!! - ED

Do you supply any software for this if needed????

~ Yep, sure can. The most recent software (which can format a disk in a few seconds) will require the installation of JiffyDOS chips in both the c64 and the drive too - but - it is VERY fast indeed. Another good way is buy an Action Replay Cartridge (or similar) which will allow you to format a disk with a simple push of a button, but these are rare and hard to find. The only thing I had recently is the RETRO REPLAY cartridge which is brand new (£44), this is a 2002 version of the Action Reply 6 but with much more features, etc. Unfortunately all my supplies have sold out ~ ED

I also want to transfer some tape games to floppy?

~ Forget it. Tape software is designed for tape! Any 'save' and 'load' routines will always crash the software when it tries to access the tape/driver. By far the best option is to download any software you need from a good internet archive and transfer it back to your C= disk via the XE1541 cable ~ ED

Bye for now :-)

The Need For Speed !



Quite sometime ago, I was talking to Dave Elliot about the pro's and con's of the special parallel cable that runs between the RAMLink and the (CMD) Hard Drive in that huge round

connector socket. I was not personally convinced that it actually worked at all due to the fact that I had not had much luck when I first tried it and some of my programs wouldn't work at all !

Dave tried to convince me that it did work so we carried out a few tests to prove its operation - unfortunately the tests were inconclusive as we didn't really have a sufficiently large enough file to form a good test platform. So, after a gap of nearly 12 months, I decided to dig out the cable and try again.

The cable

The cable is about 1 metre in length and is terminated at both ends with a large 14 pin plug. The cable is about the same thickness as a quality made serial cable so it will bend easily. Simply connect one end into the RAMLink's socket and the other end into the socket on the Hard Drive, obviously you will have to switch them off first.

Testing the cables operation

Testing the cables operation is detailed in the RAMLink manual on page 25. Briefly put all you do is access the hard drive directory using the serial cable. Switch everything off, then attach the parallel cable (remove the serial cable) and read the directory again. This was done and was found to be functioning correctly, so I reattached both cables.

It is worth noting at this point that both cables (serial & parallel) should be left connected at all times as most programs operate through the serial lead and will not function with just the parallel cable attached.

Speed tests

To test the speed of the cable it was necessary to have a very large file to give a long transfer time. The file chosen was a .d81 disk image (806k, 3226 blocks) which is about the largest file type you will come across on the Commodore platform (apart from JPEG's, etc). This file was no problem for the RAMLink and Hard Drive combination, but, because of the size of this file, the smallest disk it would fit on would be a 1.6mb HD disk in the FD2000 disk drive. I decided to included some extra times to show the comparison between devices,

including the IDE64. The same file was used at all times.

The results of the testing came as a bit of a shock to me as there seems to be some inconsistencies over different devices, but these times have been checked twice so they are correct !

It is worth noting that the SCPU was active during all testing but it won't make much (if any) difference to the final times.

	Serial	Parallel	Direct
RL>HD	3:42	1:50	-
HD>RL	1:55	0:52	-
RL>FD	5:12	-	-
FD>RL	2:49	-	-
HD>FD	7:05	-	-
FD>HD	6:20	-	-
RL>SCPU	-	-	0:06
SCPU>RL	-	-	0:06

IDE64 comparison

CD-ROM>HD	-	-	0:28
CD-ROM>FD	7:47	-	-
HD>HD	-	-	0:25
HD>FD	7:44	-	-
FD>HD	4:32	-	-

Okay then, I stand corrected and the cable does work. Indeed, it works very well, especially under Wheels and I now have it permanently connected at all times. Thanks Dave for kicking my backside ;-)

Problems & incompatibility issues

As with most state-of-the-art technology, things will not always run smoothly.

On page 25 of the RAMLink manual is the testing procedure for the cable and it also mentions how to disable the cable should you need to. Using the type in command @p0 (the last digit is a zero by the way). Strangely, one of the programs that doesn't like the cable is the HD-Tools program itself !!

I have also come across other software that doesn't like it and the only way to run those programs was to actually remove the cable completely.

Prices and availability

This parallel cable is a [Click Here Software](#) product and is available through the CSIS. See pages 4 & 5 for details and a current price.

Allan Bairstow



GALWAY REMIXED BY REYN OUWEHAND



reviewed by
Andrew Fisher
freelance Commodore writer

Martin Galway plus Reyn
Ouwehand equals an amazing remix
CD. Following on from NEXUS 6581,

Reyn has concentrated on some classic Galway tunes,
re-creating them in his professional studio.

1) PARALLAX TITLE

To re-create this epic must have taken a lot of
work. The end of the track is what impresses me
most, with some awesome echo effects as the tune
"breaks down".

2) COMIC BAKERY TITLE

This track has already
been remixed several times,
but Reyn does it better than
my previous favourite attempt
by Danko. You keep thinking
this track is going to stop..
but it keeps going!



3) YIE-AR KUNG-FU II TITLE

Suddenly Vangelis takes over production duties,
with an atmospheric take on this tune with it's soft
piano and big bass.

4) ATHENA TITLE

This cover has a very modern, Ibiza feel to it - it
reminded me of Played-a-live by the Safri Duo. The
deep-sounding bass really rocks, particularly when
the faint chords kick in. Cleverly, the original refrain
returns at the end.

5) ARKANOID TITLE

This is a classic - Galway's first attempt at digi-
tized/sampled sounds. Reyn has wisely chosen to
stick close to the original with this cover, and it
works very well indeed, although it is too short for my
liking.



6) INSECTS IN SPACE

The classic fly buzzing
intro from this Sensible
Software game may have
disappeared, but a strong
rhythm with an echoing
bass compensates. Lots of
different layers join in
until the lead returns to make it even more complex.
The fade at the end is very nice as well.

7) PARALLAX IN-GAME

Another Sensible Software classic, I adored this
tune (and the cover) from the first moment I heard
it. It has such an epic, space-like feel and the beauti-
ful "heart-beat" rhythm later in the tune is perfect.

Another short track, but it will impress you.

8) MIAMI VICE IN-GAME

Reyn has captured the Jan Hammer sound well, and
towards the end it reminded me of Moby as well. It
does take a long while to build up, and does not
develop very much, but it works.

9) RAMBO (FIRST BLOOD PART II) HIGH SCORE

This is a cover of the drum patterns that play while
you enter your name for the high score table, which
may seem an unusual choice. Several percussionists
take turns to add to the track, and towards the end
there are touches of breakdance and Herbie Hancock
as 80's chords join in.

10) WIZBALL TITLE

This is a very strong cover,
which sets off at a
slightly faster tempo
than the original and
builds quickly, with giant gongs adding depth.
The dance rhythm soon kicks in, although the
lead through this section is perhaps a little too
quiet. Then comes the familiar changeover to
the mysterious ending, which has had some
funky drums added to it and a very plinky-
plonky lead.



11) WIZBALL IN-GAME

This track actually kicks off with the swirling,
surreal notes of the bonus section with added rhythm.
It all sounds
very similar to
the original 64
version,
although it
does become
cluttered with
too much
happening - the
falling chords,
bass and synth
fills plus the drums. With the classic explosion sound,
everything falls apart.. and the Latin rhythm of the
high-score tune takes over and gently fades out to the
end.



The combination of Reyn and Martin leads
to some excellent tunes that are relaxing,
mysterious and uplifting at the same time.
Reyn has made another excellent CD that any
C64 music fanatic should purchase right now!

OVERALL... 9/10

Available from <http://www.c64audio.com>
Priced at £10.99

IDE64

part2

Making the hard drive & CD-ROM drive portable !

In CS37 I briefly mentioned the capabilities of the IDE64. In particular I made a mention to the ability to play music CD's from your Commodore.

Music maestro !

Okay then, lets play with the IDE64 and have some fun with the music CD player that comes with this device !

First of all you have to remember that the manual that comes with the IDE64 is not that good.

So, because of this, I will supply you with a C= 5.25" disk with the required files on that you will need to start and run your IDE64 and also the correct program to play music CD's.

1) You will need to locate and run the **PLAYCD4** program.

2) Type in **SYS 49152** and press return.

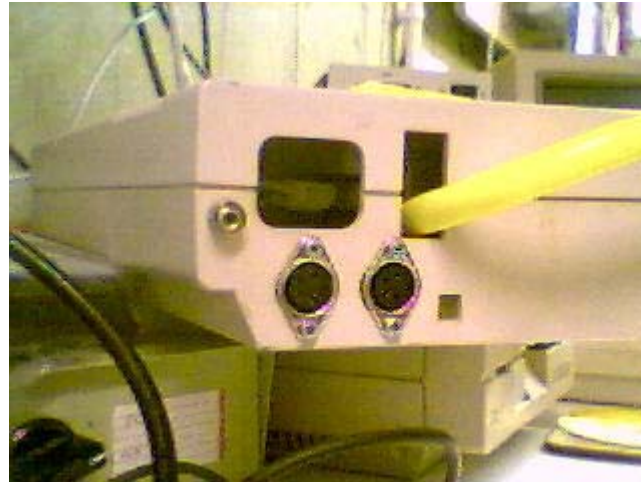


What you get on-screen now is a simple interface with key shortcuts to let you open/close the tray, start the disk and skip forwards/backwards through the tracks on the CD. The simple interface is perfect for what it does and lets face it, you don't need 'bells and whistles' to play a CD now do you ?

This reminds me of when Windows first brought out the 'Media Player' program, it was a simple interface that took about ten seconds to load which was

okay. Today however, the same 'upgraded' Media Player takes an absolute age to load and it is VERY over-complicated !

There is a lesson there for us



all - more is definitely less so lets keep it simple okay guys ? Don't get me wrong, improvements will be made to this program but we don't need any fancy graphics or anything that will slow it down.

Making it look good

The one thing that really annoyed me about my IDE HD and CD drive combination was that it was just strewn all over my desk in an untidy mess with wires everywhere !

It was time to now make it look a bit more respectable.



Enter a completely dead 1571 drive which was lurking in my collection. Now this drive was ideal because it offered a large space for installing both the HD and CD

drives in one case with room for all the new sockets to be fitted on the rear. You could 'probably' get away with using a 1541-II case like Nick Coplin's (page 26) if you were very careful when choosing the HD.

Anyway, the CD drive fits exactly where the old 1571 mechanics were as that drive uses the same mounting dimensions. For the HD you will have to form some sort of DIY mounting plate. The hardest part is cutting away the front panel for the CD drive to fit

through - you only get ONE chance to get it right so make sure you know what you are doing before you attempt to cut it up.

Once everything is in place you can connect all the various leads and fit some sockets on the rear of the drive for 'stereo speaker output', two serial power connections and don't forget to fit the IDE cable through there too. I found by far the best IDE cable to use is one of those 'round' cables as they bend more easily.

GEOS Footnote

On the IDE64 web site it says that there is a GEOS driver. Unfortunately, on closer inspection, this turns out not to be the case. What it actually appears to be is some 'possible' code that may or may not be used to run a 'possible' future driver should anybody who (has the skill) want to try and write one !

This is not helpful to the GEOS using community at all. As it stands at this moment in time, there is no GEOS driver for the IDE64, which is a real shame ☹

Allan Bairstow

You know the C=VGA project that is currently on-going? Well the guy behind it is Neil Jansen, from Florida in the USA. I first came across Neil when I stumbled onto his web site which I have reprinted here for you. Now what you are about to read may seem a bit sacrilegious but you have to admire his undoubted high skill level to accomplish such a technical achievement as this.

After reading it, 'I' just knew he was the man for our job too ;-) Allan

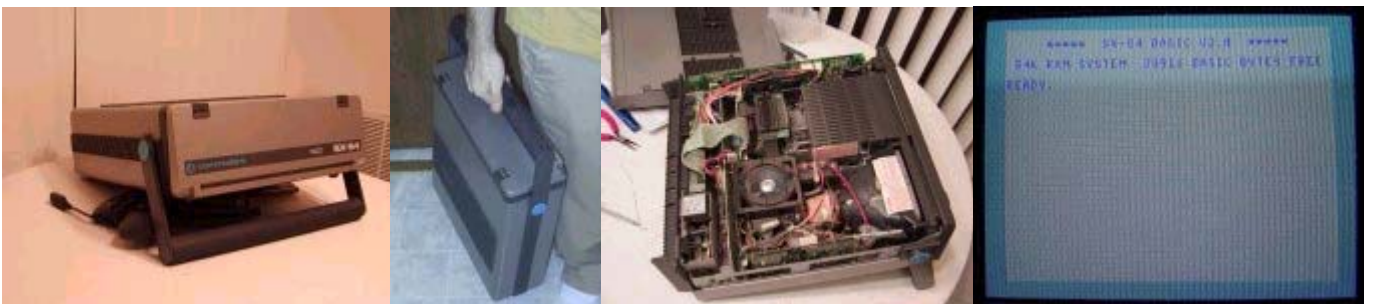
my SX-64-based SFF PC



This article is dedicated to my efforts to skillfully implant a 1+GHZ system inside of my Commodore SX-64 portable computer. This modification will be completely stealth. In fact, when my C64 emulator is running, it should be completely indistinguishable from the original system. However, when the emulator is not running, I will be able to watch DVDs, play MP3s, surf the internet, and play games from anywhere through windows XP. A truly portable system, complete with integrated monitor, keyboard, and handle! LAN parties here I come!

SX-64 History

This was my commodore sx-64 before it was modified. I got it for free from a friend at work back some time in January 2002. This little machine was the world's first colour portable computer system. The keyboard doubles as a protective face for the case and the handle tilts to make the monitor more viewable.



The system has a built-in 5-inch colour CRT monitor, a commodore 1541 disk drive, a 1mhz cpu, 64k of RAM, MOS6581 sound chip, and a VIC20 video chip (320x200 pixels, 4-bit colour, 40x25 text mode). It also comes with a built-in speaker, a game cartridge slot on the top, an expansion port on the back, an RS232-C serial port, two gameports, and composite NTSC/PAL out (depending on where your SX-64 came from). The operating system is SX-64 BASIC (developed by microsoft!!). The system was released in 1983 and retailed for around \$1000 USD.

Some of the world's best games (IMO) were for this system. Classics like the original PAC-MAN, Donkey Kong, Maniac Mansion, etc were well worth the price of the system back in the day. Not to mention, the BASIC operating system was so easy to use, you could program your own game in no time. No microsoft APIs, DLLs, or bluescreens to deal with! Just PEEK and POKE your graphics and sounds to memory, and they are magically mirrored to the screen/speaker.

20 years later

Given, the sx-64 kicked ass in the 1980's, but my current computer is literally 1600 times faster than this



thing! I wouldn't use a 5-year old computer without complaining, let alone a 20 year old computer. Computers need to be able to stream DVDs, movies, surf the internet, play 3d games, and store gigabytes worth of mp3's before they can be considered useful nowadays.

The latest computer craze (at least the latest craze I've been following) is the 'small form factor' (SFF) PC. These little systems work great for home theater PCs (HTPCs), internet terminals, and LAN parties. I, for one, would hate to lug a full-size tower and monitor to a LAN party and back. But my SX-64 above would be perfect for LAN parties. It has a handle, it's rugged, and everything's built-in (even the monitor!).

SFF motherboards (the two big form factors now are Flex ATX and Mini ITX) are the perfect choice for my project because they have integrated sound, network, video, and tv out. The tv out is probably the most important since the c64's internal CRT takes an NTSC s-video input. Without it, the screen would be useless. The only bad part is that the 3d graphics will suck pretty hard (s3 savage core) so LAN parties will suck for me because I will probably get killed a lot since I'll probably be playing at a low resolution.

Research

Planning plays a big part in any big project. If I was just adding a window kit or something stupid like that, yeah, I could just go to town with a dremel and not expect any real problems. If I cut too much away from the case, or just guessed on which wires to solder, this whole project would be over.

After searching around the internet, I found the original schematics for the separate boards inside the sx-64. Several circuit boards will have to be designed and etched to interface the sx-64 case to the newer hardware. Many hours of dremeling the steel inside the case were required, because the original cards were on vertically, and my motherboard has to go in horizontally.



5 1/4" drive bay - the original 1541 drive is the same size as a modern 5-1/4" drive (CD-ROMs, -RWs, and DVDs). But to stick an ugly beige drive in place of the floppy would be pointless (I'm trying to keep this thing looking like the original). At the same time, to keep the old floppy would suck because I'd have to use an external drive! I thought for a while, then I had an idea: if I use a slot-loading DVD player, I could keep the face! So I grabbed my dremel and a few hours later, I had a dvd-capable commodore sitting on my table.

Keyboard - the keyboard uses a 25-pin straight-through cable instead of serially transferred ps/2 or usb like we use today. Imagine all the keys (66 key in all) laid out in 8 columns and 8 rows. Each row/column represents a pin on the connector. When a key is pressed, one row and one column will be shorted together. The circuitry inside the computer interprets this as a letter, and displays it on the screen. The two remaining keys, the caps lock and the shift key, have their own sperate wires. To use this keyboard with a newer computer, a converter will be required. Since no one I know of sells an sx64-to-ps/2 adaptor, I guess I'm going to have to make it myself. This adaptor will have a 28-pin microprocessor which will scan the rows and columns, and output a 2-wire ps/2 signal.

Internal CRT - the CRT is powered by 12vdc, supplied from a 4-pin molex connector. The signal comes from an s-video source (the VIC chip inside the c64 generated an s-video signal and a composite signal). Now most of you probably think that s-video is a fairly newer signal type, it's not. It's simply the colour signal (chroma) and the light signal (luminance) transmitted on two separate wires. That way, the luminance signal could also be used for outputting to black-and-white tv's. The controls on the front will still work.

Speaker - I was going to buffer the two-channel audio from the newer motherboard but I decided to hook it up to the PC SPEAKER output, since the original commodore only talked in blips and bleeps. That's okay, because my c64 emulator can output to the pc speaker.

Ports - obviously, the ATX form-factor wasn't around in 1983. In fact, before the IBM AT systems, few computer systems offered expansion slots. My SX-64 actually has two, a video-game style cartridge slot on the front and a proprietary expansion slot on the back. For ports, this thing has two joystick ports (DB-9 male), and

two DIN-style plugs, one for the tv/audio signals, and one for the RS-232 serial bus.

Vga - a homemade DB9 male to HDB15 male adaptor interfaces the C64's first port to a standard 15 pin monitor cable.

Network - a homemade DB9 male to RJ45 male adaptor interfaces the C64's second 9-pin port to a standard RJ45 connector (I made it from a standard dumb-terminal adaptor, you can buy these from places like Cyberguys).

Tv out - the 8-pin DIN cable goes out to three sperate RCA connectors, the composite tv out, left, and right audio. There's also an output for s-video but I'd have to buffer the signal, since it's currently in parallel with the internal CRT.

usb/1394 - this 6-pin DIN cable currently goes out to a male USB-B type plug, and right now I'm plugging this into a tiny 4-port USB hub, so I've got four ports. I'll have pic of the hub up after I get it painted (I'm colour matching the paint, so it might be a while). I have an extra 6-pin din plug, so I'll probably get around to making a firewire plug for it two, but it's not a priority right now since I don't have any firewire devices.

Power supply - the original power supply supplied 12VDC at 2.76 amps, 5VDC at 3.15 amps, and 9VAC at .2 amps. This will in no way work for any modern atx-based motherboard. I had an extra skyhawk atx power supply laying around so I decided to hack it into little pieces and see if it would fit in it. I managed to get it in, but I'll probably replace this with a custom built (from scratch) switched power supply with the same dimensions as the original one. This way, my pcb will mount in the original holes, and my switching FETs will be able to use the aluminum back as a huge heatsink. Who knows, maybe I can even get this thing completely silent?? (The original was, so why not try to make this one?)

I've even thrown around the idea of throwing in an '*Uninterruptable Power System*', (basically, surge suppressors with a built-in battery to prevent down-time at a power loss) which would be a great idea for the commodore, you'd just plug it in for a while, charge it up, and then just unplug it, and would be completely cordless (for a few hours, usually—about the same as a laptop). I could even bring this thing along on the next road trip in the car! (For true portability, I could hook my sprint pcs phone up to it (I bought the \$80.00 serial cable) and surf the internet through the wireless web!

Attempt One

Before I started reading about the SFF's (and before this page went up), I thought my only choice for a motherboard was a micro-atx with integrated audio, video, and networking. After weighing prices, features, and sizes, I decided to order a Biostar M7VKQ motherboard from mwave.com for 50 bucks.



The only problem was, this board is 7.5 inches wide and I only have 7 inches to play with inside of the commodore. Well that's fine, I'll just chop off the sub-d connectors, and solder wires to the pins!! (Hey, it sounded good at the time).

Oh yeah, the other problem was, there wasn't a tv-out on this motherboard. The only idea I had at the time was to shove my AverKey iMicro VGA-to-TV converter (above, the gray thing) in the case with it. This sucked, because I had to solder wires onto it because there wasn't room in the case to use the connectors on the side. I also had to build a power adaptor to send 12 volts to the converter.

This motherboard was a piece of crap. Besides being from BIOSTAR, it wouldn't POST half the time, and always gave me bluescreens. The second I saw my friend Ben's new SV25, I knew what I needed to get: a FlexATX FV25 motherboard.

Attempt Two

A shuttle FV25 would solve all my problems. It had the integrated tv outs I needed, rock-solid stability, and I wouldn't have to hack it up to fit it in my case.

~ I ordered a Shuttle FV25 motherboard, a seagate barracuda 80gb hdd, 256 megs of corsair memory, and a pentium III 1.2 ghz cpu.

~ I've began laying out the adaptor board, which attaches to the different ports on the atx backplate, and adapts them to the ports on the back of the c64, the 25-pin keyboard interface, and the internal crt.

~ I got my motherboard, ram, hdd, cpu, and kb/mouse combo from mwave, I got the MB mounted, and got a few of the cables made, and tried to install XP.... My XP CD was scratched to hell, so I got another copy and should have Windows on tonight, and I can begin to copy all 60 gigs of movies, music, and other stuff to it from my other HDD.

~ I got the OS loaded and the rest of the software. Since I've been using an external power supply, I've temporarily moved all the components (except the CRT) to another case so my living room doesn't look like my bench at work, but when I get a new PS I'll move everything back to the commodore case.

~ The project is on hold until I can scrape the cash together for a 1U ATX power supply. I was counting on the heatsink that came with my PIII to magically fit. Well, since shuttle crammed everything down so much, the capacitors are right where my heatsink needs to be.... Doh! So I had a skinnier/taller one laying around, but it's too damn tall to put the top of the case back on, so I just took out the plastic part in the middle of the case, kinda ghetto, but it works. Helps out cooling a lot, too!



~ Finally got the CPU fan height problem fixed, and the power supply problem fixed. Besides the back ports and the KB interface, I'm pretty much done for now.... For the CPU fan/heatsink, I took my stock Intel heatsink and dremeled about 1/4" off one side, which allowed me to actually mount it on top of my processor (note to self: pick up some heatsink grease!).... I broke 10 dremel wheels in the process and almost burned up my dremel. Then, I took an old slot fan, took the metal bracket off, and attached it

to the motherboard with double-sided foam tape. Overall, the tallest part of my motherboard is still the capacitors. Now I can put my case on without having to take out the middle part. For the power supply, I used an old 300W skyhawk I was originally going to use (my one issue was cooling). I took apart my old Orb cpu fan (gag) and took out the two circular fans. Then I stuck them to the back of the case, facing the power supply, with the double sided foam tape. I also painted a beige drive bay faceplate to match the rest of the case, and mounted it on the top bay.



~ I should be able to etch the sx keyboard-to-ps/2 pcb, and I'll begin on the firmware once it's all together. No telling how long it's gonna take to get the firmware tweaked... See the preliminary pcb layout of this board : J1 connects to a male PS/2 plug (and brings in the +5v), J2 goes to the SX-64's keyboard connector (25-pin sub-d), and U1 is the microprocessor (UBICOM SX28AC/DP yes it is an SX too (ubicom bought the rights to this microprocessor from a company called Scenix. These chips run assembly instructions at 50 million instructions per second, very fast for a 5\$ chip.



and I'll begin on the firmware once it's all together. No telling how long it's gonna take to get the firmware tweaked... See the preliminary pcb layout of this board : J1 connects to a male PS/2 plug (and brings in the +5v), J2 goes to the SX-64's keyboard connector (25-pin sub-d), and U1 is the microprocessor (UBICOM SX28AC/DP yes it is an SX too (ubicom bought the rights to this microprocessor from a company called Scenix. These chips run assembly instructions at 50 million instructions per second, very fast for a 5\$ chip.

Neil Jansen

Ed's footnote !

Okay now everybody, put those knives back in the drawer and put those guns away !

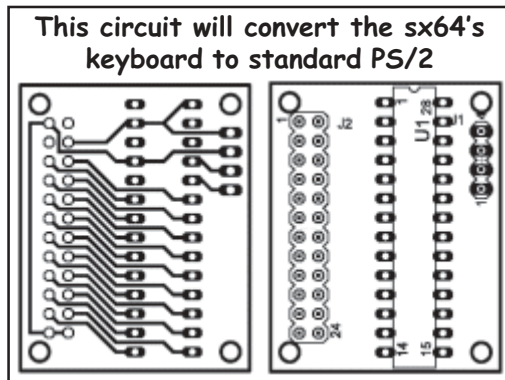
Neil knows that he has done wrong by cutting up a very rare peice of Commodore history ~ but it's done now and there is no going back !

Just reading this article shows you just how much skill and exspertise this guy has got and I can't think of anyone better qualified to produce the C=VGA than him, can you ?

Speaking of which, one of the reasons that this SX-64 project is not yet finished is that Neil is also busy trying to get the C=VGA working, at least to a prototype stage.

When Neil finds the time to finish his SX-64, you will, of course, read about it here in CS !

-ED



Commodore Sound Expander hardware

The picture below shows my setup (errrr no I dont use it normally on the floor disconnected from my commodore, just thought I would clarify that point)

The **Commodore Sound Expander** adds a Hi-Tech Digital FM Synthesizer to your Commodore 64 or 128 giving you up to Nine channels of brilliant FM sound, plus rhythms with INTRO and OUTRO, auto accompaniment, riff sequencer, and much more. Music can be played using the QWERTY keyboard; the Music Maker overlay keyboard, or the optional full size keyboard, which plugs into the Sound Expander module. As you play, the notes are simultaneously displayed on a music stave on the screen. This is the most exciting music package yet for the Commodore 64 or 128, so let's start making music.



commodore machines in my home town of Blackburn) where 1 full unit module and keyboard had been reserved for me. I couldn't wait to get the unit home. Once we arrived home I was allowed to try the unit before Christmas, possibly to test and make sure it worked! I could not believe I was the owner of such a fine keyboard, this actually started my first band membership as a keyboard player! AH!, fond memories!

Pack Containing

- FM Sound Module (pictured)
- Audio Lead.
- Software (disk or cassette).
- User's Guide.
- Chord Stickers.
- Optional full size keyboard

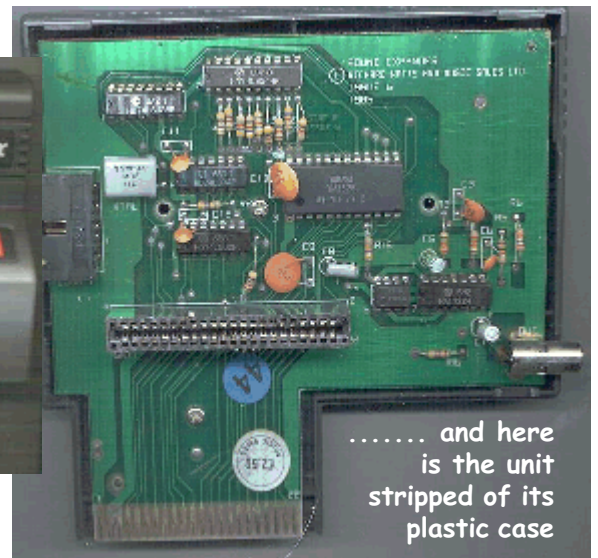


The FM Sound Expander uses the same VLSI FM digital synthesis chip the Yamaha DX7 synthesizer (OPL-II). *OK, that was commodores sales pitch now the real verdict!*

The Commodore SFX Sound Expander was designed by Richard Watts of Music Sales Ltd and sold by Commodore as part of the 'Commodore SFX' product line. The main cartridge uses an FM sound synthesis chip, named the YM3256 OPL, a similar chip was used in the AdLib and SoundBlaster cards for IBM PC compatibles

My unit is copyrighted 1985 and from its usage to the present time I managed to loose the audio lead user guide and chord stickers DOH It seems that not much information is available for this machine which seems to be a pity, anyone run a FM sound expander club?

Basically you had a small plastic box that plugged in the cartridge port of your machine with a slot on the top to take a MIDI interface (a device for controlling other MIDI instruments) also available was a full size keyboard (although this was optional) the unit could be played via the qwerty keyboard or via the clip on keyboard overlay, the unit also contained a mono phono output for connecting the device to external mixer or amplifier. I remember the Christmas my father took me into BOOTS the chemist (they always had the latest software and hardware for



..... and here is the unit stripped of its plastic case

Note the sound output on the bottom right, the cartridge port for a MIDI device shown near the blue 44 sticker and the connector for external keyboard middle left, the above picture was taken from the internet (I didn't want to kill my machine!) not sure what the #2.50 sticker is?

The software is broken down into 2 parts the **SOUND EDITOR** and the **FM COMPOSER**, the composer is functional and I don't think the software ever won any fans or awards ~ please, someone write an update!

FM composer

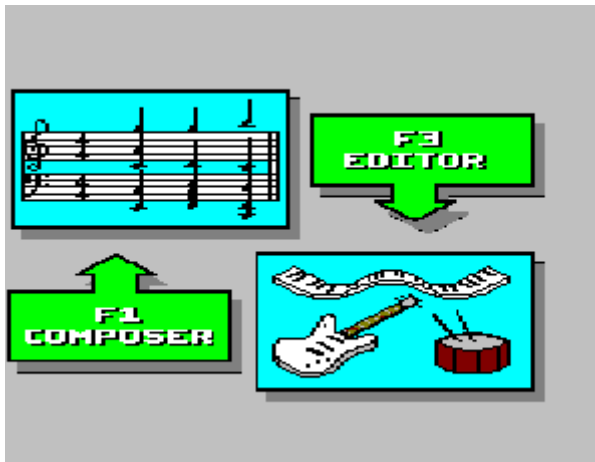
This allows the actual composition of tunes using 9 channels of sound these could be MIDI instruments (if you have an optional

Part	Tuning	FM	MIDI	Channel
1	2	On		01
2	2	On		02
3	2	On		03
4	2	On		04
5	2	On		05
6	2	On		06
7	2	On		07
8	2	On		08
9	2	On		09

Clock: Internal MIDI
MIDI Note Input: No

D=Tuning F=FM C=Channel K=Clock
 M=MIDI f1=up f3=down f7=exit

Seen here is the title screen where a choice is given for composer or sound editor



isn't easy to use.

Sound Editor

The sound editor is very poor its obviously been designed for people with no sound programming skills so this may be a good or bad thing depending on your programming skills.



Shown here is the main title screen



First we can set-up the options for the machine to split the keyboard or change sounds for right or left hands.

Also given is the option to turn on or off the percussion sounds and set MIDI in and out to either on or off, all-useful but functional options.

Next we are given the option to "edit" sounds there



aren't many settings and its very basic as can be seen.

At least we are given an option to edit and save sounds for later use in our compositional masterpieces.

Next on the menu is a step time drum machine.



We can change tempo and the drum kit (some are very techno) we can also edit the drums in step time again functional and useful nothing fancy nothing outstanding.

The next section allows FM sound creation using a fruit machine, you start the fruit machine pray a sound will turn up that's usable then you can edit the sound it works but I have sat for hours on the fruit machine

MIDI interface and external MIDI device). Yes, my dad bought me the interface ! From the FM unit each of the 9 channels can be selected for FM unit or MIDI device as seen in the screenshot (previous page).

Also note that the tuning of the device and how the unit synchronized to MIDI clock (timing information) could be changed. Selecting a channel with f1 to move up and f3 to move down once a channel had been selected F set the channel to FM and M sets the input mode from the FM unit to an external MIDI device. The FM unit was supplied with 64 sounds (disk versions contained extra sounds that could be loaded) some of the sounds are shown below.

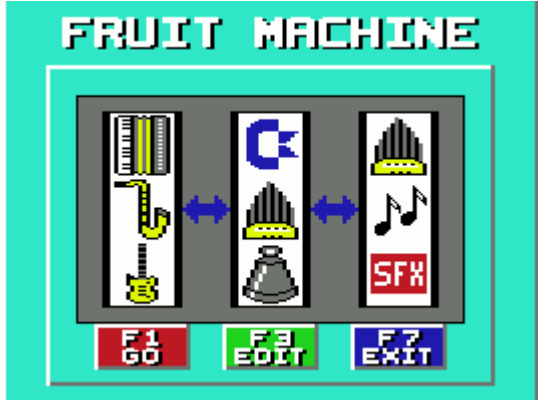


You can insert notes delete notes copy blocks of notes insert time signatures and key signatures change voices etc as you would expect, the software is functional and all recording is achieved in step time setting durations for notes separately. The key combinations can be a little tricky as some of the function keys change there usage from screen to screen but it works and is as far as i know the only software written for the device, PLEASE tell me if you know better.

Here is a picture of the actual composer page

As you can see it has all the options but





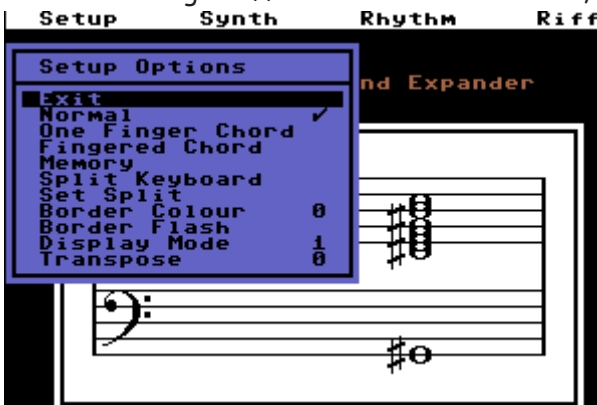
trying to come up with a meaty bass sound.

As you can see SFX icon would be some sort of 'sound effect', the ORGAN icon would be an 'organ sound', etc. It always seems strange to me that you couldn't hold reels like on a real machine?

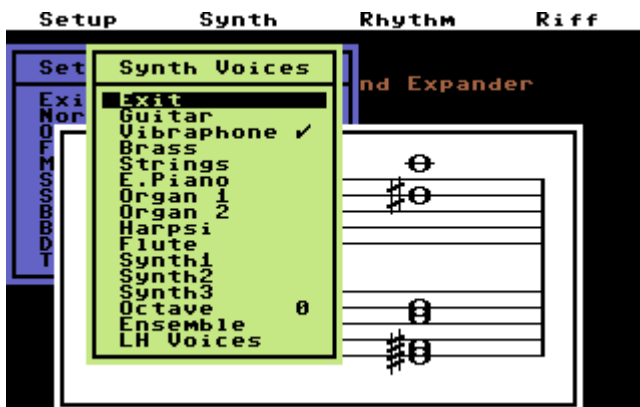
The final page gives the option of loading and saving sounds and or sound expander banks (groups of sounds)

The next software section is on cassette, not sure why when I bought the disk version of the software!

This software is designed for "play along use". Here showing the setup options, allowing you to use fingered chords, one fingered cords, transpose the keyboard, also you can split the keyboard for left / right hands allowing a different sound in each hand, etc.

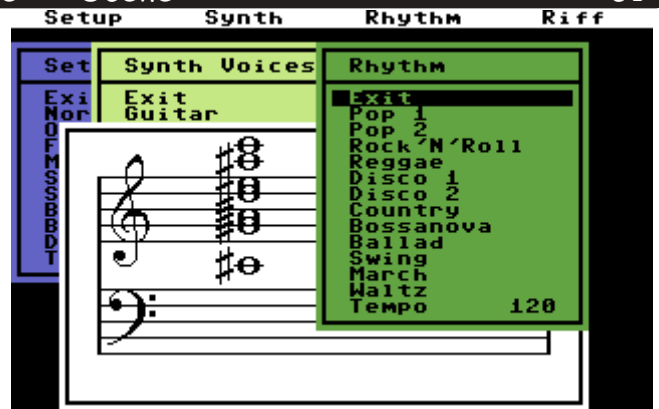


The Synth tap on the menu (below) allows you to set the voices for left and right hand also change the octave of the voice and enable or disable ensemble modes.

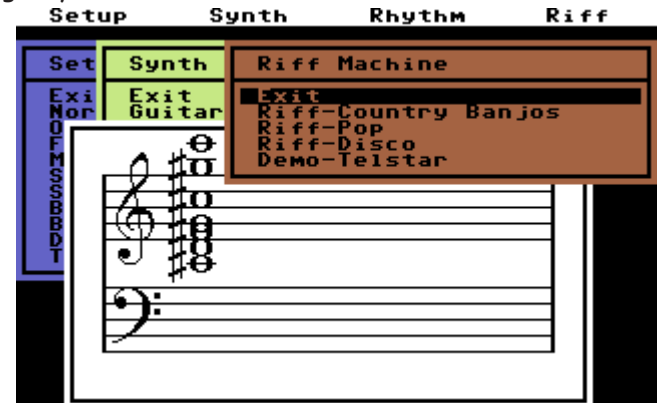


The Rhythm tap option (screen shot ~ top of next page) on the menu allows the selection of a rhythm to play along with. Also you are given the option to change the tempo of the rhythm.

Finally, the Riff tab allows selection of various



riffs and also included is the Telstar demo ~ just to give you tasters of what can be achieved. I haven't



really used this section of the program. In effect it turns the machine into a small home organ setup. Notice also that the notes appear on screen but they are either natural or sharps with no option to enter any key signature.

Final words

Ok, so the software isn't the greatest but the device produces FM digital sound and is very usable. It sounds very 80's and if you are an analogue fanatic you will have the digital ring of all the instruments. Also, at the time, it was expensive, but a HAVE to have item for the serious sound user or fruit machine fanatic!

Should you buy one ?

~ I would say yes!

If I saw another unit I would definitely be haggling for a purchase. I have seen the keyboards for sale but not the FM voice unit, (although as I write, one has appeared on e-bay, it would be nice to see what the end price is). It looks like my second unit is closer than I thought! I don't think they are rare but they do seem to be hiding well! Commodore did the unit a great injustice on the marketing and software for the machine but then Commodore were very good at this kind of thing. The unit itself is crying out for some really good software, if you know of any please send me an e-mail. The software is usable but don't expect a number one record from it!

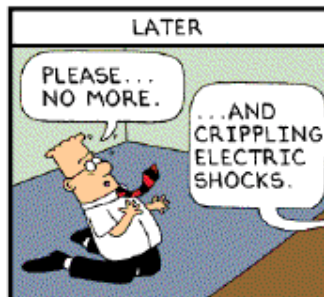
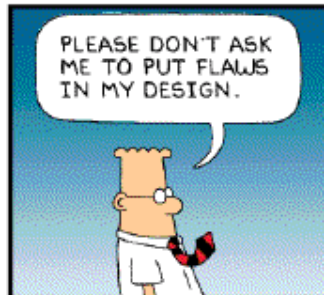
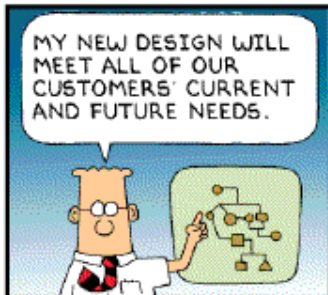
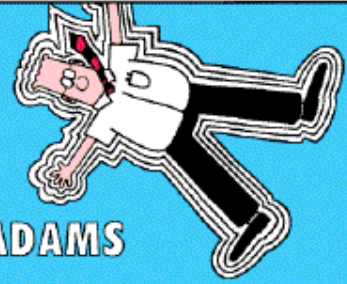
I still gain great amounts of pleasure from the unit and still use it for my initial composition ideas.

Nigel Parker M.c.p M.c.s.e
 © commodore scene 2003
 E-mail ~ nigelp2k@yahoo.co.uk



DILBERT®

BY
SCOTT ADAMS



I was sent this recently via e-mail. I couldn't get permission to re-print it (I did try), so don't anybody tell on me for printing it! Very funny! Thanks for sending it to me (you know who you are).

COMMODORE GLOSSARY

- 64HDD - Commodore 64 Hard Disk Drive
- C= - Commodore
- CMD - Creative Micro Designs
- CPU - Central Processeing Unit
- CS - Commodore Scene
- CSIS - Commodore Scene Importing Service
- DMC - ?
- FD - FD2000 & FD4000 3.5" C= Disk Drives
- GEOS - Graphic Environment Operating System
- HD - Hard Drive
- IDE - Intergrated Drive Electronics
- PSU - Power Supply Unit
- RAM - Random Access Memory
- REU - Ram Expansion Unit
- RL - RAMLink
- ROM - Read Only Memory
- SCPU - Super Central Proceesing Unit
- SPSU - Super Power Supply Unit
- SVGA - Super Video Graphics Adaptor
- T232 - Turbo 232
- USB - Universal Serial Bus
- VGA - Video Grahics Adaptor

A FUNNY THING HAPPENED..

..on the way to BACK IN TIME LIVE. Walking down a street in London, wearing my Commodore Scene cap (thanks Allan!), I saw a curious sight.

There, over a shop doorway was a large C= sign, or 'chicken-lips' as the Germans call it. *Commodore Germany* actually tried to buy the trademark when Commodore liquidated, but had to hand it over to Escom.

Investigating the interior of this shop revealed it is now a clothes store - but at some time in the past it was a computer shop AND a Commodore dealer.

Andrew Fisher

You know what ? I still find it amazing what comes up on eBay for the Commodore !

Recently, whilst browsing on the eBay auction site, I came across this device (or did someone send me the link ?).

Anyway, what we have here is a great device which can take control of your household.

I am very impressed with the features it has, have a read and see what you think.



X-10 POWERHOUSE

Computer Interface C64/128 w/battery back-up

Complete Package including Data Interface, User Port Cable for the C64, 5 ¼" software Disk, Computer Interface Manual, CP290 Programing Guide and Commodore 64/128 Software Owner's Manual

Do Your Part to Conserve & Lower YOUR Energy Bill!

The recent power crisis in California means everyone should do their part to conserve and ultimately lower the amount of electricity being used in homes and businesses everyday.

"A Step-by-step California Guide to Smarter Home Energy Use", published by Pacific Gas and Electric Company, instructs us all to start with the easy things, such as installing a programmable thermostat. X10 not only has thermostat setback controllers that turn your heating and cooling system on and off at preprogrammed times to save money on your energy bills, The POWERHOUSE INTERFACE™ for the Commodore C64 can automatically control lights and appliances at home or the office. Use Your Lights ONLY When You Need Them! POWERHOUSE Interface installs on your C64 computer in just minutes and works with X10 lamp and appliance modules and the power line to send on and off commands. The key to POWERHOUSE CONTROLLER is in the amount of options you have to control the lights and appliances which you now turn on and off manually at different times of the day and night. Downloading groups of commands into an interface module is easy and allows multiple events to occur in a specific order based on your preferences. For example, you could program routines to occur automatically. A good night routine or macro could turn on all security lights on just before dark. A wake up macro could turn the same lights off at sunrise, maximizing power usage and saving energy. You can even send commands with the PC turned off by simply plugging the interface module into a wall outlet. Another way to save energy is to only turn on security lights when approaching or leaving



every 5 seconds. Program the interface, unplug from the computer's user port and plug Interface into a convenient wall outlet Up to 129 timer events + 256 ICONS (Graphical pictures of lights and appliances) can be stored in the interface The interface has 8 rocker keys to give manual control of unit codes 1 thru 8 on the base housecode. Base housecode is set to "A" but can be changed by software. The interface can be programmed by writing your own software with information provided if you do not want to use the supplied C64 ICON based program. Even a utility program of simple basic statements is included with the software packages so you can experiment on your own. The supplied C64 software, the data cable that plugs into the C64 user port (cart slot) and the POWERHOUSE Interface is all you need to control any X-10 module. X10 Modules are not included but are reliably available from RADIO SHACK starting about \$13 and even less on Ebay !

your home or office. X10's KeyChain remote is the perfect option for helping you stay safe and conserve energy usage at the same time. The SlimLine Wall Switch Controller can be mounted near your headboard and provide a convenient way to turn on security lights or bathroom and hallways lights. The PG&E Guide also suggests using photocells and motion sensors on outdoor lights as an easy way to increase home security. The devices save energy because you no longer have to run these lights all night long. X10 Motion Sensors are a great addition to your X10 POWERHOUSE system and also work in conjunction with macros to create a sequence of events only when motion is detected. If someone approaches the backdoor, the X10 sensor triggers a set of commands to turn on porch lights followed by kitchen and hallway lights as well. 5 minutes after the last motion is detected, all porch lights automatically shut off. It's easy to see how the powerful combination of POWERHOUSE and X10 Motion Sensors can make a difference in helping to lower your power bills. Plug-in Modules do ALL the Work (No in-wall wiring required) X10's lamp and appliance modules are designed to easily plug into almost any electrical device and use the existing AC wiring in a home or business to remotely send on and off commands. The modules can be controlled using handheld remotes or through the POWERHOUSE C64 software. Lamp modules handle up to 300 watt bulbs and can also brighten and dim. You can also easily take control of any lamp with a socket using our screw in lamp module known as the X10 Socket Rocket. Appliance modules can control radios, fans, small kitchen appliances and craft tools with a much higher wattage rating that can even work with small

The main functions of the POWERHOUSE INTERFACE as follows:

- Maintains a real time clock.

- Stores the timed events to control of lights and appliances in the home.

- Stores the graphics data required by the computer to display the details of lamps and appliances entered into the house by the user.

- Transmits X-10 control signals onto existing house wiring to control lights and appliances connected to X-10 modules.

- A 9-volt alkaline battery is required to provide approximately 100 hours back up for the interface clock and store data. When the interface is running on battery power the LED pulses approximately once

every 5 seconds.

Program the interface, unplug from the computer's user port and plug Interface into a convenient wall outlet Up to 129 timer events + 256 ICONS (Graphical pictures of lights and appliances) can be stored in the interface

The interface has 8 rocker keys to give manual control of unit codes 1 thru 8 on the base housecode. Base housecode is set to "A" but can be changed by software. The interface can be programmed by writing your own software with information provided if you do not want to use the supplied C64 ICON based program. Even a utility program of simple basic statements is included with the software packages so you can experiment on your own.

The supplied C64 software, the data cable that plugs into the C64 user port (cart slot) and the POWERHOUSE Interface is all you need to control any X-10 module. X10 Modules are not included but are reliably available from RADIO SHACK starting about \$13 and even less on Ebay !

This article was taken from a recent issue of
The New York Times

Game Makers, Inspiration in the Soul of an Old Machine

By DAVID KUSHNER

ONCE a year Malte Mundt and his friends in northern Germany party like it's 1982. That's the year the Commodore 64 hit the shelves, and Mr. Mundt and the other self-described C64 freaks stage an annual bash to celebrate their beloved, obsolete computers. Commodore memorabilia is traded. Beer flows. And most of all, games are played. Not just the dusty old ones, but new titles that hard-core hobbyists have been programming for the old machine.

This is the subculture of home-brew gaming: games composed on modern computers but played on ancient and discontinued systems like the Commodore 64, the Amiga and the Atari 2600. The coders are the Dr. Franksteins of their world, digging up dead hardware and inserting the brains of fresh software. Part nostalgia, part programming challenge, home-brew games offer a glimpse into not only the passion of players but also the staying power of the game industry's pioneering hardware. "They have a magic that no other systems can come up with," Mr. Mundt said. The resurgence of interest in retro games comes as the modern game industry enjoys unprecedented success. Despite the poor economy and the dot-com crash, video games earned a record \$10.8 billion last year in the United States alone. The trinity of leading video game consoles — Microsoft's Xbox, Nintendo's GameCube and Sony's PlayStation 2 — have seduced the mainstream with robust graphics and sophisticated characters. But gamers old enough to remember the days of the Commodore 64 and Atari 2600 are not necessarily won over by the newfangled wares. "Consoles are much more powerful and amusing for the general population," said Roman Chlebec, a 26-year-old Webmaster in Slovakia who runs a popular Commodore 64 site called the C64 Portal (www.c64.sk). "But those who grew up with C64 aren't so easily lured by computing power or number of colors." "You can still make games that are fun and interesting even if they pale in comparison to the Xbox," said Albert Yarusso, of Austin, Tex., who runs Atari Age (www.atariage.com), a site for fans of that company's systems, including the 2600, which was introduced in 1977 and dominated the industry for many

years. Classic games like Pong and Pac-Man delivered a pure kind of competition that did not require digesting a 40-page handbook. More important, Mr. Yarusso said, unlike many of today's games, which can cost millions of dollars to develop, classic games did not require the collaboration of dozens of people on a team but could be written by one person. Mr. Mundt, who creates Commodore 64 games with a group of hobbyists who call themselves Protovision, is driven by a pragmatic appreciation of the wares. "The system architecture for the Commodore is so simple and straightforward," he said. "It's nothing like Windows." Protovision has created games like Metal Dust, a shoot-'em-up, and Reel Fishing, a rod-and-reel simulation. Many home-brew creators are game industry employees looking for a diversionary test of their coding skills. Mike Mika, the 29-year-old creative director of Digital Extremes, a company in London, Ontario, that makes games for the Xbox, GameCube and PlayStation 2, is responsible for one of the current hits on the home-brew scene. Aiming to improve upon one of his favorite games for the Atari 2600, Berzerk, Mr. Mika re-engineered the game to include the voice-overs originally found only in the arcade version of Berzerk. Making such games is a taxing labor of love, however, Mr. Mika said. "To get the 2600 to do anything requires a lot of research and digging," he said. Since the systems could support only a very small amount of data, they require the programmers to

make the most out of bare-bones game play. Those creating titles for the cartridge-based Atari systems have the added challenge of packaging their goods. This requires them to crack open old cartridges, rip out the chips, then solder in new ones containing their code. The home-brew programmers trade or sell their creations over the Internet, at gaming conventions and at specialty shops for around \$20 to \$50. Infogrames, the company that now owns the Atari license, doesn't mind players' tinkering with the obsolete wares. "If they're making games that work on the system, then more power to them," said Steve Allison, a spokesman for the company in New York. In fact, Infogrames has been exploiting the vintage factor itself. Playable versions of classic Atari titles like Tempest and Centipede are now featured during the load-in screens of Xbox and PlayStation 2 games. Of course, if the home-brew gamers were getting rich, this might be another story. At best, they said they make soda money. Protovision has sold

about 1,000 games through its site and has gained a following within the expanding C64 scene. But the Protovision programmers are not looking to dethrone consoles anytime soon. Instead, they are content to share their creations with one another over a few drinks at a party with friends. "With one megahertz and 0.064 megabytes of memory, it shouldn't be possible to do anything, according to the multimedia hype of today," Mr. Mundt said. He takes pleasure in proving those multimedia partisans wrong. "It's fascinating what can be done with this machine."



Why don't machines from the US work over in Europe?

Firstly, we have different

colour systems for video (TV) pictures. The one in Europe is called PAL (Phase Alternating Line); in USA and Japan they have NTSC (Never Twice Same Colour... as it was known!).

Secondly, we have a different mains frequency to which the TV picture frequency is related. At least the number of lines making up the screen (625 in Europe, 525 in US and 545 in Japan) is not significant in this case.

If you are satisfied with a black and white picture it is possible to retune an old TV without having to open your computer. We will not handle that subject here, though; I'll deal with tweaking the 64.

To convert from NTSC to PAL a few accessories are needed. There may turn out to be expensive, I'm afraid; This is what you need:

New mains unit - do not try to connect the American mains unit to your wall outlet.

Alternatively you can buy a stepdown transformer with an input for 220 volts (continental Europe) or 240 volts (UK) and an output of 117 volts to suit the original mains unit.

New VIC chip - the NTSC version is called the 6567 and the PAL version is called the 6569. Different circuitry you see.

New crystal - running at frequency 17.734472 MHz, the NTSC compatible one is different once more.

Ceramic capacitor - rating 15PF.

You have to be very well trained in soldering in order to do this. The machine has a delicate but well made PC board, double sided, and therefore it is more difficult to work with.

Switch off the computer and take out the mains plug. Open the cover by unscrewing the three screws on the bottom cover, the side normally towards you. Fold the keyboard upwards - be sure not to harm the LED indicator; disconnect it if you like, as well as the cable harness to the keyboard. Loosen the foiled cardboard stuck to the shield of the cartridge expansion port (A). Fold the cardboard over the edge towards you.

Now you can see two tin boxes (B) and (C). Locate the IC called U19 in

CONVERT A C64 FROM NTSC TO PAL

the (C) area - (C) will usually have a cover which you will have to remove using a small screwdriver.

U19 (or the VIC chip) is a 40 legged integrated circuit and should be marked 6567. Remove this IC, preferably using a special tool (two small screwdrivers may do the trick if they are stuck under the IC at the short sides). Please remember the direction of the IC, usually marked with a small slot on one of the short edges. Now push in your new 6569, in the same direction! The legs may have to be bent somewhat inwards to fit the IC holder properly. Check that the legs are exactly above their holes; then push evenly over the whole IC trying to get all 40 pins down in their holes at the same time (otherwise the legs may be damaged).

Locate C70 in the same area (C). Desolder the present one and solder

on the PC board (it is not necessary to reconnect the keyboard yet). Now connect the power supply in both ends and switch on the computer. You should see something that may become a colour picture. Locate a trim potentiometer R27 in the (C) area, near the crystal; turn it gently. Now it should be possible to get a stable colour picture.

If you are dissatisfied with the picture you have to go to the modulator (B). Inside there you can see some trim points; they look different but all have a slot for a screwdriver. These should be turned by a very small screwdriver made of nonmagnetisable material, for instance plastic or copper. Go through the trim points one by one, turning them carefully to either side of their original position, and watch the screen. You should find that one of

those controls optimises the picture. Some 64s have a control called R25 which shall also be tried and turned to optimised position.

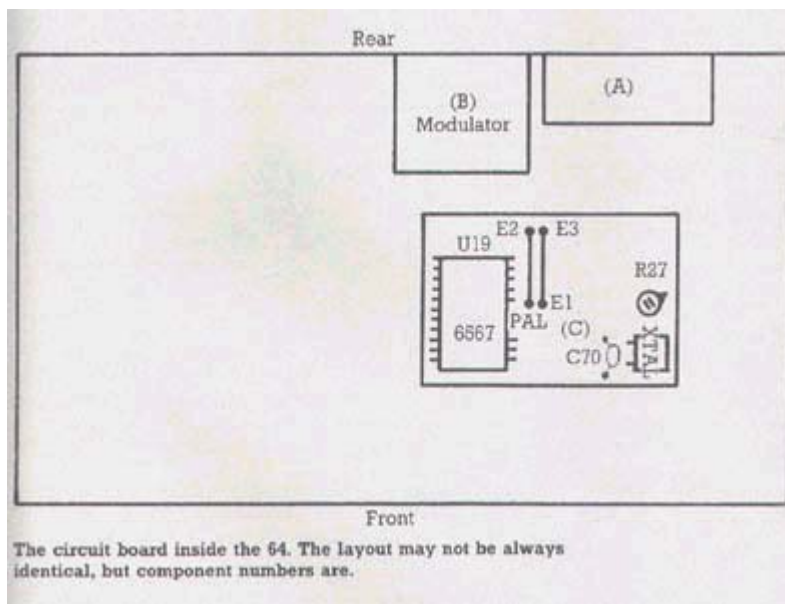
Then maybe the previous control has to be readjusted again because those controls interact; but finally you will get a good picture. Just do it methodically, and do not rush. Always keep track on how many turns you do in either direction on each control so you know where you started.

Do you have any sound? Connect your keyboard, switch off

your computer first. Load a program with sound or make some POKE statements to produce a triangular wave. If there is no sound, or it is distorted, it's time to try and trim those points in the modulator which did not appear to have any effect when you optimised your picture. When doing that you should be able to optimise the sound to become free from distortion.

If by doing this the picture deteriorates again, you should go through the above picture optimising once more, and then the sound again, until everything is okay. Now put the whole thing together again in reverse order. And good luck!

(c) 1984, Commodore User



the new one there instead. Just beside it you find the crystal; change that too.

Now there is only one more thing to solder and that is the jumper wire, also in the (C) area. In case of an NTSC 64 the jumper goes between letters E1 and E3, printed on the board. Desolder the wire and move it to the adjacent positions, between markings PAL and E2.

Now we shall remove the cover of the modulator (B). It seems that the cover is soldered on at one point on most machines I have seen, so this must be loosened in a special way - dissoldering with one hand, peeling off the cover with the other.

After all this is done it is time to check everything. Make sure that

A Wolf in Sheep's Clothing...

(Part #4)

By Nicholas Coplin

In this instalment we will look at a range of speed and convenience enhancements for your 64HDD setup.

...the Need for Speed!

Something that has always plagued Commodore disk users has been the very poor disk speed of the standard drives. But the slow down is more than just the time it takes to load files, Commodore chose not include disk commands in the C64 operating system making the issuing of commands for disk maintenance laborious.

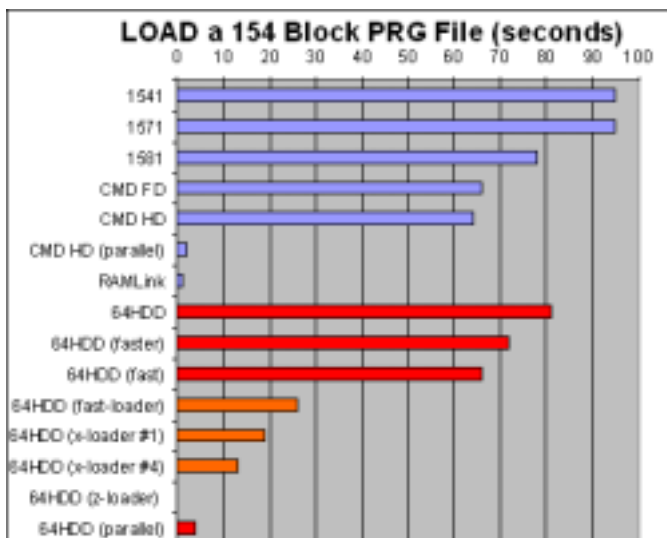
64HDD's default disk transfer mode is the slow Commodore way, specifically known as the IEC serial method. This is not a bad thing, after all this is what gives 64HDD its exceptional compatibility. Many software titles and archived images work with 64HDD from the word "go". No patching, no special "drivers" to load. Some commercial drive enhancements back in the Commodore hey-days couldn't even offer this.

But there often comes a time when users want more... Never fear, 64HDD can delivery!

Some theory behind disk transfers...

There are two parts to the speed equation: 1) how quickly can the drive itself read the data off the disk surface; and 2) how fast it can send that data to the computer.

The humble 1541 is slow with respect to both these measures. The drive mechanism spins at only 300rpm, very slow by today's drive standards. Despite tricks such as sector interleaving (putting data at efficiently spaced locations), the drive still takes a long time to pick up the binary bits and convert them into bytes. The problems with mechanical speed were improved with the advent of the 1581, which used the faster more efficient 3.5" mechanism.



However even with the 1581, the disk-to-computer link was not improved as far as the humble C64 was concerned (the C128 is a different story, see discussion later).

The real bottleneck

Commodore's serial IEC protocol was derived from the industry standard parallel IEEE1488 protocol. Serial? parallel?? What does this all mean???

Time-out for a tech-brief: With *serial* transfers a byte of data is streamed as eight bits, each being clocked along the cable. A *parallel* system transfers the whole byte in the one operation. The serial cable is simpler with fewer wires, whilst parallel cable needs more. But this is not the whole story when it comes to transfer efficiency. Sure, 8bits at a time rather than 1bit is an 800% speed improvement, but the serial method employed in the C64 was handicapped in other ways.

Firstly, the serial transfer was done in software, not hardware. This limitation dates back to a bug in the VIA chips found very late in the development of the VIC20. This precluded the use of the intended hardware solution.

Secondly, the VIC-II graphics chip. That's right, the chip that gives us those memorable graphics is the main culprit. In order to keep the display updated, the VIC-II steals cycles from the CPU. These cycles are stolen as direct memory accesses, and cannot be disabled without blanking the display. The 43microseconds that can potentially be stolen from the CPU were factored into the timing of every data bit sent.

Commodore finally attempted to redeem itself and tried again for a hardware solution on the C128 (fast-serial, burst modes...), but it was too late. There were already far too many C64, Plus4, C16 and VIC20 programs out there...

A History in Speeding-up Disk LOADS

Many disk speed-up schemes have been devised since the launch of the C64. The problem is, that in the absence of a standard, individual programmers came up with their own solutions. Some are barely 200% faster (that is only "twice" as fast as standard), the average schemes are 500% faster, whilst others like JiffyDOS claim better than a 1000% improvement (providing JD was used to save the file at an optimal disk interleave). Those that don't require a ROM change work by sending a snippet of machine language to the drive and executing it there. Most super-cartridges like The Final Cartridge-III, Action Replay, etc also work like this.

With the exception of specialist systems like JD, these schemes only improve load times; not saves, nor the reading/writing of sequential data.

There were few parallel disk systems also produced by vendors. Famous third-party products for the 1541

include SpeedDOS and DolphinDOS. These required modification to the drive and a secondary connection to the C64's userport. I haven't heard of such schemes for the 1571 or 1581.

Commodore's 1551 (for the Plus/4) was the only parallel device officially produced for the home user. The IDE64 and Lt.Kernal are a bit like this (a cartridge interface) but without a serial connection, they miss out on some compatibility. The CMD-HD too has a parallel option, but it is not available without a RAMLink since the connection goes through it.

Speeding up 64HDD

Out-of-the-box 64HDD disk transfers are about 130% faster than the 1541; about equivalent to a 1581. This speed improvement is due to working with faster disk hardware on the PC. Some further improvements can be squeezed out of the system by reducing the "hang-around" time during the transfer of each data bit. With these tweaks, load times are about the same as a CMD drive without JD.

However, you can go even *faster!* And you have several choices...

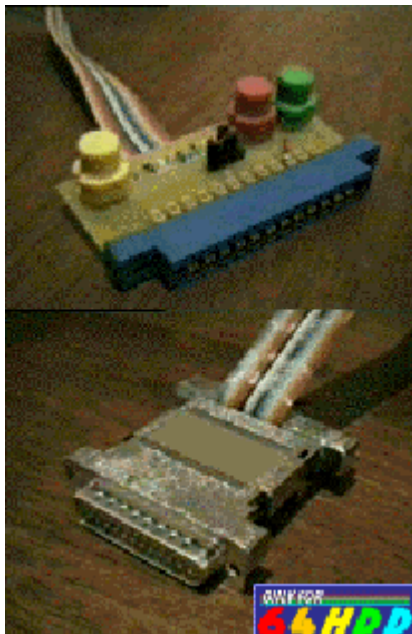
Serial disk speed-ups better than 800% can be achieved with the enhancements supported by 64HDD *Professional*. Single part files can be loaded quickly using a new extension to the standard LOAD command.

```
LOAD"!X:filename",8,1
```

The !X: prefix will tell 64HDD to use the X-loader method. A small header file is downloaded to the C64, which auto-runs and transfers the rest of the file. If the program is a multi-part file, subsequent stages will still be transferred, but using the normal IEC protocol.

The great thing about the X-Loader is that the speed-up is available using your standard X1541 or XE1541 cable. However, if you want more then there is Pwr-Loader!

Pwr-Loader is 64HDD's parallel disk transfer scheme. Like schemes of the past, a secondary connection is needed to the userport and the Pwr-Load user manual shows you the design - or you can order one if you do not have the soldering skills. A new command prefix is all that's



needed to make it work.

```
LOAD"! :filename",8,1
```

Once the header is downloaded, the rest of the file is transferred as fast as your PC and Commodore can communicate, at least 3000% faster, and up to 5000% in 2MHz mode.

Working with multi-part files...

Don't worry there is a speed-up solution for multi-part programs - Kernal ROM upgrades.

Upgrading the Kernal ROM is the only way to wedge the system such that all transfers are performed the "new" way. JiffyDOS too uses the ROM method, whilst cartridges only achieve varying degrees of success.

The Pwr-ROM is a highly compatible Kernal replacement. Just like the JD ROM, some of the tape routines have had to be removed to make space for the new code, but the standard CBM ROM can be had at the flick of a switch. There is a freeware ROM included in the Pwr-Load download for testing (using emulators), but the enhanced Pwr-ROM must be purchased.



The enhanced ROM speeds up all loads that are routed through the kernal as well as byte-by-byte reads used for sequential and directory access. There is no faster scheme available for 64HDD. The list of enhanced features includes:

- optimised transfer routine (contained in ROM, not on disk)
- works with multi-part programs (that use kernal calls)
- loads large files such as captures /backups which load under I/O map
- also speeds up SEQ and other byte-by-byte operations (special parallel ACPTR routine)
- allows combination of partition numbers and automatic Pwr-Load prefixing
- routing of device #2 to the IEC bus for future 64HDD RS232 support

If you want to stick with the serial cable put in a request for the X-ROM, the X-Loader in a ROM.



Got JiffyDOS already?

There's a special version of 64HDD compatible upgrade ROMs for users of JiffyDOS. That's right, just run the TEST64JD program to verify to me that you have JiffyDOS installed in your computer and at least one drive, and you can then order the JD version compatible with both 64HDD and JD devices.

What about GEOS?

You haven't been forgotten there either. The GEOS kernals written for 64HDD take full advantage of the speed-up features available to 64HDD. As GEOS is a complete standalone operating system, there's no necessity for the ROM upgrades - though some features are only available to 64HDD *Professional* users.

Installing the upgrade ROMs

This could be a whole article in itself, fortunately there is documentation on the 64HDD website, so it won't be repeated this issue.

Some Commodores will have their Kernal ROM in a "socket" making chip exchange a breeze - pull the old one out; plug the new one in. Most C128 machines are like this, but the C64 units vary according to when and where they were made. In some cases you will also need an adaptor to convert between the pinout of the old 24pin ROMs to the new 28pin EPROMs. If you need advice, just ask.



www.64hdd.com (latest info and 64hdd download zip)
ncoplin@lycos.com (author's email address)

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BASIC Operations for 'new to Commodore'

Using the Datasette on a c64

Type **LOAD** and press the **<RETURN>**

- This will start searching the tape for data.

Hold down the **<SHIFT>** key and tap the **<RUN/STOP>** key.

- This will start/load & run the first program on the tape.

Using a disk drive on a c64

Type **LOAD "*" , 8, 1** and press **<RETURN>**

- This will load/run the first program on disk.

*Coming soon > more commands for c64, c128,
JiffyDOS, and more !!!*

MINI GAME COMPO

By Richard Bayliss

While I was browsing through the web one day, I take a daily look at the C64 News Portal (<http://www.c64.sk>) and I spotted some headline which announced 'Mini Game Compo 2002'. So I took a look at the site.

The Mini game compo was a complete success last year, and this year looked as if was going to be a lot better. I was amazed with all the new games, and ideas people had come up with. I also fancied having a go at creating a 1K game, but I doubt I'd be that successful because I always get carried away doing even bigger code for my games ;o) Anyway I had a game to finish off myself, which is even bigger than a 1k game and also on this issue's cover disk. But it would have been a bit of fun if I actually did a 1K compo entry. Maybe next year (2003);o)

What was this Mini Game compo then? Well it was a competition for all platforms, where you had to create your own game. Most entries for this compo (unbelievable or what?) were Commodore 64 entries. There were a few entries for Amstrad CPC, Sinclair Spectrum, and even Gameboy Colour. There were a few Commodore 128 entries, but still I checked each and every Commodore entry.

Alchemy 1k by DW/ Style

Loaded from C64 BASIC, this is a word game, where you have to position

letters somewhere in the grid. Although I read the instructions. I could hardly understand how to play this game. The idea of the game was to place tiles on to various places in the grid. Each tile has letters, and they must be positioned at the bottom of the grid (like Tetris) but unfortunately this game is difficult, and it uses keyboard and no joystick routine is used. I didn't like this game.



AP by Stefo Tognon

After loading from BASIC, AP is a game for those who like a good showdown. Letters appear on screen representing either an AP or evil gunslingers. You press the SPACEBAR or any key to fire at the enemies. If you are too late, you will lose points. If you are too soon or you shoot the wrong character then you will also lose points. Once all points are lost, the game is all over.

Astrostorm by Mermaid

This is a clever little space dodge 'em, which is very good. You control a spacecraft going through the asteroid belt and you have to avoid asteroids. The asteroids fly in different directions. This game is joystick controlled and the asteroids look nice. The scrolling starfield is also another great move.

Blastapede by ????

This is a 1k Centipede game. Not too bad this one, but unfortunately there are no levels, the just carries on until the player is finally toast.

Bob the Porcupine by ????

This is a platform game, where you control Bob the Porcupine. This game is more of an unfinished preview than a full game. But it is 1k after all. This game looks very interesting and plays like a sort of C64 platform game, but there are no enemies to kill. Just eat worms ;o)



been better.

Mega Mania 1k by Padua

Retro arcade shoot 'em up based on 'Odin'. This is quite a good blaster. Although the game does not look much, it is still good fun to play. Nice one.

Bobsleigh by Fatman

Do you remember 'Skier' by Commodore Electronics? Well, Bobsleigh is something similar, but differs more. After travelling 100 yards, the slope becomes more steeper. If you thought that was tough, just wait until you hear this ;o) While skiing, you have to avoid crashing into those obstacles such as rocks, logs and trees ;o) You have four chances to do this. Crash 4 times and all is lost ;o)

Ping by Pingo/Civitas

This is a BASIC pong game, but unfortunately it's hardly playable and the controls are too slow. Good attempt though.

RAD by Stephen Judd

This game isn't too bad. You need to fly through the sectors and deliver something to the spaceports. The game is really tough, but I'm sure you might like it.

Bulder Jones by Stefano Tognon

Boulderdash meets BASIC characters. This is not a too bad game, I quite liked this one. Control Bulder Jones around the maze and collect enough diamonds then run for the exit. Nothing too exciting with this game, but it is quite fun to play ;o)

Simon 1k by Henrik Jansson

This is a mini game based on those old toys called 'Simon Says'. All you need to do is repeat the computer. If you press wrong key, you erm... lose ;o)

Splatform by Robin Harbron

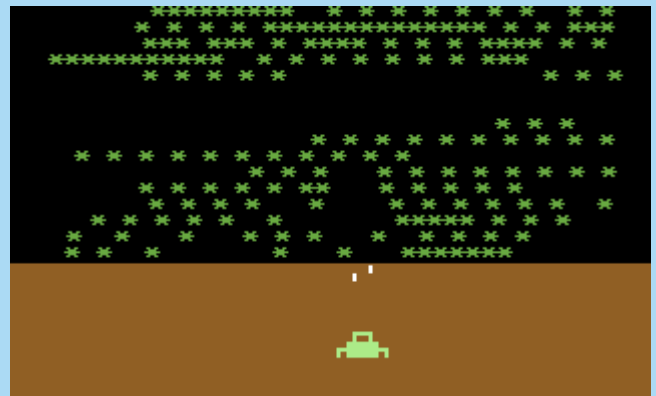
This is a platform game, where you are a blob and you have to bounce on platforms. This game reminds me a little of a game written by Kernal in the late 1980's. Quite a nice little platform game. This one. Annoying music though!

Cybernoid 1k by Cyberbrain/NoName

Don't get too excited. This is another good 1k game. Cybernoid 1k is a horizontal scrolling shoot 'em up with some nice graphics. You just fly through the space corridor blasting aliens, until one collides into you or you collide into them ;o)

**DMaze by Geir Straum**

This is a maze game, but it is a good one as well. Guide your pea around the maze, avoiding contact with nasty surprises, such as those nasty enemies and collect all diamonds then reach for the exit. This is a good and playable game.

**Star Invaders by GRG/Shape**

This is a sort of SPACE INVADERS game, but instead you have to blast stars. This is quite a good one. Actually I was quite addictive to this game, so well done GRG! ;o)

Dual 204 by ?????

Sorry, but this game did not work. It crashed!

Elicoph by Stefano Tognon

This is a poor attempt at creating a shoot 'em up. You are a helicopter that has to shoot the flying saucer, which also shoots back. This game has a plain white screen, annoying music and poor gameplay. One of the worst so far.

Wildfire by Pingo/Civitas

Another BASIC game. This time it's a bit of strategy for you. The idea of this game is to guess what chemicals you should use to put out a fire. Sadly this game was too easy to play.

Formula 1k by Shadow/Noice

This is a racing game, where you have to drive safely on the road. However this one is too easy. Nice idea though.

Yars Return by Six/DeLOC

What's this game all about? It is based on an Atari classic, which I've never played before. You control Yar who has to reach home, but avoid being smashed by the enemy lasers. Very unusual, but hard to play.

**Invasion of CCG by White Flame**

This is quite a strange 1k game. You have to control a mech and dodge all obstacles smashing into you. A bit on the poor side I think. This game could have



Not only were the Commodore 64 entries, but there were some BASIC, Vic 20 and C128 entries (Also on this issue's cover disk).

4-Player Adaptor

from Protovision



*It's here at CSIS last!
So now for the blurb.*



4 Player Interface

Thinking beyond the standards is our strength. Protovision extends your C64's capabilities by introducing the 4 Player Interface. Connected to the user port of your Commodore 64 or 128, it provides two additional standard joystick ports for you to connect to. This enables up to four players - with four real joysticks - to play together on one computer!



The Protovision 4 Player Interface was first introduced with our hit game **Bomb Mania**. Since its initial release in 1997, it became one of our most successful products ever, as it was the first game that enables people to play the famous **Bomberman/Dynablasters** game concept on their



Commodores with up to four people at the same time.

And there are more games supporting the 4 Player Interface: Now in development at Protovision: **Pac It**, a completely new interpretation of the classic **Pac Man** game. With great graphics, intro sequence, and... 4 Players at the same time! Fight against the ghosts together, eat blue and red pills and help each other with the strategic elements of the game.

Did you like **International Karate Plus**, two players and one computer opponent? Ready for you right now: **IK+ Gold**, adapted by The Dreams to use the Protovision 4 Player Interface. It's possible to play the blue fighter now, too! Enjoy endless battles with your friends!



** SPECIAL OFFER ** from Commodore Scene

If you buy the Protovision 4 Player Adaptor from the CSIS then I will chuck in the following for FREE!

Bomb Mania (up to 4 players)

IK+ Gold (converted to run with up to 3 players)

Pac-It (Demo version only)

All this for just £20 including p&p in UK (add £4 for overseas orders)



Well we have been waiting for a decent retro magazine to hit the stands for years now, could this be it?

Issues 1 & 2 : After my brief bout of excitement (and buying the first two issues), I am now very disappointed. Yet again, we have a re-hash of old games and news with items and information plundered from the Internet, some of it was not even correct. This is a real shame as it could have been so much better :-)

Myself and Shaun Bebbington have both tried to contact gamesTM on several occasions to offer help and advice (for free) on what is currently happening in the world of Commodore. To date, neither me or Shaun have had any sort of a reply. This begs the question 'are they really serious about this?'

Issue 3 : Well, we now seem to be getting somewhere, or are we? On pages 86 to 91 we have a reasonable article on old machines getting new games but no mention of the Commodore 64, in fact, there is no mention of any 8-bit computer!

We need more and we need it now. The only way this is going to happen is if we make it happen. Please see the starburst below to help out.



YOU CAN DO YOUR BIT !!!!

Greetings Allan,

The magazine GamesTM are going to cover new software on old formats! In their article, "The Living Dead" page 86 to 91, issue 3, they only mentioned the Commodore 64 once, but with enough feedback and encouragement, I'm quite confident that the magazine will start taking the C64/128 a little more seriously!

Please circulate the good news! ~ Shaun Bebbington.

> Okay then everybody, if you really want to make a difference then contact gamesTM via the contact details below and (1) tell them about CS, (2) tell them about me and Shaun. In return we will do our best to educate them :-)

Come on then, they won't do anything unless you tell them about us !!!

**** BOMBARD THEM WITH E-MAILS ****

GamesTM - UK Magazine.

Address: gamesTM, Paragon Publishing Ltd, Paragon House, St Peters Road, Bournemouth. BH1 2JS, ENGLAND, UK.

Email: gamestm@paragon.co.uk

Web site: <http://www.totalgames.net>

Thanks to Christian Walther for the initial translation of the ComputerBILD article on Jeri and the CommodoreOne. Thanks also to Robert Bernardo for sending in this snippet.



The Rebirth of a Legend
- With the C-One, the American Jeri Ellsworth builds a new generation of the Commodore 64.

Jeri Ellsworth was never a girl who played with dolls. Barbie wasn't her hero during her childhood; her idols were called "Pac Man", "Frogger" or "Centipede" - games for the Commodore 64 (C64). And even today the 28-year-old American is an avid technology fan and really dotes on the computer. As a result, Jeri is building the C=1, a reproduction of the legendary home computer, the C64.

Older computer gamers should know this antique device from their youth as being a gateway to the world of computer games. 20 years ago the C64, which is called "Brotkasten" or "Nackenrolle" by its fans, started its triumphal procession through households. According to the "Guinness Book Of Records", it is the most sold computer of all time. The computer planned/ designed by Jeri Ellsworth will cost about 200 dollars and will run original C64 games. But it will technically outshine (outperform) the original model. Speed, graphics, and sound will be far better than on the original model but without reaching the performance of a modern computer system.

A few examples (values of the original C64 are shown in parenthesis): The device can display 65536 colors (16) and has a resolution of up to 1280x1024 pixels (320x200). The operating system is stored on a standard CF card connected in the processor slot. With these cards, you can use other 8-bit operating systems, such as the Atari 2600 or Sinclair ZX81. This makes the C=1 the successor of these platforms.

Old hardware, such as the 1581 disk drive, will work with the C=1.

Newly-written or adapted software might be much more complex than the old pieces from the C64 era. To prevent the old stuff from being too fast and thus unplayable, the C-One



will have an optional speed reduction.

Review:

Technology and computers were her most favorite playmates, even in school. There wasn't any place for dolls. "Barbie must burn", Jeri remembers, smiling. When her father once brought her a doll as a present, it ended up as a pile of burned plastic. Jeri loved to experiment. Her dad thought it might be better to give her some broken electronic parts. 1982, at the age of eight, Jeri had her first encounter with a computer, a Texas Instruments 99/4A — an encounter that changed her life. The idea to be able to handle technology, only really understood by a handful of people, fascinated her. One year later, after long begging her father, she got her first C64 with disk drive and printer. "I was sitting six to ten hours a day in front of the 10-inch monitor, coding BASIC programs." Jeri reports as the beginning of her passion. After school and training as an electrical engineer, she started a company for racetrack cars together with her father. "I became bored; eventually, I found back my passion for computers", Jeri says. She opened a small chain of computer shops which specialized in repairing and selling individual parts. The business was doing well for quite some time, but finally the breakdown of many Internet companies hit Jeri's company, too. After closing some of the chain's shops, she sold the remaining shops and started with the development of her long-kept dream — the development of a better C64.

She lives again in Portland, Oregon, U.S.A. for the time being. A room of her house is crowded with lots of

technology, and networked computers are in her laboratory. It's here that she is programming and soldering the C-One prototype which is supposed to continue the story of the C64.

Setbacks, like a car theft with a first prototype aboard, don't demoralize her. She hopes to sell the first board at the end of this year. It was nearly two years ago that she decided to focus all her energy on this project. There is almost no time to play anymore. She likes thinking about her computer shops back then, when she had enough time to test new games. Today she is happy if she has an hour per week for gaming. Jeri especially enjoys strategy games like "Command & Conquer".

"I won't become a millionaire with the C-One", the dedicated business woman thinks realistically. But she believes in a niche market for so-called retro-computers. These are machines that are based on old devices and attract the attention of tech-freaks and new programmers.

Those interested in the C-One need to have technical knowledge, because in the beginning Jeri will just sell the motherboard without case. Those who don't like to get their hands dirty need to wait until February when complete systems with casing and peripherals will hit the market.

You'll find more information at <http://www.commodoreone.com>

In Germany the first C-One boards shall be available in the next few days.

They are distributed by Individual Computers (<http://www.jschoenfeld.com>).

The price in Germany for this device is unknown.-



Handheld C64 Anyone ?



Actual screenshots & actual size

The Ultimate Handheld Games Console Arrives !



Hi everybody,

Yet again we have another feature packed issue of CS for you to digest.

As the new format grows from its fledgling state, I hope that by the end of the year we will have achieved something quite special to accompany your beloved Commodore computer.

Big Thanks : Here at CS we try our best to bring new features and in sights into old hardware and software. Some of the recent features have just popped out of the blue from brand new readers and some have been on the boil until such a time that we are able to bring them to you. Recently, **Nigel Parker** has joined the CS fold and has written two superb features on a couple of music hardware related topics (CS2003 p49 & p74). He did these articles from his own personal experiences and that is what makes a good article. I would just like to thank him for taking out the time to fill these pages with such good work and I hope he can find time to produce some more work for us in the future.

Everybody does a great job in helping to produce CS and to this end I hope to have an extra page in the last instalment for 2003. This extra page will be a gallery of contributors so that everybody gets a mention in their own right.

Another return this issue is the **Cartridge Corner** (CS2003 p89) feature by **Wayne Womersley**. This was very well received by the readers and what was to be a 'one off' feature will now be making a regular appearance.

SCPU & IDE64 : New for this issue we have a couple of features that I have wanted to do for sometime. The **SCPU Games** (CS2003 p68) and the **IDE64 Games** (CS2003 p76) are two great features dedicated to games players with extra hardware. Maybe by reading what these devices can do some of you may want to purchase one of these superb add-ons and enhance your game playing ;-). It is hoped that we will be able to 'tie in' the same game over different devices which will make for a very interesting scope of reviews indeed. This issue sees both the SCPU and **REMEMBER** (CS2003 p83) versions of **3D Pool** being reviewed.

Colour (color) : Those of you who receive CS via e-mail, to print out yourselves, already know that nearly all the pages have colour on them. I have recently printed the entire binder (up to cs40) in colour and I have to say that it looks very nice indeed. I hope that by next year I will be in a position to purchase a colour laser printer and offer everybody the chance to have colour pages. This is only possible because of the improvements in colour laser technology and the drop in price. One manufacturer is claiming that a full A4 colour print can be done for less than 1p! Unfortunately, the printer in question is £4,500 !!

So until the prices become more realistic then that option is not yet open to me. I will keep my eyes peeled though and I will continue to implement more colour in future issues.

CSIS : Unfortunately all the outstanding orders from the CSIS are just that - still outstanding. Now I know that some of you have been waiting a long time but I will just ask you to be patient a little longer and allow Maurice to catch up with all the back orders he has.

Remember, he has a day job too !

New Labels : Those of you who get your copy of CS through the post might have noticed that the label on the front has changed slightly. Thought not :-)

Anyway, this is what has happened. As CS is now a yearly subscription only, the label gives you the year of your sub ie. **2003**. Below that is your coverdisk type ie. **5.25** or **3.5**. Lastly we have the new bit, under the **other details** there can be up to three things listed : **GEOS**, **SCPU** & **IDE**. This last section is to help me to give you more disks should there be any extra files for those particular formats. This issue sees an extra free disk containing files for those formats.

Please check your labels, if anything is wrong or missing then please let me know. I would not want anybody to miss out on special freebies !

It is not necessary for e-mail subscriptions to let me know about their preferences as the extra disks will be available for download in the usual way, simply download the files you need and leave the extra d64 file if it is not required.

Last bit : I am personally very pleased with this issue and I hope you all enjoy it. As usual, some features did not make it to this issue for various reasons, but hey !, that means they will appear later on and that gives you something to look forward to :-)

I have to say that I am personally very excited about the feature on page 90, take a look and see what you think. I will be doing an in-depth review later.

The next few months for me are going to be very busy indeed, I have several functions to attend and it looks like work commitments are going to be taking their toll on my time again. So I ask you all to be patient if CS doesn't quite make its deadlines.

Keep sending in your letters and articles.

~ bye for now !

Yet again the subscription database increases a little bit more ! Hopefully by the end of the year we may even break the 50 mark :-)

The CS2003 readership stands at ~ 48



DATA : Fancy a handheld c64? Well this is as close as you are going to get I think. This piece of software makes buying a PDA handheld

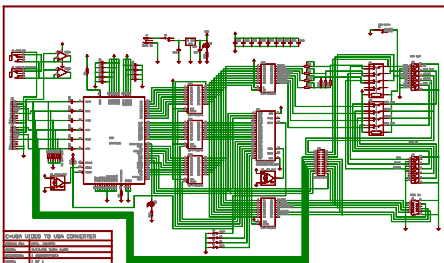
computer a real 'must have'.

As this software supports .d64 (and other image types) it means you now have access to every game ever made for the c64, all available on the move, in the palm of your hand! See page 90 for more details.

DATA : After a lot of work by **Nigel Parker** we now have issues 22, 23 & 24 of CS available as PDF files. Unfortunately, the earlier versions of CS (1 to 21) will be a long while arriving due to them being on paper rather than being electronic media. More details will be in the next issue.

DATA : I have recieved a **GEOS64** disk driver for the **IDE64**. It appears that this version has several limitations and I certainly couldn't get it to operate with my **SCPU** equiped **IDE64**. Updated news and a review will be in the next issue. Next issue will see an accompanying 'update' **IDE tools disk**. This additional disk will contain the required files for all you registered **GEOS+IDE64** users out there.

DATA : The **C=VGA** has not arrived as yet but work is still coninuting on behind the scenes. Hopefully it will not be too long before the prototypes are up and running. Below is the actual schematics for this device.



3/16/2003 12:01:02a In: 54 C:\Program Files\EAGLE 4.092\projects\CVGA\CVGA Prototype Revision 1.sch (Sheet: 1/1)

DATA : A company called **8-BIT Designs** are selling new hardware for the Commodore. Here are just some of their products and what they have to say about them. **Ultimate Gamepad** - Modern-style game pad for Commodore Computers, Atari Game Systems and Computers, Amiga Computers and the

Amstrad CPC 4-in-1 Plus - Computer Enhanced Parallel Printer Interface to connect a standard parallel printer to the User-Port on a Commodore 64 or 128 Computer. **The BUS Reset** - Resets the serial bus on Commodore 64 or 128 Computers. Find out more at < <http://www.8bitdesigns.com/index.html> >



DATA : Pictured (right) is yours truly next to a couple of c64's in disguise? Well, I never actually got to find out because the people at the **Beatrix Potter Museum** at Windermere in the Lake District would not let me open them up and have a look inside! The screens attracted me because of the graphic style. Closer inspection convinced me that lurking below the crude cabinates were a coupl of c64's. We will never know!



DATA : Hello, Lt. Kernal hard drive owners, I've been in contact with a gentleman who has had long experience with Lt. Kernal hard drives for the Commodore. He is willing to help those who have had problems with their LTK's. This is what he writes: Well, I don't know if I'm an expert, but I've done a few things. I've added drives (& multiple drives per system), added larger drives, replaced ICs in the Host, burned Eproms (for the Host), Sector edited the crap out of the Sysgen, mainly all related to LTK hardware. I never had the need to write application ML routines to do special reads/writes of the LTK as most of my use was related to the use of **CNET & IMAGE BBS** programs, re: using the LTK and used the LTK 'Multiplexer' to connect multiple C64s/C128s to one LTK. I don't have his permission to release his name to the public, but if you send me a private e-mail, I can let you know how to contact him via e-mail. Robert Bernardo, Fresno Commodore

User Group < <http://videocam.net.au/fcug> >

DATA : I am fully aware that some of us have access to other 8-bit computers. To that end, I would like to direct all you ATARI users out there to the following links www.myatari.net and www.myatari.net/back.htm

DATA : Over in the USA there are more huge Commodore shows ongoing. There will (I hope) be a review in a future issue. If only there was the same sort of support in the UK for such a show. Sigh.....

DATA : News from the AmigaUpdate e-newsletter (April 30, 2003). **CRONOSOFT** is a new software distributor for NEW software or Old UNreleased software for older

platform systems, whether commercially unsupported or still supported, as with the Amiga for example. **CRONOSOFT** invites anyone, from any part of the world, who still develops software and wants to sell it (Games, Utilities, etc.) but doesn't want the hassle of packaging and distributing it to buyers themselves, to submit their programs for evaluation. If accepted, your software will be sold via the main website, and other outlets, such as eBay for example, complete with color inlays or covers, which can be created for you at no extra cost if you don't/can't provide your own, plus documentation, etc., also at no extra cost to you. The average 8 bit game cassette is sold at a standard price of £2.99; however, this is not set in stone, and the price at which you would like your software to be sold can be discussed with us. Of course, more powerful systems, especially larger programs sold on CD, have a higher standard price. Many formats are supported, including the c64! For more information and ways to contact please visit << <http://www.cronosoft.co.uk/> >>



Dear Allan,

Sorry for the delay in sending my cheque for the CS2003 subscription.

As you can see my c64 is behaving itself. I trust you are keeping well and that you manage to keep things going, I was suprised at the subscription figures. It must be very disapointing seeing the work that you must be putting in going to so few people. I look forward to seeing the next issue.

Alla the best for now,

Thomas V Moore

Hi Thomas,

No problem about the payment, I am aware that some people will be joining us throughout the year and I am fully prepared for that.

I am a lot better now thanks, when all is said and done, I only had a bad bout of flu but it does take its toll on my computer time.

The drop in subscribers has been on a decline for many years so I was not too suprised to see it fall even further, it is just a fact of life that we will have to live with I am afraid ! I don't really see all the hard work done going to waste, all the people who get CS appreciate the work and that is the main thing. I also hope that the people who write for CS enjoy doing as well ! - ED

Hi Allan!

It's me again, Mikael Olsson, the Swedish die hard commodorian. I am happy to report that the SuperPSU I purchased from You works perfectly. My C64 system is much more stable and reliable with this power supply, not to mention all the power cords I got rid of. It's great!

In addition to my main system, I also have a C64 built into a bookcase in my living-room. This one is equipped with a SID-Symphony module, and is hooked to a stereo amplifier and BIG speakers - a dream system for playing SID music which I love.

Now, I would like to set up another system, and also have a unit in reserve should any of the others fail. Therefore I would like to order a couple of C64 computers from you.

I will need just the computers since I have several CBM heavy duty power supplies and all the other peripherals that will be necessary.

I assume you have the PAL system in Britain as we have in Sweden so I should have no problems running those computers if they work for you.

That was all for now, but I'll be back. If not sooner when the Commodore to VGA adapter becomes available !

Sincerely Mikael Olsson, Sweden

Hi Mikael,

Another CS-SuperPSU still going strong eh ? These PSU's are a real boon to the serious Commodore user. Despite the price and the delays in building them, they are still selling quite well. I believe we are approaching the 15 units mark about now, not bad eh ?

More than one C64 setup in one house ? I thought only myself and a couple of others were that dedicated :-)

I am interested in the SID Symphony module that you use. I too have one but it only has the stereo tunes that came with it, do you have more tunes available that are compatible ? If so, I would love to hear them.

Your two C64's will be with you by now and I hope you are happy with them. As requested, I have sent just the c64's and not the PSU's. Oh, and yes they are PAL compatible.

The C=VGA is now underway but as with most things in Commodore land, it all takes time and we have to be patient :-)

I'll let everybody know as soon as there is more news - ED

Hi Allan,

Thanks for the info - I am glad CS is still plodding on the binders, etc sounds a good idea at least all the loose copies can be kept together in one place.

Things happen so quickly with technology but I still feel that my c64 has served me well.

I just wondered how hard it is to get disk drives and other hardware now as I do need a new disk drive but one that has two drives in one, is that possible ?

I look forward to receiving my subscription package.

Linda J Ripley

Hi Linda,

Great to have you back with us after a short spell away :-)

The binder has been very well recieved indeed, I am even thinking of extending the binders to cover back issues too - but we will have to wait and see about that as they are not cheap unfortunately. (My appologies to those of you in the USA who had a late delivery of your binders).

As regards disk drive availability, I am suprised you have to ask as I can get you disk drives without too many problems. I have some 1541's here now and I can get a semi-regular supply of 1541-II's if you prefer those. As for the double disk drive you mentioned, I believe there was a one company who made such a device but I have never seen it nor do I know anything about it. Perhaps somebody could enlighten us ? - ED

Hi Allan,

I received the CS39 issue and binder today. Hadn't really paid attention to the fact that CS38 was punched with 4 holes. I have two hole punchers around here and both are only for three holes. Can't think that I've ever seen a 4-hole punch before. Will be able to rig something up using one of the 3-hole punches or may have to make a trip to the Copy Shop when I print off the next issue. Other than that Thanks a Bunch and keep up the good work! I hope you stay healthy from now on as well.

Bruce, Canada

Hi Bruce,

Glad you got your binder okay. Over here in the UK a 3 hole punch is unheard of ! I really

don't know what to suggest. Let me know if you have problems and I will try to sort out something for our overseas readers - ED



Hi Allan,

When i find the time and energy, i'll dig up the 128's that i've put far away :) The last one i bought wasn't in the condition i expected it to be. A few keys were bad/broken and i think the guy could have least told me that before he let us drive for hours. The monitor acts strange too. It's hard to keep the colors stable using the potmeters. Sometimes it just seem to has a life of his own. I had too much bad luck with 128's, that i hardly can look at them! :) When i'am ready and get them out of the closet again, i'll try to see what's wrong. I'am not all that technical so i might call for your help there :)

At this point, i'am still happy with the C64C which is actually the first commodore i bought! :) And if the C=VGA converter is out, i think i even will hook up a nice TFT screen to it. I do have a couple of 1084's that work well, but i can't think of anything cooler then a C64C with a TFT screen, a FD2000 drive and a CMD HD! :P I'am going to impress some people with that kind of setup :o)

In the future i want some more hardware like the supercpu, but for the months to come, my budget is all gone on other goodies (like the new PCI based HardSID card).

Anyway, the converter is the first thing i want next for my C64 setup :) So that will have priority and it doesn't seem to be too expensive anyway. I'am really curious how it will work, so please let me know as soon as you've played around with it! :)

I think we're lucky to be able to get such luxury (CMD) hardware for our beloved 64! :P

Oh! Is there any more news available in the C=VGA converter? As I am still interested in it.

Regards, Dennis

Hi Dennis,

Phew! Where do I start?

Maurice is actually very very busy processing orders :) and I I just hope everybody understands the amount of work he has at the moment. I suppose it is the price we have to pay in this day and age for quality Commodore goods!

The prototype C=VGA builds are ongoing and hopefully I should be getting some good news soon.

Don't forget that if you need help with anything then please just ask and I will see what I can do for you - ED

~~~~~

*Well boys and girls, thats enough for this issue. I'll see you again next time.*

*Until then, Keep it Commodore!*

Allan

RQ - I have a Commodore 300 baud modem, the one with fits in the cartridge port. (1) Can I still use it and (2) is there any software for it?

*Reply: No and no!*

RQ - Who were all the people in the photo's from the Micro Mart Show, they didn't seem to be named.

*Reply: I know they weren't named and the pictures were only there for show really. However, if all runs to plan I hope to have a 'gallery' of people in the last issue of 2003 (CS44).*

RQ - I liked the Cartridge Corner feature - will there be more?

*Reply: Ask you shall receive. Go to page 89 for more.*

RQ - Can I use an Epson inkjet printer with my c64?

*Reply > You will need a geoCable II to connect a modern parallel printer.*

RQ: Is it possible to use any Epson stylus?

*Reply > It depends. Most modern printers are 'Windows only', that means that they are switched 'off' until the PC tells it to wake up. You will need to experiment as there are so many different types of printer nowadays.*

RQ: Will Mini office II work with the geoCable II?

*Reply > If Mini Office makes use of the user port for printing then yes it should.*

RQ: Can you tell me the difference between 1541 and 1541C disk drive?

*Reply > Not much really. They are different colours with slight modifications to the internal workings but apart from that they are basically the same. The 1541C is rarer in the UK.*

RQ: Do you know if it is possible to use more than one disk drive on a Commodore 64?

*Reply > Yes it is. You will have to set the drives to different device numbers though. The first one is #8, then #9, etc. Not many programs can recognize drives beyond #11 though!*

Developed for the SuperCPUMetal Dust *(still under development)*Adapted for the SuperCPU

Bburago Rally - R,X,D

Boom - R,X,D

Last Ninja III - R,D

Oil Imperium (German) - R,X,D

Rescue on Fractalus - X,D

Stellar 7 - X,D

Stroke World - R

The Train - R,D

Benefit from the SuperCPU**3D Pool - CS2003 p69**

Castle Master - D

Chase HQ

Cholo - D

Cyborg 2900 - D,S

Dark Side - D

Driller - D

The Eidolon - D

Encounter

Flight Simulator 2

Frogger64

Hard Drivin'

Koronis Rift - D

Last Ninja 2 - X,D

Last Ninja Remix - X

Leader Board Golf II

Moonfall - D

Mega Starforce Remix - Rx,D,X

Mercenary

Outrun

Power Drift - D

Revs - D

The Sentinel - D

Space Rogue - D

Starglider

Star Wars - D

Stunt Car Racer

Test Drive

Thunder Blade - D

Thrust - D

Time Crystal - D

Total Eclipse - D

Total Eclipse 2

Turbo Charge - D

Codes

R = Ramdisk system ~ CS2003 p68

Rx = Alternate Ramdisk ~ CS2003 p68

X = Extras added ~ detailed in review

D = Documents included

S = Solution included



# SUPERCPU

## Games REVIEWS

Welcome, games fans, to this all new regular section in CS that deals solely with games that run with the CMD 20Mhz SuperCPU (SCPU).

As this is the first ever 'regular' feature of its kind anywhere in the world (as far as I am aware), we need to get some ground rules sorted out.

So that there is some continuity between games, we will be using the same terms and code identification as on the excellent Protovision web site < <http://come.to/supercpu> >. This will ensure that anybody reading these pages will understand the web site straight away and as they have had their site running for many years it is easier to 'plunder' their site for information - thanks guys ;-)

Also, most of these games can be freely downloaded from the Protovision site so please feel free to download the games you need. Some of the smaller games will be made available on the CS coverdisk but not all!

On the left is a column containing all the currently available games that will work on a SCPU. If you know of any others then PLEASE let me know and we'll add it and then review it in due course. This column will be on every review page for quick reference. As each issue passes, another game on the list will be reviewed. The list will be updated to show which issue it was reviewed in and also which page it was on. The currently 'being reviewed' game will be highlighted in bold text. Some games have already been reviewed previously in CS, but these games were not specifically reviewed with the SCPU in mind so they will be looked at again under this new system.

'Developed for' means just that, these games will only run on the SCPU and will not run on a stock machine. These games also have many features such as the Ramdisk system and will take full advantage of the SCPU opcodes, etc.

'Adapted for' means that the game has been hacked into to remove bugs (in some cases), enhance the play, add additional music, add new features for the SCPU, etc. These will be explained fully when they crop up in the reviews.

'Benefits' means that a game may not have been altered but is in its original state. It WILL run under SCPU and will be much better for it.

One more thing, in the 'at a glance' box (top right) there is mention of **Load from** ~ this is to indicate which type of device the program can be stored/loaded from. In the main all the codes represent the drive type apart from **CMD**, which means any CMD device can be used. Some of the more trempmental programs will only run as device 8, but again, this will be detailed in the review.



### What is a SuperCPU RAMdisk system ?

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

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

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

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

**Rx** - This code is for those programmers that make available their own type of RAMdisk system that does not conform to the DMagic standard.



# SuperCPU Games



The version being reviewed will be on a future coverdisk.

Machine specs: C64SX, SuperCPU 128 V2, RAMLink MK-II, 1901 Monitor and Joystick.

Reviewer: Shaun Bebbington

A while back, I was searching for games that might be SCPU compatible and found 3D Pool (originally cracked by ABC) from < [www.c64.com](http://www.c64.com) >. This particular version did not work, so I made it compatible with the SCPU with the freeze function of the Action Replay (Mk V), then crunched it down. This, in turn, allowed it to be stored on my RAMLink for convenience. Needless to



say that it was worth doing.

Okay, so it's no "Jimmy Whites", but it is extremely playable thanks to enhanced processing power (I reckon that many would quickly lose interest in 1mhz). To start with, you have the choice of entering a tournament, practising, 2 player mode or playing trick shots. Starting the game (as in playing a match) allows you to position the cue ball by holding down fire. You are restricted to what I would call "old rules" of pub pool, that is the D. You can take a 360 degrees look at the table using the joystick, and zoom in and out using the cursor keys. Also, moving up and down allows a birds-eye view back to the

table, with all views from the relative perspective from the current position of the cue ball, all clever stuff! The way you are looking is the way the white is going to go. When you are happy with the positioning, a "double-click" on your joystick will

ready you for the break. Power from your cue is increased and decreased by holding fire and moving up and down respectively, and your view (birds-eye to table etc.) will determine which part of the white your cue tip will be hitting. I.e., Bottom of the white is screw-back and looking down at the table. This is identified by a black cross on the white on the top middle of the screen. This cross may be moved left to right by again holding fire and moving the joystick left to right.

Again, the consequences on the actions of the white ball are emulated fairly well. Double clicking is used to place the white or play the shot as appropriate.

So, what are the benefits? This is now extremely fast and playable, and apart from being able to zoom and rotate at

fantastic speeds\*, the actions are also faster, as is the computers "thinking" before taking it's shot. The only downside is that the sound effects are often out of sync with what is happening on the screen. If you can put up with this, as well as adhering to the old rules, you the most comprehensive version of pool I have seen on the C64, ever! This once sluggish (but very well designed) game now really comes to life. And it is a

## At - a - glance

Original author - Microprose / Aardvark  
This version by - ABC / Shaun Bebbington  
Program size - 116 blocks  
Load from - 41,81,CMD  
20Mhz mode - YES  
Ramdisk system - NO  
Extras added - None  
Special features - None



- More responsive
- Super fast loading from a RAMLink
- Great fun in 2 player mode
- Smoother than original
- Comprehensive & realistic
- Some small graphical glitches
- Sound out of sync



game you can pick up and put down as you wish. I'm hoping to track some documentation\*\* for this so to explain the trick shots (I'll let you know when I do). What more can I say? I think the overall 'thumbs up' will speak for itself.

\* The only real speed comparison I can give is that to completely rotate the table 360\* takes 15 seconds on a stock c64 and only 2 seconds with the SCPU at 20Mhz - ED

\*\* The documentation can be found with the 'Remember' version of 3D Pool, see the mini review on page 83.



<< Next Issue >>  
Mega Starforce Remix

# Going back to our roots

## The KIM-1 emulator for the c64

The Incredible KIMplement is a KIM-1 emulator for the Commodore 64 (yes, this is not a joke — see the screenshot below). It is a true, partial emulation of the original KIM-1 hardware featuring:

- Powered by "606" — a full software NMOS 6502 emulation (documented opcodes only, sorry) with all addressing modes, simulated ROM, and simulated memory-mapped i/o

- LED and keypad emulation
- TTY emulation
- SST emulation
- Revision E ROMs

built-in, so you don't have to find a pirated set download them from your own KIM

- Load and save RAM dumps to disk

Why did I write this, instead of a (better) MESS driver, say? The KIMplement was written as a demonstration application of a software 6502

emulation I wrote for the 6502. Besides being an entertaining academic pursuit, having a software 6502 on the 6502 allows us to add features that the original didn't have, such as true virtual and protected memory models, exception processing, additional instructions, and other features needed by modern operating systems. The KIMplement shows some of this capability with its ability to trap ROM and I/O access, trap illegal instructions, and remap memory access. Plus, it was a lot of fun :-)

Only a stock Commodore 64 is required. Simply LOAD and RUN the program to start. After the title screen, the emulator will auto-reset, the LEDs will appear, and the time machine will transport you to the year 1975!

### Using the KIMplement

A complete primer on using the KIM-1 is beyond the scope of this document; consider checking out the KIM-1 User's Manual. Here's the basics.

The KIM-1 has six seven-segment LEDs, displayed at the top of the screen as the rightmost six LEDs of seven (the seventh LED on the far left is the KIMplement mode indicator). In the rudimentary KIM monitor, the address is displayed on the four left digits in hexadecimal, and its current contents on the rightmost two.

The KIM-1 also has a small hexadecimal keypad along with several special keys: AD to set the current address, DA to enter data, + to advance one byte, PC to see the last program counter, GO to start execution from the current address, ST to trigger an NMI (stop execution), and RS to send a reset to the machine (the contents of memory are not altered).

On startup, KIMplement displays a 'p' for 'keyPad' in the mode indicator (leftmost LED) indicating that the keyboard sends the emulated KIM presses on the keypad. Keys 0-9 and A-F send the appropriate hex digit. '+' sends the plus sign key. 'R' (for 'addRes') sends an AD keypress, 'G' sends a GO keypress, and 'T' (for 'daTa') sends a DA keypress. The keys to send ST and RS are special and will

be discussed presently.

KIMplement can also emulate a TTY connected to the emulated KIM-1 (there's a screenshot of this to the left). This is triggered by pressing rubout, which is mapped to the INST/DEL key. Press the INST/DEL key firmly and hold it briefly, as there is a race condition in the KIM-1 ROM accentuated by the slower system speed. The mode indicator will change to 'b' for 'keyBoard' indicating TTY mode. In this mode, KIM types out the current address and

contents to the console and waits for input. Use the same keys indicated in the KIM-1 User Manual for sending TTY commands except that the backarrow key ("←") is mapped to send a linefeed; all other keys are identical. There is no punch tape reader function, although you can try to save to punched tape (the data stream is simply echoed to the console).

If the TTY isn't responding to commands, the race condition probably got triggered.

Press INST/DEL, repeatedly if needed, until the TTY responds. Remember to press it firmly.

You may freely switch between keyPad and keyBoard modes at any time (many programs will only take input from the keypad, for example). To toggle the mode indicator, press SHIFT (the screen will turn white) and release it. Note that this will not change where the KIM monitor is expecting input from; if you were in keyPad mode, you must return to keyPad mode to get the monitor to respond to your commands, for example. To get the monitor to acknowledge the TTY, you must press rubout (INST/DEL) to switch the KIM-1 to TTY mode, and to once again get the KIM monitor to accept keypad input, the emulated KIM must be reset (see the entry on the Commodore key's function). However, either can be used by an application program. See your application's documentation.

To stop the currently executing program on a KIM-1, an NMI (Non-Maskable Interrupt) is sent by pressing the ST key on the keypad. In both keyPad and keyBoard modes, the CTRL key is mapped to ST; press CTRL (the screen will turn purple) and release it. The emulator will automatically switch to keyPad mode on an NMI. For the ST key to properly operate on a KIM, as well as in the KIMplement, the NMI vector at locations \$17fa-b must have bytes \$00 and \$1c in them respectively. To enter this in keyPad mode, use the following sequence:

```
[AD] 1 7 F A [DA] 0 0 [+] 1 C [+]
```

In keyBoard mode, use the following sequence:

```
1 7 F A [space] 0 0 . 1 C .
```

If this vector is not set, the emulated KIM-1 may crash on NMI!

During operation, the emulated CPU may return error or information conditions to the KIM emulator. When a CPU condition occurs, the border will flash white and black, and the emulator will report the condition and the current emulated 6502 state. "Break" is an informational message only; the KIM emulator will automatically trigger the IRQ, load up the stack, set the emulated B-flag and





continue execution through the 6502's IRQ vector as usual. The other messages are fatal errors and the emulator will force you to non-destructively reset the emulated CPU (illegal instruction, memory fault, consistency error [bug in the CPU emulation! ack!], etc.). This will restart the KIM, but memory should remain intact (assuming the errant program hasn't trashed it). Do note that for BRK instructions to properly function, the vector at \$17fe should be properly set (or set to \$1c00, as in the example above for \$17fa).

The main menu, along with the reset command, is accessed with the Commodore key in both keyPad and keyBoard modes. Press the Commodore key (the screen will turn red) and release it; the emulator will pause, display the current state of the emulated CPU, and present options. From here, you can:

- press the Commodore key again to trigger a non-destructive CPU reset (the same as pressing RS on the keypad), which will terminate the current running program but will not disturb memory;
- press 'L' or 'S' to load or save data from/to disk;
- press 'T' to access the toggle switch menu; or
- press 'R' to resume emulation.

The toggle menu lists several user-configurable options for the emulator. In this version, two are supported:

· toggling ROM  
· SCANDS support (see

Technical and compatibility notes), and toggling the SST

"Single-Step" switch.

To toggle the appropriate option, press the number listed to toggle the value (0=off, 1=on).

When finished setting toggle switches, press

T to return to the main menu. Toggle switch settings are not saved when you leave the emulator.

The SST mode is important and deserves additional explanation. When SST mode is activated, for any code that is not in ROM (at locations \$17ff and lower), an NMI is triggered immediately after each instruction executes, thus allowing single stepping through code (press GO or type 'g' depending on keyPad/keyBoard mode to keep stepping). Because SST mode uses NMIs to single-step, the NMI vector must be set at \$17fa-b as described above, or the emulated CPU may crash! The emulator automatically switches back to keyPad mode on each step.

To load or save files, type 'L' or 'S' respectively from the main menu. To load a file from disk, simply enter its filename. The file should be stored as a regular .prg file on the default disk drive; all files must have (and files saved will have) an apparent starting address of 16384 (\$4000) plus the starting address in the emulated KIM's addressing space. This is because the KIM-1's RAM is stored at this location in the C64, with the addressing space extending in the C64 from \$4000-\$5fff. KIMplement enforces this range and will refuse to load a program that doesn't have a valid starting address in this 8K block, but be careful that the loaded file doesn't extend outside of this range as it will corrupt major portions of the emulator. (KIMplement will detect this and instruct you to reload the emulator, and any work you have in KIM RAM may be lost!) To cancel a load, simply enter a blank filename. On a successful load, KIMplement will report the starting and ending addresses

(inclusive) of any memory locations changed as a verification measure.

You will note that since the ROMs lie at \$1800 (real location \$5800) and up, you can overwrite them with your own ROMs. This should be considered a feature, and is useful and even supported, but there are important emulator-specific limitations you should read first.

To save a file from disk, enter the desired filename, and then the starting and ending addresses (inclusive; do not enter ending address + 1) in hexadecimal. Give the addresses relative to KIM RAM; KIMplement will save the file to disk with the proper starting address and return the DOS error code, if any. Enter a blank entry at any time to cancel the save operation.

#### Technical and compatibility notes

The Incredible KIMplement emulates enough of the hardware to get the KIM-1 ROMs functional, and most simple programs as well. Its major disadvantage is its relatively poor execution time (relative to a native 6502).

Certain features, however (most notably the interval timers), could not be emulated effectively at the time of this version's release. Furthermore, several segments of the KIM-1 ROM were written assuming that the CPU ran at a fixed 1.000MHz — a real problem when the C64 itself

is running at only 0.985MHz (PAL) or 1.0225MHz (NTSC), meaning the emulator can't possibly run at the speed of a real KIM. For these problematic areas of ROM, the emulator actually traps calls to these routines and replaces them with native kernel-level code. In particular, the routines to flash the LEDs, read the keypad, send characters to the TTY and receive characters from the TTY have been replaced with native-mode traps, and certain startup routines are also diverted.

Unfortunately, the emulator cannot do the same for user level programming. Programs that depend on the interval timer may not work at all (although some programs used the LSB at \$1704 as a cheap source of 'random' numbers, and in this version this shameless practise is supported [weakly] by simply copying the LSB of the C64's jiffy clock there on each emulated instruction execution). Programs that use a delay loop based on a certain number of processor cycles will run on the KIMplement, but the delay loop will be considerably longer in real time. (Just the same problem with a SuperCPU, but such programs written for the C64's clock speed were too fast instead!) For such programs, the delay loop will have to be recalibrated, or the program rewritten to wait for a keypress or some other external signal.

One other note is that SCANDS, the KIM-1 ROM routine that flashes the KIM data/address LEDs and refreshes them, depends on the LEDs having some kind of afterimage to make a smooth display which sprites obviously don't have. The ROM SCANDS operates by turning all the LEDs off after briefly lighting the display, which when in a loop at the speed this emulator runs at, causes noticeable flickering. Instead, the emulated SCANDS trap (enabled by default) leaves the LEDs on after setting up the display for a smoother-looking appearance, extinguishing them only when direct access is made to the LEDs, or when a program is started. Usually this works,

```

Press Commodore menu.
bbbbbbff
<System reset>
kim
bbbb ff 17fa
17fa bb 00.
17fb bb 1c.
17fc bb
17fd bb
17fe bb 00.
17ff bb 1c.
1800 a9 17fa
17fa 00

```

but if the program depends on the LEDs being extinguished immediately afterwards, the display may not function correctly. For these programs, go into the toggle menu and enable ROM SCANDS to use the old version, but beware of the extremely flickery display.

As previously mentioned, you can replace the built-in ROMs with your own ROMs, but because of the emulator's current architecture, there are several important constraints. You should attempt to preserve as many of the documented KIM-1 ROM routines in the same location as possible, both to enable compatibility with KIM-1 application programs, and to make sure that ROM traps do not fail or the emulator may trap routines falsely or (worse) place the PC at the wrong instruction. Furthermore, the KIMplement does not check the length of your code — be careful, as major portions of KIMplement's logic live at \$6000 and above (if your code overwrites part of KIMplement, then the emulator will panic and ask you to reload it). To replace 6530-002, your code should be 1K in length and have a starting address of \$5800 (assembled with \* = \$1800); to replace 6530-003 (the master ROM), your code should be 1K at length, must have valid NMI, IRQ and RESET vectors in the last six bytes!, and have a starting address of \$5c00 (assembled with \* = \$1c00).

#### To-do list, and known bugs

- A race condition exists in the KIM-1 ROMs where if the rubout key is released too quickly, the ROM code detects the key, but the bits in SAD are no longer set when the ROM checks for rubout again in the START routine since the key is no longer down. The TTY will then appear to be 'stuck' (actually, the ROM monitor is just in a loop). This bug is easier to trip in the KIMplement where the effective CPU speed is much slower. If the TTY seems locked up, just press INST/DEL again firmly, and repeatedly if necessary, until the TTY responds normally.

- Interval timer support is not in this version. There is no way the emulator can keep up at perfect resolution with the interval timers, since they tick by one every clock cycle and the C64's clock speed is the same approximately as the KIM's. It may be possible to simulate it with lower granularity with a Timer A IRQ in future versions, but the consequences on compatibility have not been thoroughly investigated. (Timer support is not needed by the ROMs since any routines dependent on them have been trapped, or are unsupported.) In fact ...

- ... just a general observation, RIOT emulation as a whole is very incomplete. The LEDs are only emulated in so far as their documented behaviour; and the keypad and keyboard do not set the proper lines on the RIOTs, but rather operate through ROM trapping (optimally, either method ought to work). Only the rubout key is even partially emulated in this manner, to allow TTY detection and rubout-reset to operate.

- There is no tape support. Not that it's needed for file management, since the special-menu load and save functions completely and more usefully replace it, but that it can also allow KIM to generate music (see Jim Butterfield's "Music Box" in "First Book of KIM"). Trapping the tape routines or RIOT lines to generate equivalent tones through SID may appear in a future version.

- It would be nice not to have ROM trapping at all!

#### Okay, now the goodies

- Current version 0.1 (25K). This is a .prg file runnable directly on the C64 or on any modern Commodore 64 emulator.

- Demonstration programs (2K). This self-dissolving archive, when run with a disk in device 8, will dissolve

to five applications consisting of ten individual files (Microchess is multipartite; the others are single-file). All programs are the copyrighted property of their original authors and appear here by permission of the original copyright holders. We appreciate their generosity. Please respect the author(s)' rights in your usage of these programs.

By the way, these programs have not been modified in any way other than to add a starting address, and will work on a real KIM (with the starting address removed) too.

- Addition by Jim Butterfield, reference "First Book of KIM" page 24 (Hayden). Starts at \$0200. Simple decimal adder using number keys and plus sign; GO to clear total.

- Key Train by Jim Butterfield, reference *ibid.*, page 72. Starts at \$0000. Press the key displayed. Mostly useful as a self-test. :-)

- Lunar Lander by Jim Butterfield, reference *ibid.*, page 84. Starts at \$0200. Use 1-9 to control your engine throttle (left four LEDs are altitude/fuel [press 'A'ltitude or 'F'uel to determine which], and right two is descent). Try to land with a descent speed of 5 or less. Pressing 0 kills your engine. GO starts a new game.

- Sort by Jim Pollock, reference *ibid.*, page 136. Load \$17f5-6 with the LB/HB of the starting address of RAM to sort, \$17f7-8 with the ending address + 1, and \$021f with \$b0 for descending sort or \$90 for ascending sort. Starts at \$0200. This is a destructive sort.

- Microchess by Peter Jennings, reference "Microchess: A Chess Playing Program" (self-published). Mega thanks to Paul Foerster for providing this document! This is in five files which should be LOAded in numerical order. You may also optionally load 'microchesso.bin' which is the Giuoco Piano opening for the CPU playing white. Basic play instructions, along with annotated source, are available from the Secret Weapons of Commodore. It is strongly recommended you play in Super-Blitz mode — in Normal mode on a stock 64, the emulated MicroChess may take up to 30 minutes to compute a move! See the referenced webpage for how to achieve this.

Send all bug-reports, comments, and wads of cash to [ckaiser@floodgap.com](mailto:ckaiser@floodgap.com)

Cameron Kaiser

## COMMODORE GLOSSARY

|       |                                        |
|-------|----------------------------------------|
| 64HDD | - Commodore 64 Hard Disk Drive         |
| C=    | - Commodore                            |
| CMD   | - Creative Micro Designs               |
| CPU   | - Central Processeing Unit             |
| CS    | - Commodore Scene                      |
| CSIS  | - Commodore Scene Importing Service    |
| DMC   | - Demo Music Creator                   |
| FD    | - FD2000 & FD4000 3.5" C= Disk Drives  |
| GEOS  | - Graphic Environment Operating System |
| HD    | - Hard Drive                           |
| IDE   | - Intergrated Drive Electronics        |
| PSU   | - Power Supply Unit                    |
| RAM   | - Random Access Memory                 |
| REU   | - Ram Exspansion Unit                  |
| RL    | - RAMLink                              |
| ROM   | - Read Only Memory                     |
| SCPU  | - Super Central Proceesing Unit        |
| SPSU  | - Super Power Supply Unit              |
| SVGA  | - Super Video Graphics Adaptor         |
| T232  | - Turbo 232                            |
| USB   | - Universal Serial Bus                 |
| VGA   | - Video Graphics Adaptor               |



# CONTIKI

## What is Contiki and what is it good for?

Contiki is an Internet-enabled operating system and desktop environment for a number of smallish systems such as the 8-bit Commodore 64. In short, Contiki is the software needed to access the Internet and browse the web. What makes Contiki special is that it makes it possible to do this even from really constrained systems, which previously have been believed to be too small to be able to run this kind of software.

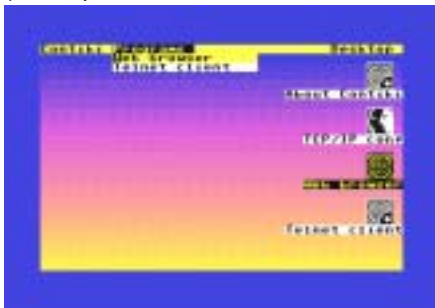
## Is this about retro or nostalgia?

No. This is not about playing old games to revive childhood memories. It is about pushing the limits and doing things previously thought impossible.

## What do I need to run Contiki?

A standard system to which Contiki is ported. In general, there are no expansion boards, CPU accelerators or extra memory cards required, not even a disk drive. An RS-232 (serial) card or Ethernet connection is required for Internet connectivity, however.

The typical system requirements for the Contiki system is about 20 kilobytes of RAM for the base functionality and about 50 kilobytes for full functionality (desktop icons, web browser, web



server, etc.)

## Do I need to upgrade my system to run Contiki?

No. Contiki is designed to work with unexpanded systems, so there is no need for megabytes of RAM or main board upgrades.

## Does Contiki require megabytes of memory, or 16-bit CPU accelerator upgrades?

No, in general, Contiki does not require any upgrades, accelerators or expansion kits.

## Does Contiki need assistance of a powerful server to reach the Internet?

No. Contiki does not require

assistance of a powerful PC or \*nix server to use the Internet. Everything (TCP/IP, HTTP, HTML, etc.) is done by Contiki on the 8-bit system.

## Is the Contiki web browser really the first browser for 8-bit systems?

Yes. While there are other programs such as the HyperLink hyper-text document viewer that allow an 8-bit system to browse the web, these programs require a powerful \*nix server to translate the Internet content to a simpler format that the 8-bit system understands. Contiki does not require assistance of a powerful server, but is fully self-contained.

There are also web browsers that claim to run on 8-bit system, but in reality require radically more powerful 16-bit CPUs and megabytes of memory. *The Wave* is such a browser.

## Is it possible to use Contiki with a modem and a dial-up Internet account? Does Contiki support PPP?

Lawrence Chitty is currently working on PPP support for Contiki.

## Is it possible to use Contiki with a broadband or DSL connection?

Yes, if you have an Ethernet card for your system, it is possible to use Contiki with a broadband or DSL connection.

## Does Contiki support pre-emptive multitasking?

No, Contiki does cooperative multitasking. The reason for not supporting pre-emptive multitasking is that it would unnecessarily increase the complexity not only of the operating system, but also of the applications that would run under it. Pre-emptive multitasking is primarily useful in general purpose multiuser operating systems such as \*nix, or in real-time systems where response time is critical.

Contiki does not fit in either of those categories.

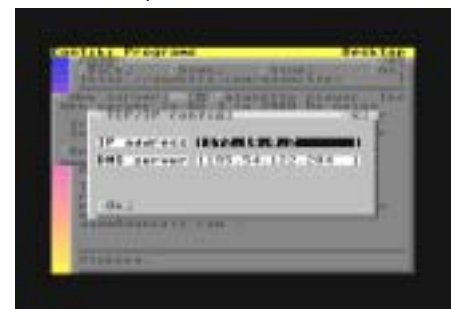
## Where does the name "Contiki" come from?

The name "Contiki" is taken from Thor Heyerdahl's famous Kon-Tiki raft. Kon-Tiki was built using prehistoric techniques in order to prove that ancient Polynesians actually were able to sail from South America to the Polynesian islands. Similarly, Contiki runs on prehistoric computers, yet it is able to do much of a modern PC

usually does.

## Are there any other uses for Contiki?

The small size of Contiki could make it useful in small networked systems which are required to be very inexpensive. Such a system could be comprised of a low-cost, low-power, 8-bit microcontroller like an AVR, an Ethernet chip such as the CS8900a, an



LCD display and three touch buttons - perhaps something similar to the Mosaic Industries EtherSmart Controller. Contiki would make it possible to surf the web from a device with only a small low-cost 8-bit microcontroller, without needing to use an expensive 32-bit CPU.

Contiki would not make a good environment for an end-user device such as a handheld PDA or a mobile GSM phone, however, as it don't have the kind of features expected from a web browsing environment of today. There is no Java, no Flash, and it even lacks support for images. Most modern handhelds, PDAs and mobile phones have quite a lot of computing power; many of them are even able to run a graphical version of Linux. For systems of that size, there are better environments than Contiki available.

*Contiki has been supplied on the CS40plus disk which accompanies this issue. It is NOT Turbo232 compatible yet - ED*

# MICROSOUND

64

I cant even remember how I came across this unit. I know it was bought very near to the release date of the hardware but cant remember if I saved for it or if it was a present. I think I saw the machine advertised in a Commodore magazine (?) or something like Sound On Sound or Computer Music, anyway..



The unit is dated around 1983 created by Autographics Ltd that at the time were based in England. The unit has full sized piano keys that span over a four-octave range with 2 connectors that plug into the joystick ports on your commodore! (WHAT! plug into the joystick port are they mad? ~ no just using cheap components to nearly get the job done, I suspect this was a cost exercise but hey it works). The unit itself is very basic a full size keyboard with a box of 2 analogue sliders on the end. The unit, lets face it, is not the best made piece of hardware or even software I have seen. The software is very slow and the screen updates are quite painful when swapping menu's. It's also not the best designed keyboard, being a chipboard box covered in black plastic with plastic keys. Although I have to say that the key action is very positive. The unit does the job it set out to do and does it well.



My software and manual are for version 2.3, the manual says that on the rear of the keyboard is a 25 way D



connector for use with additional hardware (e.g. sampler or trigger), my keyboard does not have such a connector I am now wondering if this was on a more expensive version of the unit as inside there seems to be no circuit or cables for such a connector.

The keyboard when pressed sends signals to software (loaded from tape or disk), the software then triggers the note value on the commodores SID

M I C R O S O U N D  
6 4  
MUSIC SYNTHESIZER SYSTEM  
copyright (C) 1983

Microsound Ltd  
3a Reading Rd  
Henley-on-Thames  
Oxon. RG9 1AB  
Tel (0491) 575469

chip, so, you had a maximum of 3 notes polyphony (ie: you could play 3 notes at once), the sliders could be adjusted to control user definable sound settings. For example : vca cutoff etc. I must say this was a marvelous idea, who would have thought of such a design? I have to take my hat off to the designers ~ Brilliant idea!

Sound wise, well it's just a device to control the SID chip so the sound is excellent (grin) the software could do with a revamp and as mine was on tape, you could make a drink for the 20 minutes the application took to load!

There is no copy protection on the software and you were shown how to make backup copies, lets face it, the software is useless without the keyboard plugged in the joystick ports as this is the only way to trigger sounds so copy protection isn't needed.

Interestingly (and I only just found this out while writing the review), if you copy the cassette version, its in two parts, 'msound64' which runs **sys2073**, this then loads 'RTL-64'. If the first program is loaded into memory (then without running it) is saved to disk with the same name, if you then you load the rtl-64 without running and save to disk, when you eventually LOAD "MSOUND64",8 (from disk) the program asks you if its running from tape or disk. This way the program knows to load the RTL-64 from disk or tape. I thought this wouldn't work and have been loading the program from tape all these years when I could have loaded it from disk! Oh well, its the simplest things that throw my brain, come to think of it the complex things throw me as well! Lets just say that you learn something new every day. Just think of all those 20 minutes added up, well strictly speaking its more like 10 as the program is quite small, and once the tape is running, by the time the kettle has boiled the programme is up and running.

**Drive Selection**  
1-Tape 2-Disk

Lets break the program down and see what we got for our money back in 1983.

The keyboard is four octaves complete with analogue sliders to control 2 or more user definable sound parameters. The keyboard doesn't need any form of power supply and the manual says the voltages are low at 5 volts. Not sure if this is a good or bad thing but its never killed my machine so suspect it must be ok!

To connect the keyboard you need to power off the machine, plug 1 connector marked 1 into joystick port 1 and the other connector cunningly named 2 into joystick port 7 ~ oh that's not right! ~ well it must be joystick port 2 then as that's the only one left! Sorry but its very easy to setup!

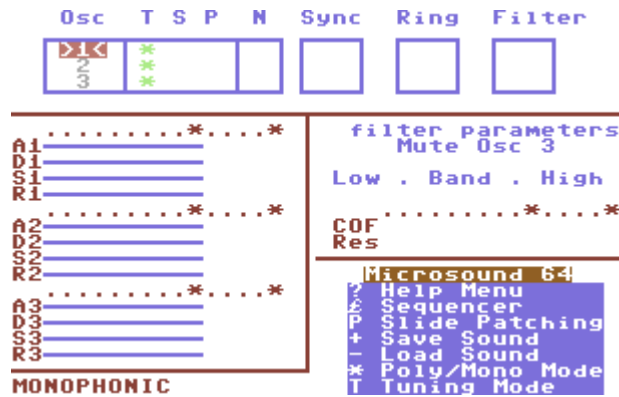
## CONTROL PROGRAM

This is the main opening screen after the credits and allows real-time playing of sound via the keyboard. You can



change the various settings of the sound for each voice Attack / Decay / Sustain / Release, etc. Also, you can apply 'Ring' and 'Filter' settings. 'Filter' can be low / mid / high. You can set the keyboard to play 'mono' (1 note) or 'polyphony' (3 notes at once). The waveform of the sound can be changed ~ triangle / sawtooth / pulse and noise. Pressing 'T' allows the tuning of the SID to a specific pitch. An example of this would be if you had 2 systems or tune the keyboard to another instrument.

Pressing 'P' allows the setup of the analogue sliders. These can control any combination of filter cut-off



frequency, pulse width or low frequency oscillation. Once a sound has been created and tweaked to perfection or even beyond and then back, the sound can be saved to tape or disk and then recalled for later use. I have to say that the sound produced can be quite effective and even by today's modern synths the SID chip can produce extraordinarily good results, often with more warmth than expensive digital systems. Although, on this keyboard, the 3 channels of sound is a real pain especially if you wanted the machine for live work. 3 note polyphony isn't and wasn't a keyboard players dream, not to mention the time waiting for sounds to load. I do still use the keyboard but I sample the sounds the unit produces ~ sorry if this offends perfectionists!

| key          | mode           | key        | waveform    |
|--------------|----------------|------------|-------------|
| c            | Osc Selection  | 5          | Triangle    |
| s            | Synchronize    | 6          | Sawtooth    |
| r            | Ring Modulate  | 7          | Pulse       |
| t            | Filter         | 8          | Noise       |
| p            | Slide Patching |            |             |
| +            | Save Sound     |            |             |
| -            | Recall Sound   |            |             |
| £            | Sequencer      |            |             |
| key envelope |                | key filter |             |
| f1           | f2             | +          | - attack    |
| f3           | f4             | +          | - decay     |
| f5           | f6             | +          | - sustain   |
| f7           | f8             | +          | - release   |
| L            |                | Low        | Pass        |
| B            |                | Band       | Pass        |
| H            |                | High       | Pass        |
| M            |                | Mute       | Osc 3       |
| c            | C              | +          | - Cut off   |
| v            | U              | +          | - Resonance |

space bar to continue

Another useful feature is a help screen displaying the various keys and there uses in the program just incase you get lost.

**SEQUENCER 1**

I have to admit that I don't use this much but here is what can be achieved or expected.

You can use the sequencer in REAL time and play back the exact same sound data as you recorded. Just tapping on the keyboard, then replay back like a tape recorder unit or you can use the sequencer in step time entering speed and duration separately. Then, played back at any speed you like and pretend you played the sounds in real time. Good for showing off skills you wish you had! The sequences could then be edited adding or removing notes are required.

**LIMITS**

Well there had to be some, you can only store 200 notes per channel. There is a command programming language to help create complex sequence patterns ~ again

I have to admit I have never used this so cant really comment, but an example of the language is

**LO4 FN5 LN20 GRO SP5**

*This would turn the screen graphics of (for faster playback)*

*Play 4 times*

*The sequence from note 5 to 20*

*With a playback speed of 5*

It's also good to see in the manual that they use the same spell checker I use (we are all human I think so please forgive us!). It's good to see that even on finished manuals had written corrections and liquid paper was used.

Something mentioned in the manual is **Sequencer 2**. I have never seen this and there are no instructions in the manual for sequencer 2, so we have to assume that this was an optional extra purchase.

I looked on the internet for more information on this machine, also on the off chance the company is still going after 20 years but you know these fly by night companies, here 1 day and gone the next! They seem to take your money and run with little backup and support or am I thinking of some other company? Anyway, all I turned up was something for the ZX Spectrum and lots of sign writing firms and a German page saying it was a keyboard for the Commodore 64. Maybe you will find more. So I think I can safely say this is rarer than the rocking horse doo doo ... Maybe you have one and didn't like to admit it? My unit is missing the box but is in every other way complete. I do remember the customer service was first class: my tape failed to load and they posted out (that day) a replacement that fixed the problem. It's a shame service like that doesn't happen today.

**VERDICT**

If you see one buy it - FULL STOP - end of story, no messing around, no turning back. Its great fun even if you know nothing about music. You can play with the sliders and produce all sorts of crazy sounds. Ok, it could do with an update to the software and please remove the red text on a white background with white border - YUCK!!

Nigel Parker M.C.P M.C.S.E.  
(c) Commodore Scene 2003  
Email nigelp2k@yahoo.co.uk

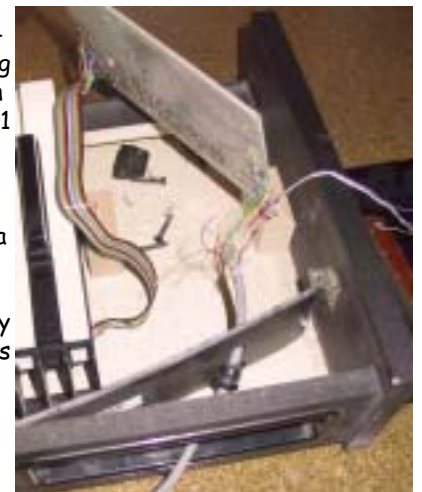
**NOW THE SAD NEWS it's DEAD !**

*~ Please can anyone help ?*

While writing this review I accidentally damaged my keyboard and would ask anyone reading this to please help me. As can be seen from the picture (foot of next page), I have pulled some of the wiring from the circuit board and have no way of knowing how this was originally fixed. I can say that when the unit is plugged into the c64 the screen starts filling up with 0's, also, when the program is loaded, 1 note is played and held (if this helps anyone perhaps one of the designers its a bit of a long shot I know but .....).

I am looking for any information or pictures as to how this was originally wired up.

THANK YOU for your help.



games games games  
games games games

# IDE64

games games games  
games games games



## Specific games for your IDE64



### Adapted for the IDE64

A mini-view by Shaun Bebbington & Allan Bairstow

3 Stooges

Defender of the Crown

Duck Tales

**Flimbo's Quest - CS2003 p74**

Hollywood Poker Pro

Hot Rod

Indiana Jones

Last Ninja 1

Lemmings

Oil Imperium

Street Rod

The Train

- Escape to Normandy

Ultima 1

**Shaun** > My first memories of Flimbo's Quest were on cartridge, the one given away with the C64-GS. For those people who don't know, the game is a horizontally scrolling platform game starring Flimbo. As for the story line, well as I have never actually read or even seen any accompanying documentation then I can't say, sorry! The aim of each level is to shoot the baddies, collect coins and collect a scroll, which then must be taken back to a magician. The coins can be spent in the shop. The game has really nice graphics and parallax scrolling.

As for the IDE64 version, it loads really quickly, even faster than the cartridge. The music is bright, as are the sprites, and the game is very responsive.

People who own an IDE64 and SuperCPU must load this game in 20mhz mode and play in 1mhz mode. The NONE optimization mode is a little more compatible. NTSC compatibility is unknown, but Allan may test this with his SX-64 at some point. (Providing that he can keep the trapdoor open on the cartridge slot.) Over to you Allan, anyway! - Shaun.

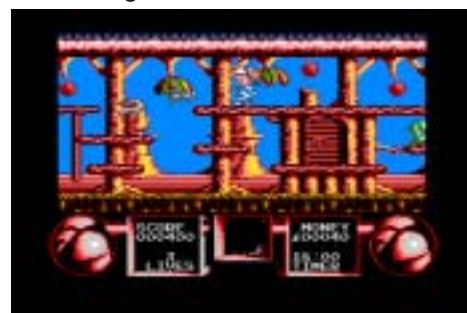
**Allan** > Okay then, lets dig out the SX64 (NTSC) and power up the game.

Well, as Shaun said, it loads in an instant and that is no exaggeration ~ I thought the cartridge version was fast until I saw this ! Don't forget that these game stay on the hard drive until needed ~ no searching for your cartridge or disk, just load up the directory and press the <RETURN> key and "hey presto !" ~ off you go !

The first screen you get informs you that this version has been cracked by **Illusion** and the IDE64 fix was done by **BiGFOOT** of **Breeze**. As with most adapted programs you get some extra options before you enter the game properly and this is no exception. You can choose to have unlimited lives/time/credit, invincibility, longer shooting range and rapid fire gun if you wish to. All very nice if you need to practice a little ;-)

Once in play, the game runs and plays as Shaun has previously described. That makes this an IDE64/NTSC compatible game, all very nice indeed. I think it is also worth mentioning that this game looks extremely nice on the small SX monitor and the gameplay is not hampered in anyway, unlike with some other games that don't transfer too well to a smaller screen. All in all, a 'must have' game for the IDE64.

*The power and speed of the IDE64 can not be over estimated, for instance, to test this game I first loaded up the CD music program. I started a CD playing, then I opened up my 'games' folder, found Flimbo's Quest and started playing that ~ at the same time it was still playing my music CD !*



**Go on, spoil yourself, get an IDE64 ! - ED**

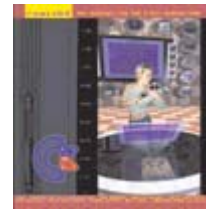
This game is on the **CS40+ disk** for those of you with an IDE64.



# << **REMIX64** vs **INSTANT REMEDY** >>



by Andrew Fisher



Two new audio CD's hit the shelves with very different ideas on how to remix classic C64 tracks. Which one should you get? Both of them!

## DESIGN

**REMIX64** is an interesting collection of tracks, with some unusual choices. Each arrangement is a tribute to an 80's act or composer; for example, RED MAX becomes a tribute to Paul Hardcastle, complete with vocals. The cover resembles the REMIX64 website, with a nice picture of "Sunflower" (Natascha Muller) cradling a C64 in her arms. The booklet also contains notes about each track accompanied by some excellent cartoons.

**INSTANT REMEDY** by Martin Andersson aims to be a modern dance album, taking some very familiar tracks and extending them with some excellent beats and fills. The cover and CD look smart in their stark black design, complete with BPM listing and greetings.

## TRACKS

**REMIX64** picks some less well-known names among it's 18 tracks - like "Rebecca", the love theme from Defender of the Crown, and Ark Pandora. Highlights for me include the excellent RED MAX, the Vangelis mix of GREEN BERET and the two OCEAN LOADER tunes. PANTHER has some atmospheric wind noises, but is perhaps a weaker track. But I love 80's synth-pop, and the various styles really suit the SID tunes from that era.

**INSTANT REMEDY** has 15 tracks, although the last 3 bonus tracks are different takes on previously featured tunes. Highlights for me are the LAST NINJA tunes by Benn Daglish & Anthony Lees, IK and IK+ by Rob Hubbard, Instant Remedy's version of COMIC BAKERY (rapidly becoming a favourite choice for remixer everywhere) and WARRIORS by Drax. In places it does sound like commercial dance acts - Safri Duo, Darude, and so on. It does make you want to get up and dance.

The major let-down is the cover of Ghosts 'n' Goblins. It starts well with some spooky organ sounds, but the main tune sounds forced and very little like the original.

## OVERALL

**REMIX64** tries to recreate the SID style without using SID", according to Neil Carr himself. The end result is an eclectic mix of styles and tunes which work well as an album. A lot of work has gone into the production, and I enjoy it enormously.

SCORE...8/10

**INSTANT REMEDY** has grown on me after repeated listens. At first, I felt it was a bit repetitive and the endings of the tunes were poor. However, now I like it more and more. It is a brave first attempt and there are a lot of good points. It sounds like a commercial dance CD, but perhaps this could be improved on - a lot of dance CDs mix the songs together to create non-stop music (a challenge for Volume 2, Martin?).

SCORE...8/10

So, I have given both albums the same score.. because I believe you should get both! We need to support the efforts of people like Neil Carr and the remixers of **REMIX64**, and the very talented Martin Andersson (**INSTANT REMEDY**).

These CDs are available from: **High Technology Publishing**

Check out the websites:

[www.c64audio.com](http://www.c64audio.com) or [remix64.phatsites.de](http://remix64.phatsites.de) or [remix.kwed.org](http://remix.kwed.org)

# The Great Divide

by Robin Harbron

(This article first appeared in the March edition of UCUGA and is reprinted by permission)

Why do people use Commodore computers? This question has many different answers...maybe as many answers as people still using the machine.

I don't know of anyone who is forced to use their C-64 or C-128. We all use it because we want to, but the motivation can vary so widely that two users separated by, say, the Atlantic Ocean would have almost nothing in common in their experience with the machine.

Many users in North America, such as many of those reading this newsletter, see their Commodore as a tool, a machine that allows them to type letters, store some files, and perhaps push the boundaries somewhat by getting on the Internet, or playing with digitized graphics and sound.

They continue to use the computer because it's what they're familiar with, and there's still enough support that they can get what they need.

Many users in Europe, such as many of those not reading this newsletter, see their Commodore as a fun hobby, a creative outlet, a common tie with many friends, a reason to get together and party, showing off their latest music, graphics and demos, and a reason to drink too much. It's the whole culture "of the demo scene" in addition to the personal challenge of pushing themselves to further excellence that keeps them using the computer.

I've called this typical Commodore fan in Europe a "user," but a "scener" would be a more accurate word. This isn't to say there aren't sceners in North America, or to say that there are no users in the PAL world, but it's clear that this division exists for the majority.

Some purely fictional Commodore users (let's call them Dale and Roland) meet up with each other on an overseas trip. Roland explains his latest demo-coding achievement to Dale: "They said that no one could ever beat this record, but I've done it 32 kefrans bars over a 256 sprite multi-plexer over IFL!, all in 256 bytes!"

Dale asks, "And what can I do with that?"

Roland replies, "Nothing."

Dale responds, "Oh. Well, I can take pictures with my digital camera and transfer them onto t-shirts with only a Commodore computer controlling all the peripherals!"

"Can't that be done more easily and quickly on my PC?"

"Well, perhaps."

These two purely fictional Commodore fans really have very little in common. Perhaps they could appreciate the

dedication that each has to the computer. Perhaps they could admire the determination that each has to push the boundaries of what this 20 year old computer can do. But that's about it. They really aren't interested in each other's end results.

When we talk about unifying the Commodore world, we should be aware of how diverse people's interests are. I sometimes hear people complaining about how sceners spend so much time coding "useless" or "dead-end" demos, when they really should be coding new GEOS applications, like a really good email client. But we have to realize that this person is coding for his or her own enjoyment and not for anyone else's.

Likewise, sceners need to realize that there are people who still use their Commodore computers productively. The question, "Can't that be done more easily and quickly on a PC?" is to them nonsensical. In their view, success is derived from extending the usefulness (and, thus, the life) of the C64/128.

For sceners, vitality is in the demo community as they continually produce new music, graphics, games, demos, and disk magazines. For users, vitality is extending the future of the C64/128 as it accesses the internet, does word processing or desktop publishing, and performs the myriad day to day chores which prove its continued usefulness.

About the only place these two groups meet and mix with one another is at the Commodore Expos. This is where they are not only able to share knowledge, but also can learn to better understand one another. Commodore enthusiasts will never be a unified community in terms of goals,

but there is still plenty of opportunity for us to help and support each another.

Robin Harbron



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# Super Fighter

Dateline : 20th January 2003

Here's a picture (main picture in the centre) I did to warm up for a pretty big C64 project coming up. It's a conversion of an old DOS game called "Super Fighter". The webmaster of the official Super Fighter site has always thought this game belonged on the C64 and now it seems it's going to happen. The SID musician is taken care of, coders willing to do this, lots of preparation has gone to it but they needed a graphician.

As my luck would have it the webmaster came across this site and emailed me.

Well, now I'm in and it seems my job will be a laborous one, yet rewarding. The same graphics can go on to be used for a NES 8-bit version & at the site, along with lots of info on the game, downloads of the original game and remake you'll also find some SF demos for NES, N64, GBA & PC-Engine!



<http://www.superfighter.com/>

<http://commodore-gg.hobby.nl/processor32.htm>



Ruud Baltissen and Gideon Zweijter are testing the selfbuild 32-bit C64 processor.

This so called **65GZ032** processor is built into an original Commodore 64 (see the picture above).

Unfortunately the test crashed when they started the Boulderdash game. They think now there's an illegal instruction or core-bug in the processor but they will keep on goin' to solve the problem.

*They will keep us all informed at their homepage (which is listed above) and of course here in the pages of Commodore ene.*

## The RARE Guide To The C64



Okay then, yes I am aware that this is some sort of RAM exspansion unit for the VIC-20.

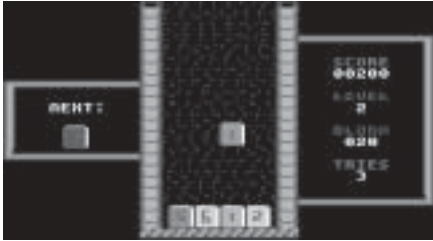
What I and Paul Island (who in this picture) want to know is who made it, what are the specifications, how old is it, etc.

Any information will be printed in a future issue.



*CS40 coverdisk  
Compiled by Richard Bayliss*

After days passed through, and you been busy chomping away at Capture 2 and Super Pac Twins & the 1K games, etc. Another cover disk is here this issue. And you would not believe this, but like last issue, this issue's cover disk has been invaded by games :o). We do have demos and tools as well.



### Switch It!

By Richard Bayliss

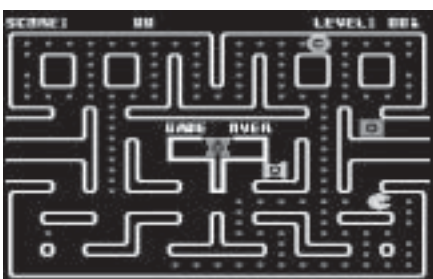
Some of you might like this game, and some of you might not. This is a strategy game, where you are dropping numbers. You need to match the falling number. If you match the number you will score points and come closer to the next level. Fail, then you lose a life. The numbers on the bottom blocks also change :o)



### Lightcycle 2

By Larry Anderson

This is a 'Tron' clone. The idea of this game is to mark your path while moving, and try to block the drones that also try and stop you. If the drones are blocked then they will crash and vice-versa. This is a 4 way scrolling game and is quite addictive. If you liked what you seen then why not visit <http://www.portcommodore.com> :o)



### Snackman

By John McCarthy

This is a PD Pacman clone. Guide Snackman around the maze eating pellets, but watch out because he gets chased by all those shapes. There are flashing power pellets that will make our Pac fellow be able scoff them shapes. Once you collect all the pellets, you will move on to the very next level.



### Co-Axis

By Cosine

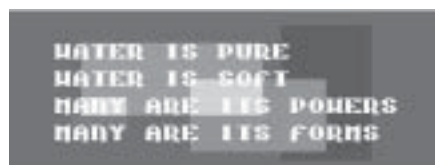
This is a very old, but pretty cool blaster, written by TMR/Cosine. Your mission is to fly safely through all the ten zones destroying those nasties, and also having to avoid collision with the scrolling background. This game was downloaded from <http://www.cosine.org.uk> - Check out the Cosine web page for more games and demos.



### Circletwist

By Bros

This is a classic demo, written in the late 1980's. Here is how a demo should really look like :o). Sprites, and a scrolltext. I was going to add Circlesque II to the cover disk as well, but it had some very bad swearing symbols, so I decided to leave it. It is a great demo, I have to admit.



### Water

By Nightlord/Aesrude

This is a single-file demo, which was written and presented live at the Forever Party 2003. The demo shows

all those effects, wobbles and of course a bit of poetry. Reminds me a bit of some of those classic demos which were written in the late 90's by Lepsi.



### Circlesque

By Stoat and Tim

Last issue I gave you all something useful by Stoat and Tim. This issue I give you a short-filed, but long entertaining sprite sinus demo called 'Circlesque'. This demo features more than 20 different sine effects and also features three sound tracks composed by Martin Galway and Rob Hubbard. This is an enjoyable demo.

### Funplayer

By Oswald/Coma

Music to my ears. Well, this is a cool music player which shows effects, while playing. So get a ripped tune or composed your own tune. Set up the music parameters and then play the music.



### HIV Expert

By Nipson Prods.

If you seem to have problems with disk HIV viruses, then here's a program for your 1541. It is a virus scanner. Insert a disk, scan for viruses and knock all viruses dead. At last!

### Star Noter V2.5

By Quiss/Reflex

It is a note writer, but set in space. You can create your own messages, customise your own colours (including starts) and play music. Unfortunately there is no option to disable the editor when you write your own notes :o).

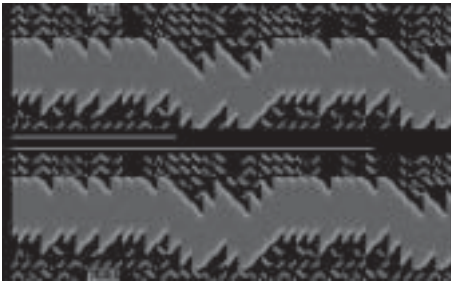
### Picture Fader

By Grize/Shazam

This is a utility that can add fading effects to your picture for when it appears and disappears. you

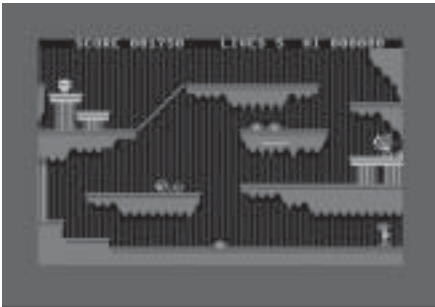


can also edit the colour data for the fade.



### Hyper

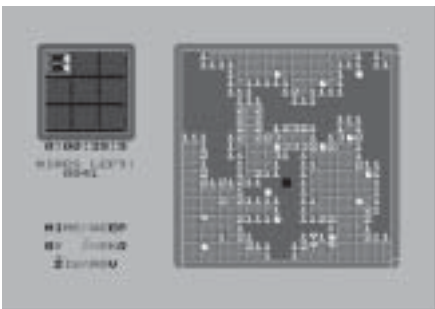
By Silverfox/Arts of Darkness  
Wanna race? Well now you can race. You control a dot which has to fly through the deadly cavern. It is boring racing against computer, but racing against an opponent is even cooler! Music is by Eco/Excess. You can also visit the Arts of Darkness web site at <http://www.artsofdarkness.de> :)



### Indiana Jones & the Golden Head

By Tomi Malinen and released by Laxity

This is a game, written using Mastertronic's 'Games Creator'. Control Indy through the deadly cave, where snakes lurk, rocks fall and a tribal warrior shoots his bow. Jump on to the platforms inside the cavern and then collect the golden head to advance on to the next level (which will be faster).



### Minesweep

By Zarko Zivanov

This is a 'Mine Sweeper' clone, and is not a bad one either. Place your cursor on to the screen to try to empty the grid from mines. But watch out else - BOOOOOOOOOOM! Ha, ha. You can also adjust the size of the grid and number of mines, to make the game even more tougher to play.

### Domine

By Zarko Zivanov

This is a Dominoes game, which was



written in a foreign language. The idea of the game is to place your dominoes into the correct places. You can also uncover new dominoes and play joker. Once you filled the screen with dominoes you complete the level. You have to race against time. There's also an options screen in game. Move your arrow to the options. These are as follows:

**Jokera** - Play a Joker (Place the joker anywhere, linking an existing domino)

**Krak** - Give Up (Will take you back to the title screen)

**Izlaz** - Pause (Pause the game)

The game may be foreign, but it is straightforward to play.

Zarko's games were downloaded from <http://www.redizajn.sk/tnd64>.



### BOH It Stinks!

By Plush Design

This demo was reviewed in Commodore Scene in the past, but now you get to see the demo. This demo is an amazing production, featuring various effects, and none of that plasma routine either. Great music and also a single-file demo. Good stuff.

### Digitizer One

By Dutch USA Team

This demo cannot be loaded from the CS menu, due to the depacker. It appears that it is not compatible with the CS menu. This demo features sampled sounds. First you are presented with a weird intro with some discordant sound (which we all love to hate), then press space, turn up the volume and listen :o)

### Electric Cafe

By Ash & Dave

Weird, I have to admit. What? Yes,



this demo is weird, but it is cool as well. Yet again turn up the volume and listen to the digitised sampling, which good old Ash & Dave done. I dug this demo from <http://www.c64.ch>.

### Countdown V3.0

By Peter Weighill/ICPUG

This is a small handy boot loader maker for any programs you create. You can edit the screens, colours, etc following screen prompts. You never know. I might use this on Super Galaxys full game, once finished :o)

### Hires 2 Multicolour

By Chico/Civitas

Convert your own images from Hires to Multicolour and vice-versa. Quite handy for logo charsets, etc.

Well that wraps up this issue's Easter egg. Unfortunately there's no chocolate cream egg free with this issue, as it would have melted in the post anyway.

On the next issues coversik there might be some more neat games. Including some by Jeff Minter, but it is not confirmed yet.

So until next issue. Enjoy the coverdisk, and share your easter egg with someone. Me (very funny!) ;o))

## CS40+

CS40+ cover disk  
Compiled by Allan Bairstow

Hi Gang, some extra files could not be supplied in time for the normal coverdisk so here is an extra disk (free) which some very nice items on.

### Vision 2003 and Catalogue

- two files from Protovision.

**3DPOOL/SCPU** - see page 69

**3DPOOL/REM** - see page 83

**Kimcurrent** - see page 70

**Contiki** - see page 73

**Flimbo** (ZIP file) - see page 76

If you receive the 3.5" version of the coverdisk then you will also get two extra versions of **Contiki** to play with. These are the same program with different colour schemes.

# MUSIC SCENE

By Richard Bayliss

Last time in Music Scene, we were last left off creating various sounds, but we did not finish at that stage, so now here's the next part in the tutorial. So this issue we are going to play around with more sounds, including making some drums. :o)

After getting used to various sounds, we are going to start to go a little further into the music making scene. Before we actually compose any sort of music, using DMC V5.0 player, you cannot be without certain sounds. The next sounds which we are going to create is our own drum kit. As usual, in the sound editor, let's find the next blank sound, indicate attack decay (AD) as \$08 and sustain release (RS) as \$00, indicate the waveform table to jump to \$12 and pulse table (PU) to jump to \$05 and then follow the example below.

#### The Wave Table:

```
1 2  8 9 F F
1 3  4 9 0 B
1 4  4 9 0 9
1 5  0 9 0 0
1 6  9 0 1 5
```

This was for our first drum. As you notice, we mix our sounds, to make it C64 drum-like. At first you will find this task difficult, but it will get even more simpler once you have got used to this. Now lets create our own pulse table.

```
0 5  0 8 0 0
0 6  0 0 0 0
0 7  0 0 0 0
0 8  9 0 0 6
```

Here we are, our first drum. We have another drum to create, which should be simple enough. Find the next blank sound and then set the wave form to jump to \$17 on the wave table, copy the pulse table as above, set the attack/decay as \$09. Now follow this example for our wave table.

```
1 7  8 9 F F
1 8  4 9 0 F
1 9  8 1 F D
1 A  4 9 0 D
1 B  4 9 0 B
1 C  8 9 F F
1 D  9 0 1 C
```

That's our second drum complete. We are nearly ready to get started using the track and sequence editors for composing music, but before you get started, try and experiment more creating sounds, etc. If you want to create your own filter tables, then use the same method with the pulse tables, and set up your own filters for your sounds. These filters wont work unless you set the filter in DMC V5.0's sequence editor, but we will be taking a look at this later on :).

#### Making our first piece of music

If you remember taking a look at the DMC V4.0 tutorial, you would have familiarised yourself with the track editor. DMC V5.0's track editor is -exactly- the same. No instructions really needed to on how to use the track editor, except for use SHIFT+ENTER/RETURN to enter the sector editor. You probably have the instructions with DMC V5.0 on how to access these editors ;o). Now let's do a small piece of music, to get you started ;o). Go to sector \$00 and enter the following:

```
SECTOR    0 0
0 0  DUR . 0 3
0 2  SND . 0 1
0 4  D - 3
0 5  D - 4
0 5  D - 4
0 6  D - 3
0 7  D - 4
0 8  D - 4
0 9  D - 3
0 A  D - 4
0 B  END
```

Now let's edit sector \$01: this is where we have the drums and bass. xx will represent drum 1 and yy will represent drum 2

```
0 0  DUR . 0 3
0 2  SND . xx
0 4  D - 2
0 5  SND . 0 0
0 7  D - 2
0 8  D - 3
0 9  D - 2
0 A  SND . yy
0 C  D - 2
0 D  SND . 0 0
0 F  D - 2
1 0  D - 3
1 1  D - 2
1 2  - END
```

Now we have two sample, we'll leave the third track blank, so you can experiment with the sequence editor. This tutorial is only for DMC V5.0 beginners and will be updated later on, probably in a couple of month's time. :o)

Now let's play with the track editor and make the two sequences sound like music.

```
TRACK 1    TRACK 2    TRACK 3
0 0  TR+00  0 0  TR+00  0 0  -STOP-
0 2  -- 01  0 2  --- 00
0 3  -- 01  0 3  --- 00
0 4  -- 01  0 4  --- 00
0 5  -- 01  0 5  --- 00
0 6  TR+03  0 6  TR+03
0 8  -- 01  0 7  --- 00
0 9  -- 01  0 9  --- 00
0 A  -- 01  0 A  --- 00
0 B  -- 01  0 B  --- 00
0 C  TR-02  0 C  TR+02
0 E  -- 01  0 E  --- 00
0 F  -- 01  0 F  --- 00
1 0  -- 01  1 0  --- 00
1 1  -- 01  1 1  --- 00
1 2  TR+05  1 2  TR+05
1 4  -- 01  1 4  --- 00
1 5  -- 01  1 5  --- 00
1 6  -- 01  1 6  --- 00
1 7  -- 01  1 7  --- 00
1 8  END!   1 8  END!
```

There you go, a 2-channel piece of music. I was going to add more, but there really is no point, because this is a tutorial to get you all started using DMC. Anyway, here's some more interesting things before I leave you experimenting using DMC V5.0. :)

You have understood the basic bits using DMC V5.0. Now we shall go into the harder parts on using the DMC music editor V5.0. I'll show you how to use a music packer later on, but first of all let's familiarise ourselves with the sector editor a little more. You may notice that we only used simple commands, but you can also use other commands, such as VOL.xx, which is volume (Shift+V), SWITCH (Shift+X) ADSR.xx (Shift+Y)FILT.xy (Shift+F), FREQ.xx (Shift+Q) and -GATE- (£), -GLD.xx (SHIFT+G), SLD.xx(SHIFT+S). When you add a filter to your sounds, you must use track 3 for the particular sound to work a lot more properly. What you do is add the sound no, read from the sound table, then you at FLT.xy. You may wonder why I added xy. This is because 'x' represents the filter type (use 1,3,4 or 5) and



'y' represents the volume of the filtered sound. After using filter command, you can add a note. Also when using filtered sounds, you can add a frequency filter (FREQ.xx). You can use any value for the frequency sounds. ADSR can also do cool effects in your sounds.

To stop a note from playing, we use the -GATE- command. You can use -SWITCH- to add some effect to your sequence. You can also use the glide and slide commands (GLD+SLD) to make your note slide.

When you are composing music, you have to be extremely careful, because if the duration of your sounds do not calculate up to the same value, your song will go out of tune.

#### The Dmc V5.0 Packer

There are two different sorts of packers for DMC V5.0. There is the original packer by Graffity, or the DMC V5.0 packer by Iceball/Motiv8. These two packers will raw DMC music files and then will pack these to a smaller size (just like an ordinary cruncher and packer). Don't attempt to use a cruncher or different packer for these tunes, else you'll just get a load of garbage in your machine code memory. If you use Action Replay, then I recommend that you use the GRAFFITY version of the packer, else if not. Then you can use Iceball's DMC V5.0 packer instead.

To use GRAFFITY packer, using Fastload or BASIC, load the packer like you normally load a normal C64 disk program. Next load your own music file like you do in BASIC, then enter M/C monitor and type G \$2E00. Once done, wait a few secs then enter the address where you want to load your packed music. I recommend you use \$1000 as start address so you can use the tune on various PD utilities, such as Oldschool Demo Makers, Note Writers, etc. Once done, your tune will relocate and pack to the address. Now save the tune, and play it (init \$1000, play \$1003) in your own programs or PD utilities ;).

To use Iceball's DMC V5.0 packer, load from BASIC, enter loadname and then enter the address to pack to (\$1000), wait and then save :o). Easy

That ends out DMC V5.0 music composing tutorial, until the next part of the tutorial. In the next part, we look at the usage of filters in our sounds.



As this issue contains the SuperCPU version of this game (p69), I thought it would be nice to include the excellent REMEMBER version too.

Why?

Well, two reasons really. (1) REMEMBER do an excellent job of bug fixing and enhancing games and (2) this version contains the instructions!

Obviously this version only works on the stock c64 which means we can all play it!

-ED



## THE GORDON HOUGHTON INTERVIEW

by Andrew Fisher

From the strange cartoons to the cryptic comments in reviews, the Gordon Houghton editorial era on ZZAP! 64 was a breath of fresh air in the computer magazine industry. All these years later, Gordon agreed to do an interview with me by e-mail. This is the result.

**Q1. Please tell us a bit about yourself.**

I'm 37. I live in suburbia in Oxfordshire. I write books for half the day, and look after my son, Sam, for the other half. I have my own website: The Burrow (<http://www.the-burrow.freemove.co.uk>). I still love playing games.

I'm currently playing against like-minded retro fans in the Llamasoft Lleague. I've bought every Nintendo console ever produced, and think Zelda: Ocarina of Time is the greatest game ever made. I still have all my own hair. I'm crap at tenpin bowling.

**Q2. When did you first get a C64?**

In 1985, for my 20th birthday. Not my first computer: I had an Atari 2600 before that, but the C64 was the first one that really made me go "wow!"

### Q3. How did you become editor of ZZAP! 64?

I begged Newsfield for a job after leaving college, and was originally assigned a staff writer's post on CRASH. However, since I'd hardly any experience of Spectrums, I didn't leave Julian Rignall alone until he offered me a job on Zzap! As everyone who read the magazine over any length of time was aware, Zzap! had quite a high turnover of staff; and after about six months both Jaz and Steve Jarratt had left. It was then a toss-up between Paul Glancey and me as to who would fill the post. I came up heads, or grovelled more to the management, I don't remember.

### Q4. What was it like, working on a games magazine? Any funny stories?

That's two questions at once, you sneaky interviewer. It was easily the best job I've had working for someone else (you can't beat working for yourself)... It was hard work, but I hardly noticed it because, basically, I was doing two things I love: playing games and writing. Every month had its own pattern, starting with planning the next issue, thinking up exciting or stupid ideas for features, getting through the games reviews (the best part), arguing over the amount of colour we could have in the magazine, and eventually getting sacked :). There weren't so many funny stories as such — it was simply continual "fun". A great job.

### Q5. Your "team" left the magazine very suddenly. Could you tell us what happened, and what you think about it now?

I'm still not completely sure. There were the above-mentioned arguments about colour, and the direction of the magazine, and management style, and what aspects of the monthly budget we could be responsible for; and in any case I'd already told the management I planned to leave by Christmas of that year — which in itself might have ended in the redundancy which eventually happened; but I maintain to this day that I have no idea why Maff Evans was sacked. He was a nice guy, good worker, and smart. Maybe they didn't like his taste in music.

As for what I think about it now... None of it really matters any more. I felt intensely then about things which wouldn't bother me now, and if I were to go back to that job I'd try to be more mature about my (sometimes difficult) relations with other departments and the management team. That said, I don't think \*they\* were very good at managing young men, at channelling their enthusiasms and energy into productive directions, and when problems arose the solutions were often terminal. We both could have done better.



### Q6. When you left ZZAP!, what did you do next?

I went freelance, working mainly for EMAP and Future. More of the same, really: games reviews and features. My favourite magazine of that time was The One: it was, and remains, my ideal of what a games magazine should be.

Eventually in my late 20s I drifted into writing books

(<http://www.the-burrow.freeserve.co.uk/novels/novels.html>), and my last games job was for PC Gaming World, about five years ago.

### Q7. Your Internet site "The Burrow" is excellent, with lots of information on the C64 and ZZAP! Tell me, why did you decide to use TAP files for the games?

Well, some of them are TAP files, but most should be d64 or t64 files...

Unless I've uploaded the wrong ones... (hurries off to check). Nope. Only a few are TAP files. Actually, if anyone's looking for a really authentic C64 retro experience, they should try the TAP format — you can find some links on my site to various sources — because they replicate the colourful turbo-loading screens you don't find elsewhere. I was always impressed with the Paradroid loader: you don't get that anywhere else but in a TAP file.

### Q8. How many people visit the site? And how many people help put it together?

Sadly, I put it together all by myself. I don't know how many people visit, exactly: I don't have any logging on the server and have never bothered with a web counter. I've had over a hundred entries in the guestbook, though, and probably three times that number in emails, so the number of visitors is probably somewhat greater than that.

### Q9. What are your plans for the future of the site?

The main sections — my books, personal details, Zzap! and C64 — are pretty much sorted out, so I'll just be updating them from now on. I usually put something new on every month, even if it's just some new C64 High-scores on the Scorelord page (<http://www.the-burrow.freeserve.co.uk/zzap/scorelord/scorelord.html>).

Apart from that, someone has just sent me a dissertation on self-injury literature which I'll be putting online in June, along with some pictures of our new baby, if everything goes OK.

And I'm always open to ideas for new Zzap! pages — so if anyone has any suggestions, they're welcome to email me.



**Q10. Your partner, Kati Hamza, also worked on ZZAP! Is she still as zany and mad as she was back then?**

Unfortunately not. She had a humour bypass almost a decade ago, and she's hardly laughed since. It's a very distressing story, which I'd rather not discuss in any more detail.

**Q11. What did you think of the "new" issue of ZZAP! that was created recently? Were you happy to be involved?**

I was ambivalent about it to begin with: there was an awful lot of work involved in editing and writing (and compiling the Top 10 C64 games of all time)... But when we were getting towards the end, and particularly with Craig Grannell's excellent design, it all seemed worth it. I think everyone involved can be proud with what they achieved: it captured the flavour of the old Zzap! and mixed it with modern features and reviews. I'd like to do another one sometime, if there's still interest in it... But not just yet. :)

**Q12. What is your opinion of modern games magazines? Would you still like to work on one?**

I think they're pretty much as they were when I was involved with them: some are excellent, some are OK and some are rubbish. The big difference is they're \*all\* in colour, they're \*all\* glossy and professional, most have cover-mounts, and they're all edited to death. Also, apart from a few notable exceptions, I don't think there's as much freedom now to express a blunt opinion: too many reviews end up giving games 80% when they should be getting 60%, and too many instant classics are good games inflated beyond their worth. A very few of them have that magic that the old magazines had, a sense of honesty and naivety, and an intimacy with the people who were designing the games you reviewed; but as the gaming industry as a whole has become more commercial, so have the magazines, and that admirable naivety has been lost.

**Q13. How has the games industry changed over the years? Do you feel that there is still the innovation & new ideas that were there in the 1980s?**

It's a complex situation. I think the reason why people think there isn't any innovation now is because

so many games get cloned. Doom was successful and spawned hundreds of FPSs. Warcraft, Command and Conquer and Age of Empires spawned dozens of real-time strategy clones. The FIFA 98 (or was it 97 or 96?) franchise churns out games every year. It's a

cynical and exploitative process, which makes money for producers but makes you feel as a consumer as if you're being used. Having said all that, there are games on all formats which are genuinely great, and genuinely innovative; but trying to think of one immediately is illustrative of the way in which the gaming industry has changed. If you asked me which C64

games were innovative, I could come up with a dozen straight away: Paradroid, The Sentinel, Alter Ego, Ballblazer, etc, etc. Now it's mostly about licences, sequels, and clones, with very rare products, such as the original Baldur's Gate on the PC, or Banjo Kazooie on the N64, or Super Monkey Ball on the Gamecube, being genuinely new ideas. And having said \*that\*, Super Monkey Ball is like Marble Madness with a monkey — so maybe we are just running out of ideas...

### What is your favourite?

> C64 game of all time ~ *The Sentinel*  
> C64 music ~ *Delta*  
> C64 programmer/software house  
~ *Martin Walker was an underrated programmer and produced one of my top 5 favourite games (Hunter's Moon), but Archer Maclean has an unblemished record: what he creates is always top quality. As far as the software house goes, I always had a soft spot for Hewson.*

### OK, now for the one-filers (short questions to provoke your response)

**C64** ~ The finest computer of its day, and still a magnificent piece of hardware.  
**Emulators** ~ Brilliant — one of the best reasons for owning a PC.  
**Reviews** ~ Not as good as they used to be. Or maybe I'm just an old, sad, nostalgic git.  
**SID** ~ An amazing chip, the reason I bought a C64 in the first place.  
**Your job** ~ What job? I don't have anything that fits the description.  
**Computer freaks** ~ Well, I'm one of them so I'm not going to criticise them, am I?  
**E-mail** ~ Friends.  
**The Internet** ~ Pleasure, information, and contacts.  
**Windows** ~ Doors.  
**Pen-friends** ~ Good friends.  
**Your favourite meal & drink** ~ Cheese fondue / Coke  
**Your life** ~ Mostly harmless.  
**Your past** ~ I live in the present.  
**Your future** ~ See above.  
**Being interviewed** ~ I'm too vain to refuse.  
**Year 1982** ~ I was 16 and deeply unhappy.  
**Year 2003** ~ I'm 37 and deeply happy.

**Q14. Have you ever programmed a game? If you could develop/design your ideal game, what would it be like?**

Nope. I'm crap at programming. If I were to design my ideal game, it would have the narrative qualities of *Zelda: Ocarina of Time*, the graphics of *Metroid Prime*, the characters from *Animal Crossing*, and the racing sections from the SNES version of *Mario Kart*, with a bit of *Warcraft 2* thrown in.

**Q15. Retrogaming is very popular. Do you still play old games?**

Just a little :) I've got just about every emulator going (nice, because I gave a lot of my old consoles and games to charity shops), and barely an evening passes without playing a game on one old computer/console or another. Current favourites include *Tetris*

*Attack on the SNES*, *Robotron* (MAME), and *OIDS* on the Atari ST.

**Okay, now it's time for the greetings! Who would you like to give a "wave" to?**

My nephews Jamie, Ricky and Alex; and everyone who knows me at Lemon, the Llamasoft League, and The Burrow.

**Now you can add any questions I forgot to ask?**

Q: Are you still a fat b\*\*\*\*\*d? ~ A: No.

*CS: For the benefit of the CS readership can you please introduce yourself.*

**DM:** My name is Dave Moorman. In the real world, I am a United Methodist Clergy, serving three churches in southeastern Colorado (a long, long ways from the mountains. Here the land is flat, brown, and plenty of it!). Sheri and I have been married for 32 wonderful years, though there is one we don't talk about much! Our only son is married, lives in Corvallis, Oregon.

I began hobby programming in 1979 when my TRS-80 Model I arrived. I discovered Commodore in 1986 after graduating from seminary and beginning full-time church work. My first system was a C-128 with 1581 and a daisywheel printer. I moved to the C-64 when the switch on the 128 became flakey and 64 mode was all that would boot. About that time, I also got a copy of The Complete Commodore Inner Space Anthology, from which I learned ML.

My first publication in LOADSTAR was on issue 107 — April 1993 — a transcontinental railroad simulation entitled "Sea to Sea." After that, a half dozen programs made it onto the disk during the next year.

*CS: Apart from Commodore computers, you must have other interests?*

**DM:** Theology is one of my favorite subjects (obviously), along with philosophy. I wanted to become a great filmmaker back in the early '70s, but Spielberg and Lucas beat me to it. I also compose music and play piano. I am something of an artist — but not anything to take to the bank. So programming is very much a renaissance man activity for me.

My wife and I love to travel — across the US or anywhere whenever we can afford it. I have been in 45 of the 50 states, England, Israel, Kenya, Netherlands, Belgium, France, Germany, Hungary, Romania, and Russia. No long in any one place —



## David Moorman



## LOADSTAR

<http://www.loadstar.com/>

but I have some great videos! Right now, we live right along one of Amtraks few passenger rail lines. So I have this fantasy (impossible dream, considering my bank account) of getting on a train here and traveling around the world by rail and air.

*CS: How long have you been in control of Loadstar?*

**DM:** "Control" is an overrated word! In 1999, with Fender Tucker's blessing, I began a LOADSTAR-like monthly for Windows computers — called eLOADSTAR. We published during 2000. I was on Family Health Leave while Sheri and I took care of my parents; Dad's cancer went terminal. The eLOADSTAR work was a great focus for me at the time, and I learned how to do such a magazine.

Fender and Judi decided to persue other interests, ending their LOADSTAR issues with 199. Sheri and I saw that we could handle the work — both editing and distribution — and offered to continue the LOADSTAR tradition. We officially began in January of 2001, with issue 200. Fender and Judi continued to help out that year, then turned it all over to us in 2002.

*CS: Is it easy to fill and compile Loadstar?*

**DM:** Sometimes an issue will simply fall together. Other times, I wonder what we will do next. I spend some time scrounging around the Web looking for interesting C-64 software. LOADSTAR is still a commercial operation, but now is more of a fanzine than a real enterprise. Therefore, I am not nearly as concerned about old, unsupported copyrights as LOADSTAR was back in its heyday.

I also keep going through the 199 back issues, discovering software that is still exceptional and interesting. I do a little programming myself — as the muse insists. I also like to bring pictures into the C-64 world and do slide shows and other graphics presentations.

AND — like monthly miracles, submissions arrive from home programmers. Our only pay is free issues and back issues, so I know it is difficulty to get financially excited. But we have guys and gals who are programming for fun, and want to share it. That's what LOADSTAR is about — a place to premier almost any software.

*CS: When and why did you become a Commodore user?*

**DM:** I graduated from seminary (St. Paul School of Theology, Kansas City, Missouri) in 1985. In our denomination, clergy are appointed to churches, and I was sent to Craig, Colorado — in the northwest corner of the state. I realized my old TRS-80 with a cassette tape recorder was NOT going to help me with the work of a real church. I was looking a various computer magazines, and noticed that all the GAMES were all ported to the C-64 platform. Then I saw a daisywheel printer that was Commodore ready. That cinched it. I got a 128 because it's BASIC was more like the TRS-80's Level II Basic (both by Microsoft).

I mentioned above about the flakey switch. And with ML, I found the straight-forward architecture of the C-64 much more appealing than the 128's great puzzle! Besides, I was quite addicted to the VIC II screen, and



underwhelmed with the 80-column 128 screen. So anything I might do on a 128 in 40 columns could be done on a 64. Then I discovered LOADSTAR!

(Am I rambling?) ~ No ~ ED

I first got into LOADSTAR in 1988 or 1989, with issue 56. Three things impressed me. At the time, we lived in Genoa, Colorado (home of the famous "See Six States Tower") — a long

way from any telecomputing node. LOADSTAR had the look and feel of what I imagined being hooked to QLink or Compuserve must be like. Unlike disks that came with Compute! Gazette or other "rag mags", LOADSTAR created a unified environment, an interactive network of text and programs. When you quit a program, the LOADSTAR menu returned (usually — unless you were warned).

But mostly, unlike the rag mags of the time (being, in essence, commercial consumer magazines whose purpose was to provide eye-balls for advertizers), LOADSTAR did not insult my intelligence. Often, the technical information went so over my head, I was obliged to learn more! I was challenged to more complete programming, using all the features of the machine that I could.

Some 50 issues later, I had a game which I thought was LOADSTAR quality. "Sea to Sea" was my answer to a PC game ("Railroad Baron", I think).

*CS: What was your first Commodore set up?*

**DM:** A C-128, 1571, black and white television set (hey, I had graduated from a TRS-80 which didn't even have lower case letters, let alone color!), and a Blue Chip Daisy Wheel printer.

*CS: How does your set up compare now?*

**DM:** Almost the same :-). I have had a 128, 128D, SuperCPU, even a



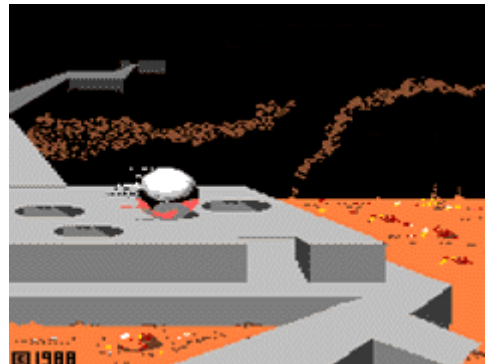
RAMLink, and JiffyDOS (of course). I also had a Stereo SID cartridge and a MIDI interface. But during 2000, I found VICE for Windows. I went to emulation

because of Order, Convenience, and Speed.

If you could see my "office," you would understand the "Order" challenge in my life! What a mess! But disk image files on a hard disk don't get lost!

Two MS-DOS programs contribute Convenience: 64Copy and 1581Copy. 64Copy lets me move files between disk images in

seconds rather than minutes. Once I have the material for an issue brought together in a sub-directory, laying out an issue takes about a day or



two. 1581Copy is how I bring disk images into the PC, and make all our 1581 copies — in just 90 seconds each.

VICE (and other emulators) have very quick disk access

times. In fact, for awhile, I was ignoring our 1541 subscribers and their long waits for loads. So I got an XE1541 cable and connected my C-64 to my PC. I developed a browser program for Nick Copland's 64HDD, which simplifies navigating the drives and copying. I now check my disk images with my real C-64 before shipping an issue.

*CS: Are you a games player?*

**DM:** I play some games — but for me, the ULTIMATE computer game is programming. And the the C-64, almost all you need is an assembler, a good memory map, and some gray matter between the ears!

Over the years, I have tried a great number of eclectic projects — many of which wound up on LOADSTAR. I even wrote a wide-screen, real-time 3-D engine. But it required the SuperCPU for 10 frames per second, so I laid it aside (and subsequently lost it in this mess!).

*CS: Getting subscribers in the UK for CS is hard, how does that compare to Loadstar in the USA?*

**DM:** We are riding the wave right to the beach! We pick up a new subscriber now and then, but our numbers are dwindling. Our greatest cause of ended subscriptions is death or disability. Many of our loyal LOADSTARites

are retired fellows — engineers and others who discovered the C-64 and found it is still enough computer for their needs. Also, I believe some of our people just enjoy what the C-64 can do — simple but challenging games, incredible demo effects, music, art. The C-64 is an entertainment machine, and LOADSTAR provides entertainment.

*CS: Do you have any plans or projects lined up for the Commodore or Loadstar?*

**DM:** Our major project for 2003 has been the construction and marketing of what we call "The LOADSTAR Home Tower." There is some history here: Back in 1989, Fender Tucker wrote about working in the Mighty LOADSTAR Tower, a grand edifice not unlike the Time-Life Building in New York City. For convenience, he set the height of the Tower to whatever issue was current. So the Tower

grew to an incredible (today) 221 floors! When Sheri and I took over, we carefully disassembled



it (using "Rick's Disassembler" from issue #86) and moved it to Holly, Colorado.

In 2002, I found out about Nick Copland's 64HDD, downloaded it, got an XE1541 cable, and (excited hoots!) got it to work. Just about then, Fender brought out the "Compleat LOADSTAR" on CD-ROM. I also knew you at CS had some CD-ROMs for Commodore folk. I also had some requests for ALL the back issues of LOADSTAR on 1541 or 1581 disks. The thought of copying 4 sides of 199 issues scared me silly! Besides, the money I had to charge zoomed to several hundred dollars.

A PC-guru friend and I were talking about it and realized that I could put together used PC's with healthy sized hard drives, floppy, and CD-ROM for about \$200. The unit would include all 199 back issues on the CD. I was thinking about "desktop" PCs, but my friend mentioned his "tower" PC — and the idea struck. Here is a TOWER, a home version of the mighty, mythical LOADSTAR Tower, packed with thousands of programs, ready to run on a C-64.

We found two bottlenecks in our plans. First, the cables came from Hungary — Joe Forster. Second, our nearest used computer store is in Denver (240 miles — 386 Km) and their supply of Pentium 160Mhz machines got a little spotty.

But we are now checking out the 24th order and will ship soon. We also made the CD-ROM available for those who want to build their own Tower. The CD-ROM does it all — installs 64HDD, sets up LOADSTAR's on the C: drive, and installs 64HDriver, my own browser program for 64HDD.

When I began, I figured I would build about 20 units — which we have. The LS Home Tower (as with 64HDD without PowrLoader) is about as fast as an unJiffyDOSed 1581 or CMD

### One-filers ! (short answers to short questions)

**c64** — All the computer you normally need to take!

**emulators** — not the real thing — but that is both good and challenging.

**reviews** — only when provided by a publication that is not selling the item or selling advertising space to the sellers of the item.

**sid** — Being overshadowed does not necessarily mean obsolete. The chip is still a miracle!

**your job** — I am the luckiest guy in the world. With the exception of year-end reports and income tax, I do exactly what I want to do!

**computer freaks** — After attending the 2002 Chicago Expo, I cannot stereotype computer freaks — at least in the C= world. I met workers and retired, kind of wealthy and kind of broke, young and old, male and female and otherwise. Each has a different reason for enjoying the C=.

**e-mail** — The only way to correspond. I'm getting tired of junk mail — though I get a kick when my wife asks, "What would you need one of those 'expander' things for?"

**the internet** — A careful user can turn the internet into a global village where relatively small businesses offer exceptional value and service and friends can meet at a virtual diner for a cup of virtual coffee. The powers-that-be are trying to turn it into a slick Magazine with wall to wall advertisements.

**windows** — After Eve and Adam ate the fruit of the tree of knowledge of good and evil, they discovered that they were naked and God took away their Commodore. The rest is history.

**pen friends** — I enjoy email correspondance with people all over the world. Don't have enough time and often get behind. But there is no better way for widen my horizons than see the world from another person's perspective.

**favourite meal & drink** — I am trying to lose weight, so my "favourite meal" is Spam (canned chopped ham) and eggs. I drink coffee to excess.

**your life** — At 53 years, I have done most everything I thought I wanted to do. Not as well as I fantasized — I am now a humble low-grade genius!

**your past** — I have lived to see most of the stuff I read about in science fiction novels. The novels were better.

**your future** — My one desire is to travel around the world by rail and air. Besides that (and keep LOADSTAR alive as long as possible), I have no big dreams. Well, I would like some grandchildren!

**being interviewed** — I really like doing email interviews.

**year 1982** — That year, in January, I went with a friend to the Las Vegas Consumer Electronics show and saw the C-64. I had no idea what it would mean for me in the next two decades. That was when I began seminary — again, with no idea what it would mean!

**year 2003** — Not sure yet. The facts are not yet complete. I will wait for the Year Book!

FD2000. But the mass storage is incredible — for a C= computer!

*CS: Have I missed anything important?*

**DM:** I see the C-64 as something like Computer Legos. When my son (or I) built a rocket ship out of Legos, it was a simple model — even crude. But the joy is not in the "resolution," it is in the creativity. The Commodore computers offer just that kind of creative modeling experience for hobbyist programmers.

*CS: Please feel free to mention*

### What is your favourite :

**c64 game?**

~ BASIC and ML

**c64 music?**

~ Classic Guitar by John Kaputa

**c64 programmer/  
software house?**

~ Lee "Mr. Mouse" Novak /  
J & F Publishing, Inc.

*anyone who would like to say  
hello to.*

**DM:** Greetings to all the loyal LOADSTARites! The next issue IS on its way. Honest! :-)



# Alan Cartridge - Cartridge Corner

By Wayne Womersley

## *Allan Cartridge (I stroke your Partridge)*

This issues cartridges came as a real surprise to me, lent and sent through the post by regular reader Shaun Bebbington - Many thanks Shaun. (No problem, a pleasure Wayne - Shaun.) Once more we have two gorgeous coin-op conversions. I'll begin with.....

## DIG DUG

I 'LUV' DIG DUG! It's got everything a proper game should have - happy tunes, bright colourful graphics and addictive game-play. The idea is to work your way through a series of single screen levels killing the monsters and collecting the bonuses. There are two ways to kill the badies, one is to shoot at them. Successive shots pump the baddies up, after which they pop like a balloon! The good thing about Dig Dug is that although the level layouts are always the same you can always play it differently and move freely through the levels (as long as you comply with the main goal of killing all the monsters on that particular level.) Dig Dug is a brilliant, Why? It just is (You can't argue with that! - Shaun) The original designers have got the hookability just right. Prepare to spend several hours at the '64' if you load this...



## Pole Position

The other cartridge release I got sent for review was this - a class bit of retro racing if I do say so myself. This was originally an arcade game released by Atari (as with Dig Dug.) I was actually quite shocked on receiving this game because it came in its original box packaging - Even the original warranty card was contained!

The game itself is a 'behind the car' view racing game, it's full screen action and I was pleased at how big the players car is. Technically Pole Position doesn't embarrass itself really, O.K so there are better looking games; Pitstop 2, Turbo Outrun etc., but the track update is convincing and there's no major flicker or raster glitches (like you get when playing Pitstop 2 in two player mode - Yeah, I know it's technical limitations.)

Pole Position, like Dig Dug, is another eighties gem, though I would imagine that today cartridge availability of these are scarce. You are probably more likely to find these games on tape or disk.



## Differences

After thoroughly play-testing Dig Dug on cartridge the only major differences between this and the disk version is that there is no loading screen on cartridge. (It is nothing amazing!)

I checked pole position (tape version) against the cartridge version. The tape version has a 'NOVA LOAD' loading system, you remember. The one that plays the 'Star Spangled Banner'. Once again, no differences.

## Overall

Both games are great fun. I've never played the arcade version of Dig Dug so I can't comment on the quality of the conversion. Pole Position, however, I found to be very close to the arcade original in all aspects even the tune that greets you when you compete and the cool airship that flies by with the banner (No, not David - he was the Hulk!)

The one major omission was the 'sexy lady' voice saying "Prepare to Qualify" - Very nice!

## Next time:

We're going all Frank Gaskiny (!) Time for more reviews of Commodore Cartridges methinks - BYEEEE! - Wayne 'AH-HA' Womersley.



# A retrogamers dream come true !

At last - play all those Commodore 64 classics on your Pocket PC. Pocket C64 has super-fast graphic and sound emulation - includes widescreen mode!

### Pocket C64 Features include:

Support for .d64, .t64, .prg, .lnx and bas files.

Multiple screen orientation/resolution support with auto-adjusting of joystick direction.

Fast access directory tree with expansion of virtual disks and autoloading of individual files from within virtual disks.

Full save/load emulator state support.

Live adjustment of user preferences, including video color controls, speed, etc - see the effects as you make them!

Keypad to C64 Keyboard mapping!

Video (VIC) emulation : Very fast Line-based emulation, all display modes, sprites with collisions/priorities, DMA cycles, open borders, all \$d011/\$d016 effects. Sound (SID) emulation : Real-time digital emulation (16 bit, 44.1kHz), including filters. Full 6510 emulation : All undocumented opcodes, 100% correct decimal mode, instruction/cycle exact emulation.



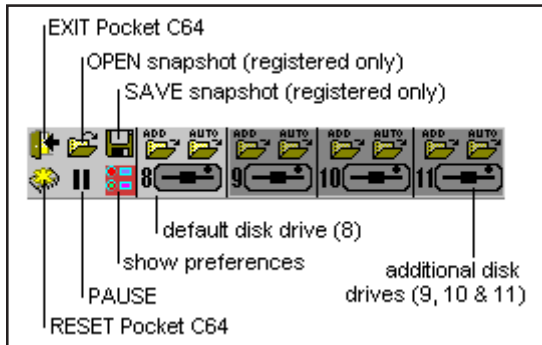
Supports advanced programming tricks like FLI, FLD, DYCP, open borders, multiplexed sprites, timing dependent decoders, fast loaders etc. True 1541 emulation for exact-sector access (Allows many copy protected games to run). Note: C64 BIOS roms required.

The best bit about it is that **Pocket PC** is only an unbelievable : £4.36 !! Couple that with the vast amount of

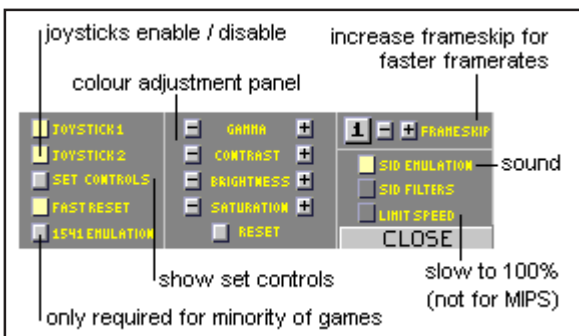
map joysticks by tapping each button until it turns red THEN click the desired PDA hardware button



show keyboard mapping



freely available software and this has to be the bargain of the century!



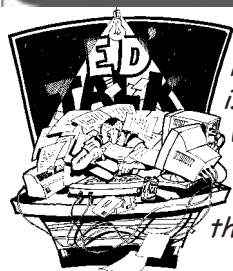




# *The dawn of a new era ?*



# *or, the end of a glorious one ?*



*I had a real 'buzz' compiling this issue! Not only do we have another issue full to the gills of information, we also have some of the best articles I have seen in a long time. I also had a bit of a shock with the news that appears on page 94.*

Last issue, CS2003/40, slipped by without me even realising that I had reached a personal goal of mine. Way back in 1998 the founder of CS (**Richard Bowen**) decided to call it a day with the production of cs20 and handed the reigns over to me to carry on. My initial goal was to continue CS for a few years. Secretly, I wanted to double the issues and continue production until at least CS40. CS40 came and went without any fuss and here we are reading cs41 with cs42 not far behind it. I am personally very pleased that we are now into 'extra' issues and we are looking forward to making CS run into 2004 as well. Obviously none of this would have been made possible if not for all those people who put themselves out to help make CS what it is. Their continued help with articles, features and general support in other areas makes producing CS that little bit easier. I will be compiling something special for all these people in the last issue of CS for this year (cs2003/44). Thankyou all for your help.

It would be unfair to single any one person out for praise as everybody contributes a huge amount of their time and skills in their particular field. I will just mention a couple of high points for me since CS2003/40.

**Todd S. Elliot** really grabbed my attention with an article he penned for the May edition of **UCUGA**. It has been reprinted on page 96 for you. It contains some of the most fantastic C=128 screen artwork I have ever seen! I highly recommend everybody to download and run the **Risen From Oblivion** demo (C128 only) by **Crest/Oxyron**, you will not be disappointed.

Just when I thought he had finished his short run of articles, **Nigel Parker** has returned this issue with yet another fine look at Commodore sound systems. This time he enlightens us with a guided tour around **Rythm King**. Go to page 100 and take a look. I would personally like to see more from Nigel, if you would too then drop me a line of support for him (and everybody else too).

As promised last issue, we are taking a look at the new Commodore platform, **PocketC64** for the **PocketPC O/S** on a **PDA**, see page 116.

This issue sees more games listed in the **IDE64 Games** section on page 109. These games have always been available as they are supplied on the accompanying CD-ROM, I just missed them!

We also have, not one, but two **SuperCPU Games** reviews. The second review ~ **Elite 128** (page 114) ~

ties in with the interview with **Ian Bell** on page 112.

After a long absense, I am pleased to say that there will definately be another '**Arcade Special**' issue. No details yet about when but as soon as we get enough arcade related material, I will devote an entire issue to it, just like we did before in cs35. This time we will also be taking a brief look at **MAME32** which is a superb arcade game emulator for the PC platform.

Just recently, I have noticed a few of my regularly visited web sites have been removed due to copyright infringement. Could this be the thin end of the wedge for the removal of all those wonderful Commodore internet archives? At this rate, there won't be any Commodore download sites left by Christmas :-)

Yet again, a couple of things have had to be put back for another issue. The magazine/fanzine round-up feature has been put on hold due to space restrictions. The updated **Contax** list that I have been updating has also been left out, because, when I checked out the actual details with the companies concerned, only a three of the companies were still C= active!!!

You will be pleased to hear that after an absense of a few issues the **geoTELEGRAPH** section will be back next issue. **Bruce Thomas** has produced some tutorials for **geoPublish** which we will be reprinting for you, there will also be an update on the new fonts available for **TheWAVE**.

This issue sees a preview of the **S.E.U.C.K** features that have been promised for quite some time now. The first feature starts on page 104 but the bulk of these features will be in the next issue.

Commodore Scene will be attending TWO shows this year. Firstly, the **Back In Time Live** at the **Brighton Centre** (see the flyer that came with this issue) and, secondly we will also be at the **Micro Mart Show** again (details to be confirmed).

Right, I'm off to get ready. for the shows!

Busy, busy, busy :-)

A bit more of an increase again!

The CS2003 readership stands at ~ 53





**DATA** : At long last CS is moving into the fast lane ! My **broadband** service should be up and running by the time you read this. What does this mean for you ? How about this : all subscribers will have access to the full range of back issues, specials and disk images on-line. This only applies to currently available issues that are in PDF format (cs22 to current). Not all issues are laid out for A4 printing and only cs2003 (cs38+) are specifically A4/binder format. Installing broadband in itself does not give me the freedom to put up this amount of information as I am still limited to 10mb of space. A very kind Commodore enthusiast has allowed me a HUGE amount of web space for this archive. He knows who he is and I send out a big thankyou for your generosity and expert help in getting this service up and running.

**DATA** : Those of you who get the 3.5" cover disk will now that you can get a special sleeve for your binder. This sleeve holds 6 disks and is available from CS for the fee of £1.50 (same price worldwide). Unfortunately, despite looking at several options, my search for a similar sleeve for 5.25" disks has proved fruitless. The pockets for CD-ROMs was seen as the best/nearest option but this proved not to be the case. It would appear that a sleeve for your 5.25" disks will not be available - unless you know different ?

**DATA** : At present, if you look on the



digital freeview channel 22 this is what you'll see. A dedicated TV channel for your Commodore ? :-)

**DATA** : **Arndt Dettke** has made another improvement to the venerable **GoDot**, the graphics manipulation program for the Commodore 64/128. When you go to his website at < <http://www.godot64.de> > and click on "site-news", you'll see that there

is an improved **ldr.4BitGoDot** ready for download. Currently, **Arndt**, with the assistance of **Steve Judd**, is working on a **JPEG loader** for GoDot and is helping **Jolse Maginnis** with **WiNGs**, the 16-bit, multi-tasking operating system for the C64 and the SuperCPU.

**DATA** : News from **Jeri Ellsworth** and her **C=1** : "I put up a dorky web cam pointed at my workbench, so you guys can yell at me if I'm not working. :)" < [http://www.geocities.com/cm\\_easy/News.html](http://www.geocities.com/cm_easy/News.html) >

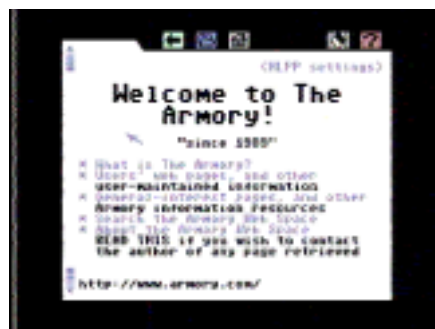


**DATA** : Need to copy your entire CMD device to CD ? Then look no further than **Nick Coplins** new program for 64HDD - **DriveGhost**. More details next issue.

**DATA** : What does Commodore have to do with the new **Terminator 3 : Rise Of The Machines** film ? Why not treat yourself to a veiwing and take a look.

**DATA** : If all things go well, there may soon be a new section in CS for the C= +4 and 16 models. Let's have some feedback to kick it off.

**DATA** : If you pop along to < <http://www.armory.com/%7Espectre/cwi/hl/> > to see whats new with **HyperLink** for the C64.



**DATA** : New C64 game to debut at **CGE 2003** ! R.W. Bivins - weird world is going to **CGE2K3** ! **OlderGames** is

pleased to announce the forthcoming release of "**WEIRD WORLD**" an Infocom-Like Text Adventure game for the COMMODORE 64/128! This game follows the tradition of games like Zork, and features some fun and interesting puzzles to solve, along with completely off-the-wall humor like it's name would suggest! FOR ONLY \$10 ! We are bringing 50 numbered copies featuring "CGE 2K3" on the title screen to this year's **Classic Gaming Expo** in Las Vegas. R.W. Bivins will be available to autograph your copies for free. < <http://www.OlderGames.com/> >

**DATA** : Can you please inform your correspondents that the **Commodore Information Center** page has been updated extensively. We have added links to a number of service and product providers, photos of the **2003 Lucki expo** and others, and numerous other odds and ends < <http://home.att.net/~rmestel/commodore.html> >



**DATA** : **Dave Witmer**, a.k.a. Snogpitch, president of the **Cincinnati Commodore Computer Club**, already has his **C1** tower put together and has shown it off to his club this Sunday. Clear case and glowing lights lovingly bathing the C1 board in blue-white light. His webpage with photos and specifications of the tower is now up at < <http://pages.prodigy.net/snogpitch/c-one> >

**DATA** : Just a reminder to liven things up a bit. The beta portion of the **ghostprint64** project will be finalized this weekend. **ghostprint64** is a project for a simple print server box that you can plug into your c64/128 that will allow you to use modern inkjet printers with your commodore. Your operating system will not matter; basic, geos, wheels, wings, etc... The only requirement is that the data to be printed be in postscript format. More info later, Roger Lawhorn



**Recently, the following press release was made public. Please read it VERY carefully as it WILL affect us all and it might even mean the end of all Commodore 64 magazines/fanzines as we currently know them - ED**

**Global re-launch of COMMODORE  
by TULIP COMPUTERS N.V.  
and IRONSTONE PARTNERS LIMITED**

## **PRESS RELEASE**

**Amersfoort, July 11, 2003**

Today Tulip Computers NV (Tulip) and Ironstone Partners Ltd. (Ironstone) signed a licence agreement for a partnership, which is a major step in the global re-launch of the Commodore brand name.

Tulip will receive a license fee for all Commodore C64 products delivered by Ironstone, installed on all computer brands using the Microsoft or any other operating system and all Commodore 64 branded products. In addition, Tulip will receive a license fee over the revenue from software downloads, subscriptions (that means a higher price for CS) and advertising.

Even today there is still an extensive group of about 6 million loyal Commodore users and enthusiasts around the world. This community is currently spread over hundreds of unofficial websites. The community craves acknowledgement and authenticity from the true Commodore C64 brand. Tulip is the owner of the brand name Commodore. Through this partnership Tulip grants to Ironstone the exclusive rights to exploit the official Commodore C64 web-portal and use of the Commodore 64 brand name.

Ironstone and Tulip invite the Commodore community to join the official Commodore C64 web-portal. Currently there are about 300 commercial websites that use the name Commodore or Commodore 64 without having a license from Tulip. Tulip will not allow unauthorised use of the Commodore brand.

In this partnership, Ironstone will create the official Commodore C64 games and community portal designed to focus and harness the power of the Commodore C64 user base and to efficiently provide the services required by these individuals for a fee. The founders of Ironstone are experienced and successful, in previous similar projects Ironstone achieved a subscriber to pay subscriber conversion rate that was unparalleled in the Internet space.

The main objective of the Ironstone official C64 portal

is to unite this massive global fan base of passionate enthusiasts. Through its web portal, Ironstone will market the official C64 emulator in various software and hardware formats. The games offered by the Ironstone web-portal will include the famous 'classic' C64 games as well as exciting new games and will also sell its Commodore-branded products through the site.

Tulip will get full access to the estimated 6 million users and will also sell its Commodore branded products through this portal. Tulip will introduce, the upcoming months, new hardware products under the Commodore brand name, being able to use the C64 emulator.

According to Bjorn Bruggeman, Brand Manager Commodore: "Through strategic partnerships we're creating a web of Commodore partner companies. Each partner, or licensee, is selected on his unique expertise and will focus on a specific market segment within the Commodore strategy. The synergy advantages are huge. The license agreement with Ironstone is an important step in this process and will enable Tulip to enter a complete new era with almost unlimited e-commerce opportunities.

Darren Melbourne, Creative Director, Ironstone Partners commented, "The license deal with Tulip is a huge breakthrough for the millions of C64 enthusiasts and retro gamers around the world who are still loyal to this incredible games system. Ironstone is committed to bringing this technology and games library back to prominence on every platform available to us."

### **Commodore C64 facts and figures**

- The C64 is the biggest selling home computer in world history.
- The C64 has an unparalleled heritage as a groundbreaking games and home use PC.
- The C64's role in the evolution of the modern games industry was incredible powerful and the echoes of its influence still reverberate through the industry today.
- Even today there is still an extensive group of about 6 million loyal Commodore users and enthusiasts around the world.
- A countless number of hobbyists and Commodore enthusiast have kept the community alive. An Internet search on Commodore is still good for about 50,000 hits.
- Currently there are about 300 commercial websites that use the name Commodore or Commodore 64.
- Over 6000 games have been created for the C64.
- The brand awareness of the Commodore logo is still one of highest in the industry.

### **About Tulip Computers**

Tulip Computers (Tulip) is a European A-brand computer manufacturer and has grown to become an internationally renown, market leading company. Being founded in 1979, Tulip has been active in the computer industry for more than 20 years and is one of the most



experienced computer manufacturers in the world. Indeed, since 1981, Tulip has developed its own computers, pioneered by its own Research & Development department in dedicated Tulip manufacturing plants.

Tulip head-office is located in Amersfoort (the Netherlands), as is the helpdesk, technical department and notebook production line. The Tulip head-office is also responsible for the General Management, Research & Development and Marketing & Communication on world wide level. Tulip owns sales offices in the Netherlands, Germany and Spain. Besides these offices, Tulip works closely together with the in 2002 privatised Tulip sales offices in the Benelux, France, Italy and the UK. In addition, Tulip has joint ventures with distributors in countries where it does not have its own sales offices.

Tulip offers a comprehensive product range, which is ideally suited to meet the requirements of the professional, educational, medical, SME and retail markets. Tulip product lines include a wide range of servers, desktops, notebooks under brand name Tulip and communication products under brand names Dynalink and Conceptoric. Tulip has acquired Commodore in 1997. With Commodore, Tulip owns a strong brand name that includes a wide range of multi media products and mobile computing. The emphasis in this consumer oriented product line is on retail sales. In addition, other Commodore ICT products are marketed under the Commodore brand by a number of licencees.

Tulip Computers is an international IT supplier that integrates servers, deskbound computers, notebooks and communication products in a total solution for the IT user. Tulip's shares have been traded on the Euronext stock exchange since 1984.

### About Ironstone Partners

Ironstone Partners Ltd is a commercial vehicle created and funded by a number of individuals with a combined experience of over 100 years in the global games and media industries. With Offices in the UK and Canada, Ironstone has been created to pursue strategic and speculative games opportunities outside the remit of the current focus of the large games industry companies.

Ironstone Partners owns an extensive portfolio of games I.P.R. and is always willing to discuss interesting propositions in the games and media space.

For further information please contact Danielle Woodyatt or Kat Osman at Lunch PR on 020 7633 0633 or email (firstname)@lunchpr.com

If you wish to contact Ironstone Partners please send an email to [info@ironstonepartners.com](mailto:info@ironstonepartners.com)

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*Shortly after the above was released, the following press release from Ironstone Partners themselves was made public. This has a slightly less dominating air about it and appears to be rather more friendly! - ED*

### For Immediate Release - July 16th 2003

Following the press release issued last Friday 11th by Tulip Computers N.V, we are pleased to confirm that Ironstone Partners Ltd has signed an exclusive worldwide licensing deal for the Commodore 64 and associated products.

Through this agreement we intend to grow the Commodore 64 community both by supporting the existing loyal user base and developing new ways to bring the enjoyment of the Commodore 64 experience to an even wider global audience.

Ironstone recognises and applauds the tremendous achievement of the existing Commodore 64 community and the web sites that have allowed it to flourish. Consequently it is our wish to work with and support these sites and it is not our intention to stifle any of the current activities that support the Commodore 64 community.

Our mission is to bring the C64 and the Commodore brand back towards the mainstream and extend its appeal. We will not compromise the values that have made Commodore 64 the tremendous and enduring success it has been in the past and will build on these strengths to take them forward into the future.

*We'll just have to wait and see how things pan out in the near future - fingers crossed - ED*



RQ - I'm interested in the **micromys**, can I hook a PS/2 style keyboard up to a Commodore 128D that is missing it's keyboard?

*Reply: No, sorry. The micromys is for mice, tackballs and some joysticks only.*

RQ - Do you know if a **Saitek MX-241 Megagrip IV Joystick** (marked as **Sega** compatible) is suitable for use with a Commodore 64?

*Reply: I have no idea! If you try one and it works then please let me know.*

# Into the Eye of the Beholder

Copyright (c) 2003 by Todd S. Elliott



*This article first appeared in UCUGA (May 2003) and is reprinted here with permission from Todd S. Elliot and Dale Sidebottom.*

The Commodore 64, for a long time, remained static with a simple palette of 16 colours. The unique characteristics of the VIC-II chip maddened programmers and graphicians alike with its limitations in various graphics modes. It didn't take long for creative coders to exploit the flaws of the VIC-II chip and create magnificent illusions of rich colours gracing Commodore monitors with surprising beauty.

With this in mind, I wish to guide the reader through the C64 graphics realm as viewed from the C64 demo scene. I will review the various phases through which the C64 demo scene grew toward maturity. I will highlight some noteworthy items in C64 graphics so that they can be more fully explored on your own time or be covered in a future article. This C64 graphics body of work is separate from other aspects of the C64 scene, most notably C64 gaming and C64 graphics utilities.

## The 'Prehistoric' Era

When the C64 first came out, demo coders often used character graphic modes. This mode was suited for speed and ease of animation, all ideal attributes for scrolling text, animation and logos. Often times, multicolour character graphic modes were used with customized character sets to maximize colour choices and designs. Even then, some truly outstanding demos used original Commodore Graphics (C/G) ROM characters in displaying artwork. You may have seen such C/G graphics when you logged onto those BBS's from the 1980's. One such famous C/G demo is produced by none other than Commodore itself, with its *X-Mas* demo. One truly stunning C/G demo series is *Tales of Esgaroth* drawn by Tyron and produced by the Hitmen demo group. *Tales of Esgaroth* can be found at <http://www.hitmen-console.org/> and following the links to Esgaroth. (I must warn the reader that some offensive content may be found on the C/G graphics page on Hitmen's

website.)

Alongside with the C/G graphics, the demo coders also used sprites. Sprites possessed many qualities that their C/G brethren shared, such as speed and ease of animation. More importantly, sprites could be put anywhere on the screen, while C/G graphics had to be aligned to a card boundary. Sprites could be put in before or after any other graphic, creating some kind of a 3-D effect. Sprites were also larger than C/G graphics and could be doubled in x or y direction. In the early days of the C64 demo scene, sprites were used to scroll logos/text on the screen or to move about on a sine wave curve. Despite their versatility, the C64 demo coder could only put up to eight sprites onscreen.

Lastly, demo coders began to use bitmap modes of the C64 to display graphics. Bitmap modes were especially suited for static pictures and logos, very similar to in-game loading screens. The vast majority of the early demos use the multicolour mode in displaying bitmapped pictures, as it was the most flexible mode when it came to colour choices. Demo coders wisely used the background value as a colour choice when it came to using the multicolour bitmap mode, maximizing possible colour choices in that particular mode.

Eventually, demo coders began to combine all graphical elements in their demo productions. Such work was labour and time intensive. This is where a graphician came into the C64 demo scene. This person created the actual graphics, imported graphics, retouched graphics, layout, etc. Numerous tools were used in creating graphics for all kind of requirements imposed by the demo coder, be it a C/G graphic, sprites, custom character sets, and/or a bitmapped picture. With the advent of a three man crew (including a musician) and subsequent collaborative efforts, demo productions became



bigger, more sophisticated and were of higher artistic quality.

## Enter the Great Divide

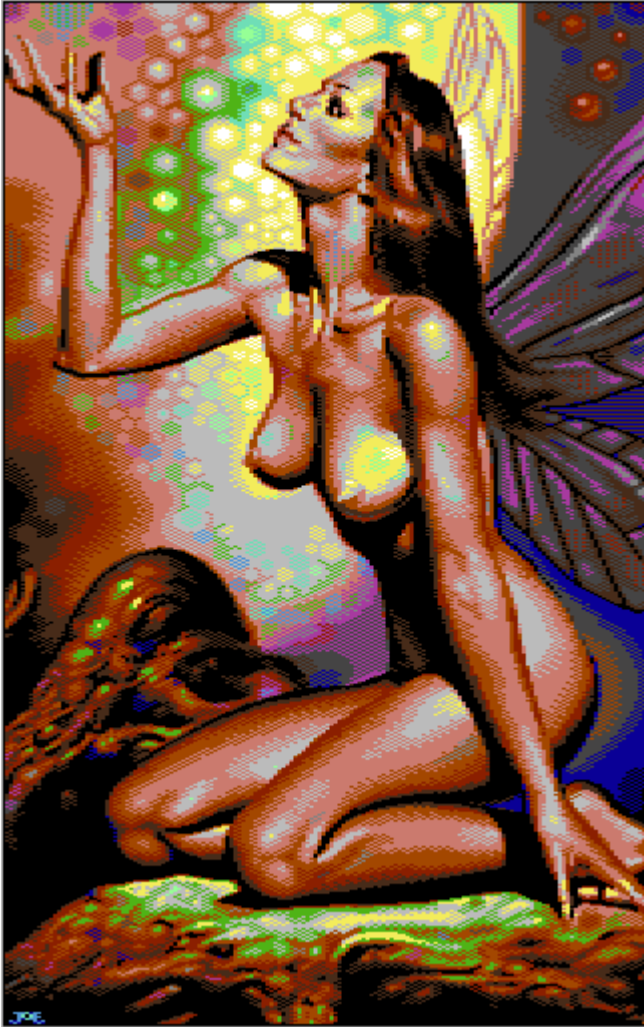
Up to this point, the vast majority of the demo releases were 'static.' Sure, sprites, character graphics moved onscreen, but from the VIC-II perspective, things were pretty much static. What I mean is that the screen refreshes itself at 50 to 60 times per second according to PAL or NTSC TV standards. There was no division in the screen refreshes as the entire 50/60 Hz spectrum was used for screen displaying. But, some adventurous demo coders wondered, what happens if this spectrum were divided and graphics are allocated accordingly? This revelation has led to a graphics revolution that has changed the C64 demo scene forever.

With the help of raster interrupts and other interrupts, demo coders began to take advantage of the quirks of the VIC-II chip in displaying brilliant graphics that fool the human eye into seeing so much more than 16 colours onscreen. The first initial forays into splitting the screen spectrum were confined to sprites; using interrupts were the only means by which the demo coders could introduce more than eight sprites onscreen. Soon, sprite multiplexer demos exploded on the C64 demo scene, where coders tried to outdo each other in displaying a maximum possible number of sprites on screen.

Later, demo coders split the screen. For example, one portion of the screen might be used for C/G graphics, and in another portion, a multicolour bitmap was used, etc. Finally, demo coders discovered the technique of interlacing graphics, notably multicolour bitmap screens. By quickly switching two nearly identical multicolour bitmap screens in succession, the demo coder was able to create the illusion of having more than 16 colours at a high resolution







(320x200). This was called 'drazlace' mode and many demos produced during this period used graphics in this format.

#### Nice Guys Finish Last

Splitting the screen spectrum was a important step in the evolution of C64 demo coding. This led to further experimentation on the VIC-II chip and many of its quirks by dedicated C64 demo coders. Thanks to raster interrupts, the coders knew the VIC-II chip was a creature of habit, maintaining numerous internal tables for updating the screen, raster line by raster line, from the top to bottom, doing it all 50 to 60 times a second. It was just a matter of time before creative and talented C64 coders began to exploit these tables and manipulate the VIC-II to doing things out of habit. By forcing the VIC-II out of its comfort zone, the C64 demo coders discovered bad lines and ushered in the golden era of C64 demo coding.

With bad lines, C64 demo coders quickly found new ways in forcing the VIC-II chip to display new and exciting graphic modes. Together with interlaced screens, C64 demos started to show truly spectacular graphics in stunning colour fidelity and resolution never seen before. However, this evolution in C64 demo coding trans-

formed the C64 demo industry overnight in far more subtle ways. Bad lines on a C64 consumed a lot of CPU (6510) resources and memory resources. All of a sudden, demo coding was increasingly a more complex endeavor and required more resources than an ordinary three-man demo crew could provide.

C64 bad line demo coding required the demo crew to provide compression routines to efficiently make optimum use of scarce memory resources on the C64. It required creative solutions to linking code modules and graphics data, shuffling them around within a span of 64Kb. It required exact timing, and demo crews had to account for PAL and

NTSC differences in their C64 fan base. The demo crews had to deploy custom 1541 drive solutions to ensure that vast amounts of data would be loaded in rapidly. This drain of resources required C64 demo crews to expand, and thankfully, many crews did just that.

#### The Art of Competitive Partying

At this time, C64 demo production was now in full swing, with large demo crews producing high quality C64 demos with astounding graphics and music. During this period of time, demos were no longer simple one-file endeavors; rather, they were huge, spanning an entire disk or two, and carried sequences of differing graphics and music. The bulk of the most memorable C64 demos came from this era and many are held as watershed marks in quality when it came to graphics.

Many competitions sprouted across Europe and C64 demo crews entered these competitions in hopes of winning prizes and recognition of producing the best demo at the competition. There were also graphics-only competitions where graphicicians would pixel their latest masterpieces and win fame in voting charts and the like. You can find stunning and award-winning C64 graphics (screenshots) at the [C64](#)

Gallery website: <http://www.studiostyle.sk/dmagic/gallery/>

However, with the advent of modem computers and cross-platform capabilities, some C64 demo groups began to employ the technique of 'wiring' graphics. They would create graphics on modem computing platforms, convert it to a suitable CBM format, and 'wire' it via a null-modem connection, etc. to the host C64 for later displaying and use in a demo production. With modem computing technologies, a graphician could draw a picture, scan it in, retouch it on a paint program and then convert it to a C64 graphics format and wire it to his C64/128.

Many of these graphical productions were presented in graphics competitions and this practice remains controversial. Many groups/graphicicians feel that they should create graphics from scratch on a real C64. The opposing viewpoint is that graphics creation is a time consuming process and they should be free to use modem computer tools to simplify this process and to create quality graphics more quickly for their C64 demo productions. My [Coca Cola Santa](#) full-screen FLI demo was an example of a wired picture.

Lastly, the source of inspiration for such C64 graphics, by and large, come from within the creative minds of the graphician crafting his art. However, there remains a large body of C64 graphics whose creative origins are, at best, suspect. For example, an artist named Boris Vallejo created many fine paintings and is the most often copied artist in the C64 graphics medium. This practice, like wiring, remains controversial within the C64 demo scene if such works were presented at competitions and other avenues. Check out the illuminating expose at the '[Art That Isn't](#)' website: <http://www.digitalexcess.de/scene/ati/>



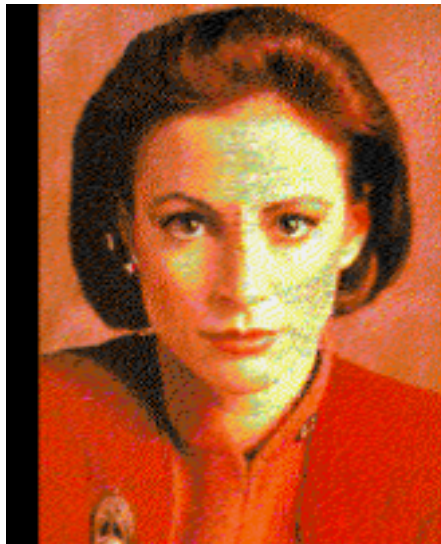
#### The C64 does a Vanishing Act

C64 demo production in the new millennium pretty much has achieved a maturity level when it comes to graphics and quality offerings. Nearly every VIC-II trick has been exploited for graphics greatness and everything has been pretty much seen before by the

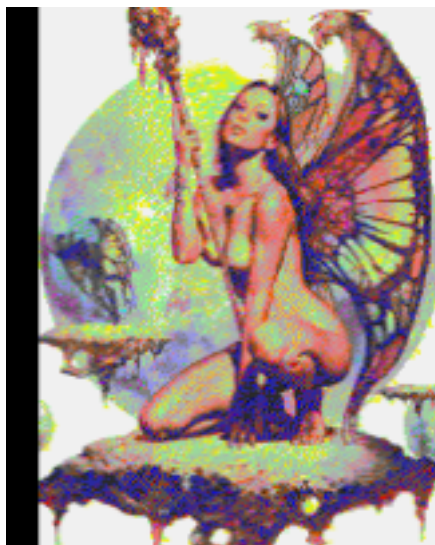
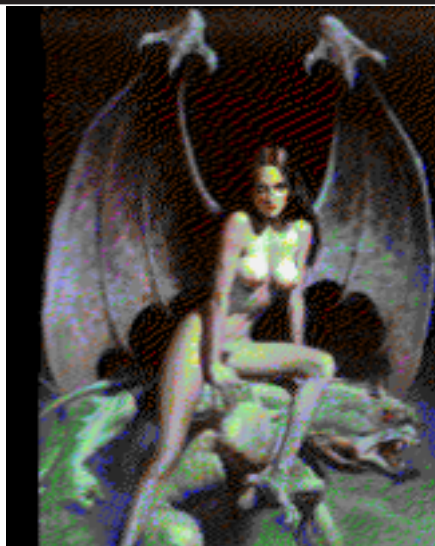
demo scene. There are still a few wrinkles for graphics in the maturing demo scene, though. They involve the borders, collapsing lines, and usage of sprites.

Demo coders realized that the top/side borders could be 'opened' up, meaning they'll vanish. However, the only graphical data that can be shown in the borders are sprites. Sprites are now used in the borders to expand the graphic area from 160x200 (or 320x200) to higher resolutions than seen before. The 'woman on water' picture in the *Deus Ex Machina* demo is a good example.

Demo coders also had the ability to force the VIC-II to collapse raster lines, thereby increasing vertical resolution. This is called line crunching and it enabled C64 demo crews to produce stunning pictures having a resolution of 160x400 or 320x400. This is called BFLI mode and was covered extensively by Pasi Ojala. For more information on BFLI mode and to gawk at impressive C64 graphics, check out Pasi's cache of BFLI pictures at... <http://www.students.tut.fi/~albert/Dev/C64Gfx/examples.html>



Lastly, C64 demo coders increasingly turned to sprites as a means of improving the quality of their graphics



creations. There is so much a coder and graphician can do in improving a C64 IFLI picture, and one of those methods is to overlay sprites on the graphics image. As previously discussed before, sprites are very flexible; they can be overlaid on top or below the graphic bitmap image. They can have their own individual colours. They can be multiplexed to cover the entire screen.

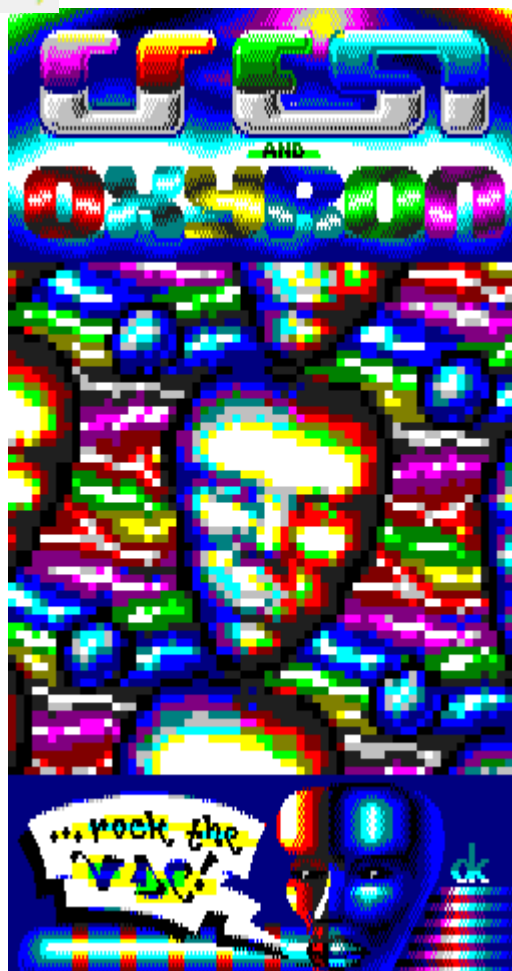
The *Crest* demo group broke through with their own successful C64 graphics format called SHIFLI (Super High-Resolution Interlaced FLI) mode. Originally introduced in their landmark *Krestology megademo*, Crossbow (coder) and DeeKay (graphician) displayed a sequence of impressive graphics highlighting the power of sprites working in conjunction with a bitmapped image. SHIFLI pictures are accomplished by using sprite data as additional colour data overlaid on a bitmapped image. These pictures consume a lot of memory and CPU resources; hence their width is smaller, sporting a 96x200 pixel resolution.

### Navigating Uncharted Waters

It is now 2003 and 99% of the VIC-II's quirks, traits, attributes, and weaknesses have been fully explored and exploited for the sake of "graphic greatness" by countless coders and graphicians throughout its 20+ year history. What's left? For starters, let's try the Commodore 128 and the SuperCPU. Both have the ability to access the VIC-II chip and in C128's case, also having the VDC 80 column mode to play around with. Let's explore both avenues briefly.

It is quite ironic that the vast majority of the demos were released for the C64, when there was a huge installed base of C128 users having the same chip set. Apparently the demo production industry was infected by the same affliction that impacted game developers, who too developed games for C64 or used those infamous words, 'C128 in 64 mode.' A true loss as the C128 had numerous advantages over its C64 brethren when it came to demo production. As a result, only few C128 demos were released and only one truly outstanding example, *Risen From Oblivion* by the *Crest* demo group, was released.

Here's a list of some advantages the C128 had over the C64 when it came to making demos; It had 128Kb of memory, more space for graphics and other multimedia elements. Creative coders could coax 2MHz





speeds in the borders of the VIC-II screen, leading to faster onscreen effects. Coders also could use unique C128 memory management features for faster compression, linking, etc. The C128 also had burst serial access to the 1571 or 1581 disk drives, alleviating speed concerns when it came to loading large graphics. It also had two distinct advantages suitable for C64 demo coding: It had a test bit, unique only to the C128's VIC-II chip and it had a second bank of colour RAM, where the C64 only had one such bank.

With the test bit fiddling on the C128, coders were able to coax up to 64Hz screen refresh speeds and reduce flickering when it came to interlaced graphic screens. Demo coders were also able to manipulate this test bit in inducing the VIC-II chip in displaying a new spectrum of colours on PAL C128's. All of this has been discovered in the past two years. With a second bank of colour RAM available in 128 mode, coders can display more colour choices in interlaced graphic screens than is possible on a C64.

Then there is the VDC 80 column mode. Only *I\*Paint 128* and some other programs were able to exploit the VDC fully, introducing interlaced colour screens and varying resolutions to create brilliant graphics. Who said the VDC can't do graphics? A demo, *Risen from Oblivion*, truly is a watershed demo for the C128's VDC mode. Some graphics have to be seen to be believed!



For more screenshots of the landmark *Risen from Oblivion* demo, check out: [http://www.demodungeon.com/crest\\_rfo\\_det.htm](http://www.demodungeon.com/crest_rfo_det.htm)

Then there's the SuperCPU

accelerator. One particular and powerful feature is its DMA (Direct Memory Access) capabilities to the host CBM's I/O chips such as the Sill, VIC-II, CIA,



etc. With DMA, the SuperCPU can access the VIC-II chip in one-cycle intervals. Ordinary C64 machine language code can access the VIC-II chip in an average of four cycles, and the SuperCPU can do it in one cycle. This makes for some powerful VIC-II massaging in manipulating the correct screen display and make it do new onscreen tricks.

As I proved with the *Coca Cola Santa Claus* demo, the SuperCPU can persuade the VIC-II chip in overcoming the FLI bug where the first three columns of the screen are unusable. The possibilities do not end there; Sprites, especially used in conjunction with some other VIC-II tricks makes timing tricky and difficult to master. Now, they are a snap to use under the SuperCPU. Expect to see more sprites

used and overlaid on special C64 bitmaps in SuperCPU demos to create more quality graphics. The SuperCPU obviously can assist in making animated graphics such as the ubiquitous dancing baby.

### The Future

Obviously, the C64 demo scene is maturing now. A few demo releases do trickle out in 2003. Go to [www.c64.sk](http://www.c64.sk) to catch all latest C64 demo releases and competition party information. There are still C64 demo groups out there producing quality C64 demo releases and graphics, but such numbers are now quite small. Expect to see more 'wired' graphics, as C64 demo crews would need to save time and enhance graphics quality in their productions. There are still voting charts for the best graphician and best C64 demo, so visit <http://noname.c64.org/csdb/> and vote for your favorites. More and more coders are discovering the intriguing aspects of the SuperCPU, and hopefully there will be more multimedia releases forthcoming for that platform.

This is your chance to enjoy 20+ years of fine multimedia "demo" entertainment. Then give thanks to all those pioneering coders and graphicians that have provided such a huge body of "demo work" for all of us to enjoy.

Todd S. Elliot



# Rhythm King



## Specification:

- \* 8 Digitally recorded drum sounds in each kit
- \* 2 Kits supplied additional kits available
- \* songs and patterns can be saved and reloaded
- \* keyboard or joystick operation
- \* Polyphonic
- \* Simple to use no musical knowledge required
- \* up to 64 patterns and 16 songs in memory
- \* Real time or step time recording
- \* Powerful pattern editor
- \* RHYTHM KING software is easy to learn and easy to use

This could be your first step to number 1

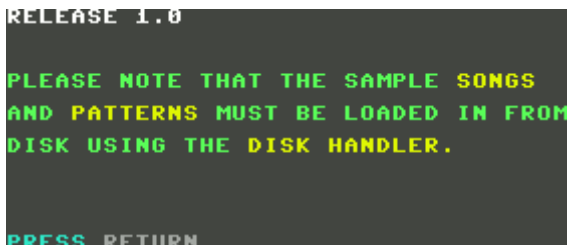
## Is this the Clash of the cymbals !

What we have here is a cartridge for sound output and piece of software

for any Commodore 64 or 128 (40 column mode supported), the package allows playback of digitally recorded percussion sound (drum sounds to you and me.)

## I played my drum for Him *pa rum pum pum!*

The software was created by S.N Clarke and A.J Tarrott and distributed by the "Supersoft" software company, my version's stamped as being "version 1" which I do find interesting, so tell me do people really make software that works first time or first version They did in 1986! How many applications do you have now that work and are at versions 1 (well doe guys!) some companies get to version 10 and still cant produce a working copy, sorry back to the review.



## Hit me with your rhythm stick!

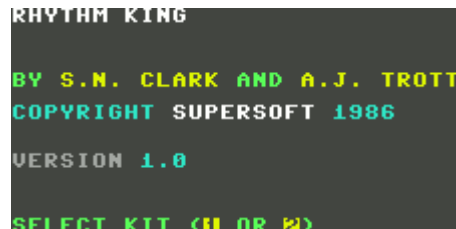
This software is as near to perfection (in my opinion) as is possible. Rhythm King is uncomplicated very easy to use and seems very logical. Rhythm King has to be one of my favorite pieces of software of all time! Due to the care and attention to detail that has been put into the programme. Maybe I am lucky but Rhythm King has never crashed locked up or misbehaved while in use. The supplied programme cartridge allows adjustment of the sound output or sound trimming as the manual says to a hi fi or mixing desk. I am not a not sure if the cartridge is some sort of digital filter one thing I can say for sure is that the quality the cartridge produces is superb, (we must remember these are 8 bit samples!) as would be expected from 8 bit samples the sound quality is let down a little on the cymbals and hi hats due to the frequency ranges of these percussion sounds. The sound more of a watery noise than a crisp ring of a cymbal on the plus side the base gives an almighty thud! And the snare hits hard.



## Click click boom sh sh shake the room!

The software came supplied on disk or cassette; my version is on disk with

1 side for the Commodore 64 and the flip side is for Commodore 128 taking full advantage of the 80-column mode, also adding support for the recording of longer patterns and songs.



## Here the drummer get wicked !

The manual says the drum sounds have been digitized with the MICROVOX PRO sampler, I haven't seen one of these units (Except for a failed bid attempt by myself on E-bay) but I do remember the units were used at one time in professional recording studios although this is now years ago its nice sometime to look back in time. Navigation in the program is by function key and the RETURN key acting as a confirmation action, or a Joystick, the joystick option really makes life easy.



**Break it down boyeeeeeeee!**

Live play turns your commodore machine into an electronic drum kit with the number keys 1 to 8 all have sampled sounds assigned to them; when a key is pressed a sample is played (the screen is blanked the whole time you are in live play) The manual says this is for best performance, it does make a vast improvement to the quality blanking the screen would you know why? This mode is often very useful to use as a mode to TEST a rhythm before recording a song or pattern or to PLAY at being drummers.

**Boom Boom Boom take me to the moon!**

The recording studio allows you to edit "patterns" these are sections of the song that can be joined together to produce an entire song, I like to think of them as sentences, 3 or more sentences will produce a paragraph (or song!) hope that was a good explanation, are you still with me? With the software it becomes possible to have 65 patterns and 16 songs (more on the commodore 128) this is linking us nicely into:



**Pattern editor (knitting needles are not required!)**

The pattern editor allows "sections" of your song to be created in step time on the usual drum machine drum grid pressing a key 1 -8 will insert a blob on the grid this blob shows when a sound is played as can be seen in the screen shot



**Clap hands stamp your feet banging on a big base drum!**

The recording studio also allows patterns to be set to your desired number of bars, beats per bar, quantisation steps finally and most importantly you can set the tempo, This seems pretty inclusive of Options to me. The only two changes I would make is to have an option of tuning or pitching the sample, because even on drum sounds I personally find that tuning the sound can give unexpected and exciting results also an option of setting

volume or accents on individual notes would be nice, while were on the criticizing or constructive reviewing and option to reverse the sample on certain notes would be nice although I don't think that the machine would be powerful enough for real time effects, let me know if you think better!



**We will we will rock you!**

The programme also allows patterns to be erase, rename, listen to patterns now we come to the best bit Recording patterns, Rhythm king can provide a timing click. Commonly known as a click track, so you can enter the rhythm just by tapping the appropriate number key 1 to 8. The click track is played via the SID chip so this is on your monitor and not through the external amp or hi fi that the cartridge is plugged into, again well thought out so you can keep the click track running and record your creation.



**R r rock me Amadeus!**

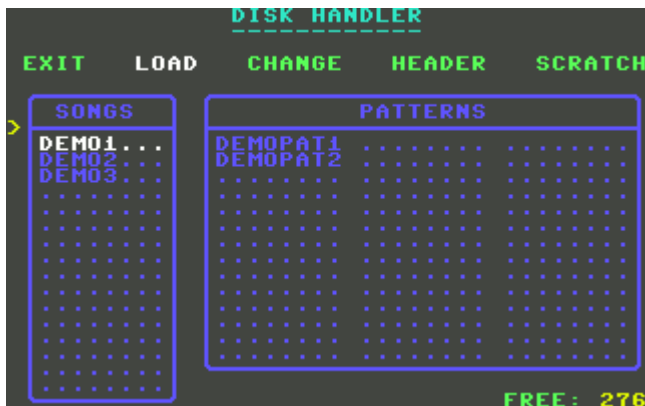
Playing in this mode the allows a pattern to be built up, with the pattern looping at the end of the section back to the beginning, all you need do is keep adding drum sounds until you pattern is tweaked and tuned as you desire. Another useful feature of the programme is STEP time recording, with step time recording the programme allows "manual" insertion of a drum trigger on the grid, by scrolling along the grid and pressing a key again 1 to 8 when you wish a note to play or be triggered leaves a blob on the grid when the pattern is played back the blob triggers the sample to be played. I find this useful for difficult to

play sections or timing critical also using this function can give a rhythm that is not possible for a single human drummer to play, creating a more electronic feel to your music .

**Don't get Brahms get lyst!**

One final part of the programme is a file menu allowing you to see disk directories or directory listings ,whilst also giving the options to delete and save files on

disk, as can be seen from the screen shot, this is 100% better than some of the lesser quality software produced for the machine, with the usual method being to select load and then being given a box to enter the filename! What happens if you can't remember the filename, you have to close the programme, restart your machine list a disk directory write down the names, lovely feature to have again showing the quality of the programmers.



### The synth drum that time forgot!

I have incidentally used this software in a semi live setup, I remember playing in a band (you don't want to know the name we played more for fun than anything else) that had a temperamental drummer, sometimes he turned up for rehearsal sometimes he was stuck in the pub. After a night of careful programming I was able to create the drummers actions with the application, allowing the rest of the band to rehearse with or without the drummer.

### Music is my first love and it will be my last, music from the future and music from the past!

During rehearsals in this manner I was asked to play in another band the band were doing a cover version of "BLUE MONDAY" the sounds from the Commodore were so close to the original recording of the track that the band thought it would be a nice feature to have a machine play the drums as in the original recording. Now both bands have folded and we managed to produce no money from our efforts it did seem cool at the time.

### Feel the base as the baseline hits your face!

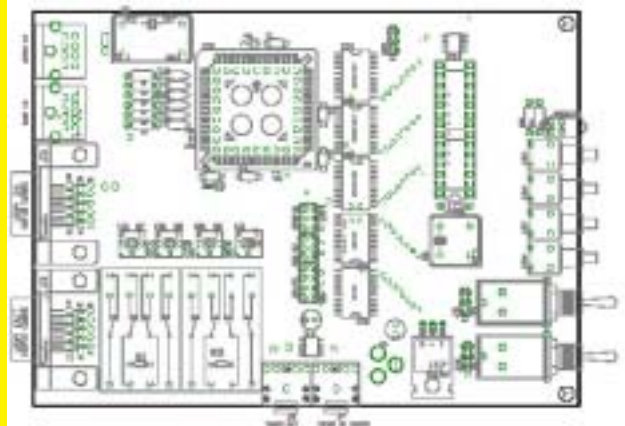
As a final note the software runs without the cartridge but produces no sound (as would be expected) from the Commodore, I would be interested how the sound is output from the programme to the cartridge and also in any new kits that have been produced, maybe you are using a custom designed kit yourself or you may have a nice demo you would like to share with someone, to show off your drum programming skills. Why not email it me.

© Commodore Scene  
Review by Nigel Parker  
Email : [nigelp2k@yahoo.co.uk](mailto:nigelp2k@yahoo.co.uk)

# C=VGA

## update

Okay, so it's been 'ongoing' for a while now so when can we expect to see some hardware?



This is the message I got from the developer on 29th June 2003 :~

*"Good news again, the circuit boards will be here any day now. I ordered them friday, so I'll probably have them in a week. As soon as I get the boards in, I'll start putting all the parts on them (I already have all the parts here, too :)*

*That means I will be emailing you pictures of the fully-assembled C=VGA soon, and I'll also be starting on the firmware around the same time...."*

As you can see from the circuit diagram above, the final board design is complete and in fact, it has actually been built and delivered to the developer already.

So, things are moving along quite nicely now.

One of the reasons for this increased activity is that Commodore Scene (myself & Shaun) have been invited to attend the next **Back In Time** event. The provisional date for this event is 13th September 2003 and will be held in Brighton at the Brighton Centre. More details will be made available in an additional flyer when all details are confirmed.

The developer has agreed to pull out all the stops to get a working model for this deadline :-)

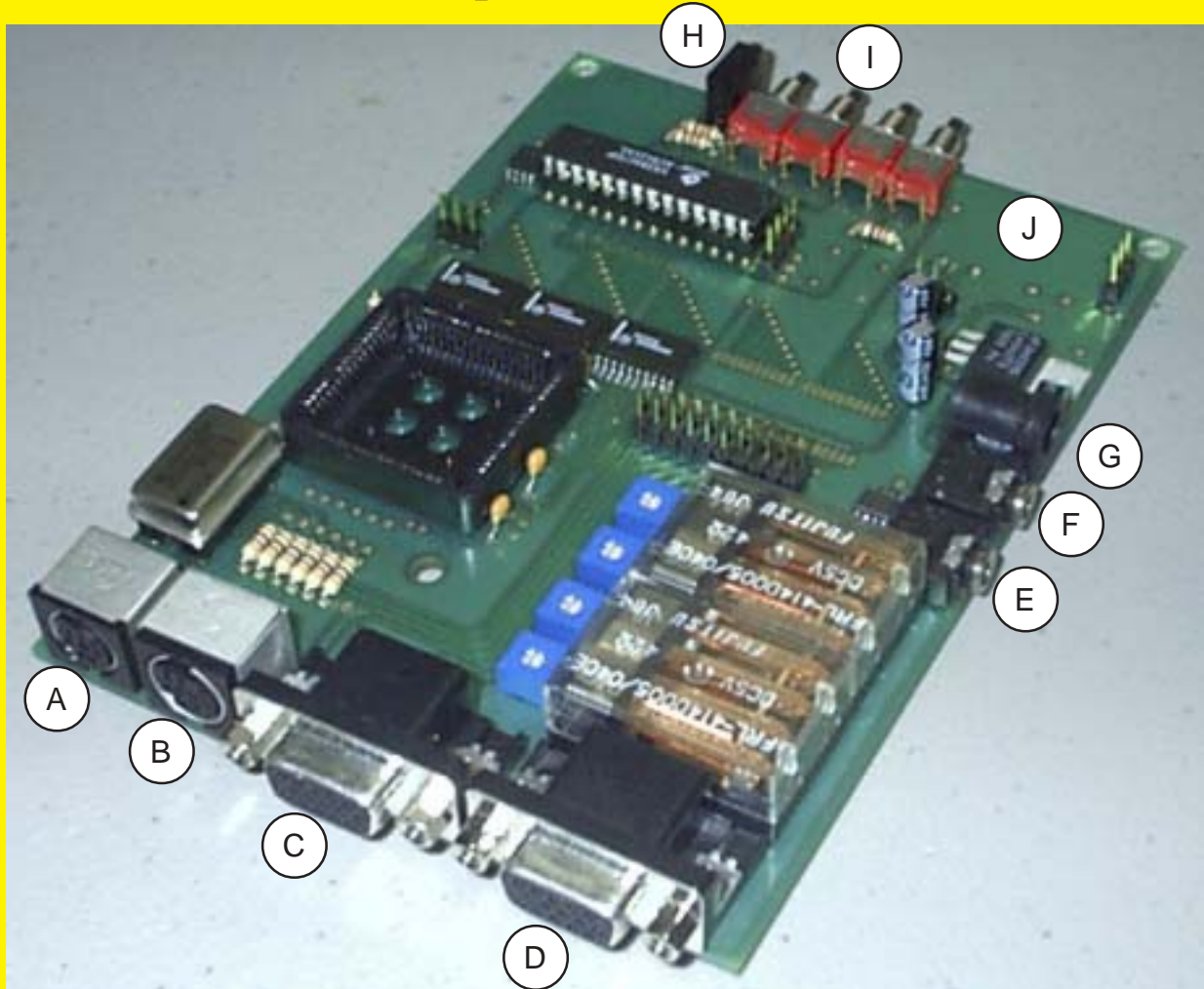
Many people have offered to pay a deposit up front a C=VGA, but again I ask you to be patient as I won't be asking for any money until the final production run is underway.

Allan Bairstow



# C=VGA

## update #2



**WOW !! ~ It's really happening now !!**

This picture of the first prototype board shows you that this is very soon going to be a fully working reality.

Here's a brief idea of what you are looking at :

- (A) 40 column audio & video IN
- (B) RGBI IN ~ a D2DIN adaptor will be supplied for c128 users.
- (C) VGA IN ~ plug in your PC to share the monitor
- (D) VGA OUT ~ to any standard (S)VGA CRT or TFT monitor
- (E) audio OUT ~ to speakers
- (F) audio IN ~ from your PC or other input source
- (G) power IN ? ~ not sure about this just yet
- (H) power & diagnostic\* LED
- (I) control switches for on-screen menu - 'up', 'down', 'enter', etc.
- (J) two toggle switches (not fitted yet) for power 'on/off' and switching between VGA IN and C= IN.

*\*The diagnostic mode is for the programmers use only.*

# S.E.U.C.K. IT AND SEE !!!

*For this special feature I thought it might be nice to take you behind the scenes so to speak and give you a bit of a rundown on the SEUCK games that Me and Helen made.*

## LIPBUSTERS

This was my first ever SEUCK game, I started this late 88 early 89 as I recall. I decided to do a standard space shoot 'em up, But I wanted to do something with memorable graphics like WARHAWK or something along those lines. Anyway I remember spending absolutely ages trying to draw some really nice glossy, great looking graphics. I got quite far doing the game too and then disaster struck - My 64 started bombing out, it was quite upsetting cos' it was my first ever Commodore 64. Anyway I bought another '64' (THE OLYMPIC PACK BY OCEAN was bundled with it, I Think). I kind of lost interest and LIPBUSTERS lay gathering dust on the shelf until about 1994.

You might like to know I did most of the game before I got a disk drive, so it is possible to do games with SEUCK on tape but more on that later... Playing this recently I was quite pleased, the graphics are still quite nice although there are large amounts of game where nothing happens... - Never mind, I was only learning!!!

## Techie Trivia

LIPBUSTERS uses all the scrolling map memory available to SEUCK! There are (or were) two completely different versions of LIPBUSTERS, while I was doing this my friend at the time (JASON SMITH) from school started doing his version of the game LIPBUSTERS (erm, I can't remember who thought of the name actually - I might have pinched it off him). Anyway I remember he did a huge end of level baddie (A radiator), and asked me to help him cos' he was getting sprite-glitch / screen slowdown. I altered some of the object variables and it was all cool. He also had colour mixing in the background blocks and some UFO'S sprites and other wierd stuff. It was a very cool looking game, unfortunately we both started work and I've lost touch with him - Real

shame cos' his version of LIPBUSTERS had good potential. The sprites for my version have been done by three different people. The majority of the game sprites were done by me, I 'borrowed' some sprites from Jason's version of LIPBUSTERS (The Black lips with the white teeth and red inside), and a friend at the time drew a one frame sprite that I was so impressed with I animated it and turned into the main player ship/s. If you do play this try shooting at the metallic blocks, I overlaid sprites on them to give the effect you were able to destroy them - I told you I was inspired by WARHAWK (The BAS-RELIEF graphics from URIDIUM inspired me too). Incidentally you might like to know that my Commodore 64 problems during the creation of this game were caused by me braying the keyboard!!!

## INSY WINSY SPIDERS

I'd met Helen and we'd been drawing and using the ART RAVERS name for two years when we started this (1994). I'd just finished LIPBUSTERS and me and Helen were talking and it just kind of happened by accident. We started doing the game, It was Helen's idea to have specific numbered levels (that way I suppose the player feels that they are making progress). I found in some ways it was nice to have another pair of hands helping create the game, I had the knowledge to create the game and Helen was able to draw sprites and backgrounds (she drew the spiders web background blocks, which look really cool). I remember reading about creating (I think it might be the SEUCK manual or a feature somewhere ?) attack waves and the blurbl said something about not using complicated movements when creating enemy attack waves because it uses up large amounts of attack wave memory. I think Helen had the idea of making the spiders 'weave' down the screen toward the player. This has two good points, 1 It gives the Spiders personality and 2 It makes the swines harder to shoot!

We proved them wrong though - you can have complex attack wave movement patterns (although I

decided not to have all the bigger spiders weaving about for fear of using too much attack wave memory) in SEUCK games. I don't want to sound like I'm bragging but I have'n't seen any other SEUCK games that feature weaving enemies like ours!!!

This is quite a mixed game, there are bits that for the life of me don't seem to have relevance to the game (the footballs and goal posts) and then other moments of excellence.

Insy Winsy was nice to create in many ways because it was a different kind of shoot em' up, we had insects etc, instead of the bog standard 'by the rules' typical space shooter that so many people had created before. I can't take credit for the game name, we got near the end of the game and I could'n't think of a name - Helen had the name idea. Another suggestion Helen put to me was what about having the spiders going up water pipes (like the nursery rhyme - insy winsy spider climbed the water spout etc), but we'd kind of completed the game so I did'n't bother. I seriously considered doing a sequel to this but other projects came along (We used to draw a lot of bitmap pictures if anyone remembers!).

However I watched a film the other year called 'EIGHT LEGGED FREAKS' (2002 ?) and that filled me with ideas for doing a sequel to this game. I wondered about having different looking spiders with different movements and abilities. So I May consider doing a SEUCK Sequel in the future. We became friends with a regular contributor to 'Commy Scene' in 1998 ish (IMPY) and we sent him this, he wrote back with loads of suggestions for changes/improvements to the game, such as push scrolling (which I've never done in a SEUCK game) and making the legs of the ants bigger. I did consider these suggestions but once again the time factor prevented me from returning to the game. I also don't like going back to projects once I've done them.

## Techie Trivia

Insy Winsy Spiders uses all the attack wave memory - so there!!! It was'n't until near completion that the main player ship (the spider) got 8



legs, before that it had only 6 ! I decided to draw a little spider in the character set and put it on the title screen and made two big spiders using the spider character - it looks ace ! We also put the Sprite to Background collision feature to good use, You have to shoot the enemies and dodge the landscape which introduces a bit more strategy than LIPBUSTERS had. Oh, and do look out for the Gingerbread man firing currants at you !!!

### UNIQUE

In my humble opinion this is the greatest SEUCK game I have ever done ! This was the first SEUCK game that I actually sat down and made notes and plans on how I was going to do, as opposed to just slapping it down and improvising. I think the planning paid off. I was a massive Commodore Zone reader at the time and read the issue where ALF YNGNE did his 'Creating a SEUCK game' feature. Reading the feature helped focus me (You really need to be committed) and gave me the push to create something really special. I was so pleased with this I thought it should go on a Commodore Zone Coverdisk - No seriously it is THAT good. UNIQUE is just that, it was the first game I'd done to feature specifically themed levels. I've even managed to put a little tribute in to my dad who used to be a Painter and Decorator (the paint brushes on a later level). During the early stages of doing the game I decided to do each level as 10 or 11 screens long (I forget the exact number - it has been a while !). The only downfall with the game is I began to lose interest and ran out of ideas towards the end. I think I focused on making the first two levels so perfect I burned myself out !

### Techie Trivia

You folks will never know how long it took me to make the balls moving round the pool tables look realistic ! I feel it my duty to tell you when I did 'UNIQUE' I decided to do a trilogy of the games : The correct pronunciation for the games is the same as Small, Smaller and Smallest - UNIQUE, UNIQUER, UNIQUEST (and not UNI - QUEST like my mum says it)

This is also the first game where

both player ships (although both use identical sprites) have slightly different firepower, one is more powerful (triple bullet) than the other (single shot). I did intend to do a 'BLACKPOOL' themed level, I decided it was going to feature the BLACKPOOL TOWER. I actually began drawing the girders in the character set and assembling them into blocks but I stopped and scrapped it because it was too difficult to achieve at the time. I'd also thought of doing the Pleasure Beach Ride 'THE BIG ONE' as part of the level (I think OCEAN'S game KONG STRIKES BACK gave me the inspiration) but I never did !!! I should also mention that level 3 was intended as a Pinball level, I drew the flippers, balls etc but I was overwhelmed at how to do a pinball table with SEUCK. I should have used the character set and set up a pinball table with background graphics but I doubt I'll ever do that now.

I redefined the character set as I always do, but I went to great lengths to make the status panel (scoring etc) not look like the standard SEUCK style - All in all a Game I'm proud of !

### BALLOON ADVENTURE

Helen had the initial idea, to be honest at the time I didn't think it was a very good idea for a game. O.K. so you draw some Balloon sprites and have them moving round and you're flying through the sky (erm does'nt sound very exciting really does it). Actually once I got going with this I realised that there was quite a bit I could do, It was also different doing a game on a light blue background. I tried to have a number of different balloon sprites in the game to add variety, it also gives the player some encouragement to carry on playing by introducing a ' What's going to happen next' element.

I'm particularly proud of the lightning sparks and also the dark clouds that rumble when they fire lightning at you. I also made the screen 'flash' to resemble a storm !

### Techie Trivia

There's a tiny little 'tribute' to TONY CROWTHER in the form of the flapping birds (ala POTTY PIGEON). The later levels are also a tribute to JON WELLS and his unfinished 1994 game CITY BOMBER. Me and Helen

argued over the difficulty level like mad. Eventually we opted for two versions of the game.

While only a small SEUCK game there is much to recommend it, I particularly like the end levels with the cities (The buildings have visible lifts that you can shoot.) The bolt together enemies are quite nice too. The 'Blocks' that you normally get with SEUCK games don't seem as apparant in this game as normal - I'm not quite sure why ? Chuffed with success I sent this off to KENZ and he very kindly asked Warren 'WAZ' Pilkington to add some music which he did, He did a different tune for each version. Back in 1999 I was on the phone with Andrew Fisher and we'd just got the MAGIC ROUND-ABOUT SLIDESHOW done as I recall and the conversation turned to SEUCK games. Andrew offered to put the five games we'd done at that time together, He did this and called it THE ART RAVERS SEUCK COLLECTION (The disk contains LIPBUSTERS, INSY WINSY, UNIQUE, BALLOON ADVENTURE and UNIQUER).

Unfortunately Andrew said he could only fit one version of Balloon Adventure on the disk so I asked him to fit Helen's version on.

### UNIQUER

Once again I returned to the 'UNIQUE' trilogy, I decided once again to do a game with specific levels. UNIQUER has six themed levels with an end sequence. I recently played this for the purposes of this feature, I'd forgotten how darned hard it is.

The Noughts and Crosses Level I thought would make quite a good level in a game, granted it looks simplistic but it's a nice easy introduction to the game.

Next I did an Acid House tribute, yeah I know it's old hat now but I thought it would make a nice level in the game. I did the Smiley faces and did some abstract backgrounds, I took inspiration from Jeff Minter's VOIDRUNNER for some of the backgrounds. Next up I did a heart level with Big hearts for background blocks. I did dark coloured hearts as enemies and pink hearts for bonuses.

We were quite big fans of THE X FILES at the time so I knocked up a suitably themed level and chucked

some aliens and flying saucers in for good measure ! I remember looking at a lottery ticket and thinking that would make a great themed SEUCK level. I used the crossed fingers as blocks, the 'ball number' selectors as baddies and the 15 age limit as a bonus. It works really nicely I think ! The final level I thought I would do over water. The bubble sprites came about after seeing the classic COMPUNET DEMO by SPIDEY called EPILEPSY. (Maybe if you all ask Allan nicely he'll put it on the coverdisk for you) When I put the fish sprites in I was quite shocked - it reminded me of one of the levels in AZTEC CHALLENGE where you have to swim through Pirahna infested waters.

There's one or two other things in there too but I won't spoil it for you... Finally of course the End Sequence, it's nothing amazing but there's still a good sense of achievement when you get there without infinite lives.

#### Techie Trivia

I came up with the idea of the death sequences for the Noughts and Crosses level on the bus to LEEDS. The Heart level probably came about cos' I knocked up a little demo for Helen (when we were together) which consisted of a scrolling message, you pressed space bar and I'd knocked 7 hearts up on screen in the shape of a heart. The end of level sprites for the lottery level came about after I saw a T-Shirt taking the mickey out of the lottery (with 2 fingers sticking up). I had intended to have the ball selectors firing different numbers. Due to sprite restrictions I ended up limiting it to one number, (The number 1) and animating it at different angles to give the appearance of a spinning ball.

I did actually manage to play through to the end without using infinite lives and the end sequence is quite pretty, although I'd actually forgotten doing it ! The two main player ships are worthy of mention - Player 2 ship is a 2 frame sprite, What makes it so clever is both frames are slightly different, one frame is virtually all grey with the cockpit bit and the other frame has like spots. When you put both sprites together in the object editor and set the animation speed quite high you get a slightly distorted effect. Its almost the equivalent of

using raster interrupts to mix colours (As seen In the THALAMUS game CREATURES), try it yourself it's quite easy. The other player ship I have rotating in 2 directions - The top half goes one way and the bottom half rotates the other way. It was quite hard to do and the effect looks a bit wierd but it was nice to try something different. This was also the first game produced specifically for a UK Computer magazine (COM-MODORE SCENE).

#### UNIQUEST

My first game since Me and Helen divorced.

It was'nt until I'd got quite a way into doing the game that I realised that this was the 10th year of ART RAVERS (1992 - 2002 !) I decided to release this a tribute of sorts to ART RAVERS (hope that does'nt sound too big headed !!!) and of course for all you true C64 fans out there.

I can honestly say that no other game has given me so much hassle and grief, I almost jacked it in and gave up several times but I knew It had to be done. Problems began when my Disk Drive stopped saving out the code so I had to resort to my trusty tape recorder (really embarassing, we're in the 21st Century and here was me using my tape deck !). Anyway lets talk about the game... I had a few ideas when I began, I can honestly say it was'nt as finely planned as UNIQUE. My idea was basically to do the levels roughly and then go back and improve (smooth out graphics etc) them later on. I started with the draught board level because draughts is a board with squares and SEUCK games work in blocks so I knew I was on to a winner. I planned it so each level would have more or less the same length as UNIQUE and UNIQUEST after all the idea had worked well before. I slotted the blocks in for the first level and then decided to colour mix them. This effect works really well and the graphics look a lot better for it, the idea for mixing colours came to me after reading an old Commodore Format article by the ROWLAND BROTHERS. I read their MAYHEM IN MONSTERLAND DIARIES and game producing tips and I thought it might be nice to try something different in my SEUCK game. Level 2 I thought it would be good to do a 45

degree angle level so I set about drawing some graphics. I found this quite hard (It's always difficult when you're doing something new with SEUCK). I rang Andrew for advice and he suggested I check out the game REUTERS WORLD by ALF YNGNE but I could'nt find it ! I decided 'If in doubt - cheat'.

Basically I plotted 25 characters onto a standard SEUCK block and then just went to the paint option and more or less drew a diamond ! A Bit of a cop-out but it does work - TEE HEE ! I slung a really nice little end of level bit in there too, but you can see for yourselves when you play it... Next we have the Water Wall Level which is a slack way of linking you to the next level which is The Bath Tub level. I'm quite proud of this (read the techie trivia bit for creative info), first of all a plug seals the bath then the tub fills up (via a dripping tap) and then you get a nice end of level duck to shoot. Next is a level I'd wanted to do for a while, my early idea of this was to have you flying over a city at night with skyscrapers and only the lights and outline of the buildings would be visible. I scrapped this idea and went back to an idea I'd been sat on for quite a while. I've always liked vector graphics and the like so I decided to do a level with wire frame style graphics, I drew one block which is a sort of cube type thing. I actually had ideas for more shapes and could have done some but I'd taken so long with the game (due to the 64 bombing out) I wanted to see completion of the project. Sorry guys I suppose it was a bit lazy of me really, there's plenty of room in the character set so I could have drawn more graphics.

Anyway I drew some vector style Pyramid baddies and animated them and I also threw in some pick ups which are cylindrical in shape to add to the feel of the level. To follow this I put some blocks in which once again I hope Andrew will be able to animate and then finally we have the end of level baddie which is a harder version of the Pyramid I mentioned earlier. Then I knocked up a cheap and cheerful ending, there's three parts to this, one part looks a little like something you've seen in the title screen of WIZBALL - Whoops I did'nt mean to do that deliberately !!!



Techie Trivia

After seeing 'SYNETIC' by CYBER SYSTEMS (FRANK GASKING) I decided it would be cool to do a SEUCK game with extras. Although I do not have the ability to add bits to SEUCK I decided I'd go ahead and produce a game and then let someone else (ANDREW FISHER or RICHARD BAYLISS) finish and polish my creation. Andrew has kindly accepted the responsibility (thanks dude !). Like the first level in UNIQUE I decided to have the enemy sprites moving in specific ways, this suggests an enemy intelligence of sorts. Not only do I move the Draught pieces over the draught boards, I've also positioned the Draught pieces so they are exactly central in the 'board' blocks (Am I a glutton for punishment or what ?).

Like The Pool table level of UNIQUE moving the sprites took a great deal of patience and time. Unless you've ever done a SEUCK game you won't realise how difficult and time consuming precise movement of sprites on this scale can be. Much of the movement came by trial and error (and more than a smidgen of luck). Still it looks good and that's what counts - right ? The graphics for level 2 probably came about after playing the isometric game GYROSCOPE (Marble Madness clone). The sprites for the second level were heavily inspired by SPINDIZZY, I specifically drew certain characters to be animated and I've also set the collision detection for them too. If you've played LED STORM then you know the kind of Parallax style scrolling I'm hoping to achieve. Next I'd had this idea about flying over a series of bathtubs I realised that A: It would't make sense and B: The gameplay would't flow as smoothly. Hence I settled for one bath tub. I knew you could't just appear in the bath tub level so I decided to have a connecting bit. What happens is you kind of appear to fall down a hole and then you make your way up a scrolling water wall level (the wall is fatal to the touch) which leads to the bath tub. During early stages of desiging the bath tub level I thought it would be good for the bath to be empty and then fill up with water as you watched it. I did't realise how hard it was going to be... I placed a tap sprite on screen and had it fire bullets in the shape of water down-

wards (to give the appearance of a water dripping in the bath). Unfortunately once you place a sprite onscreen it won't move unless 1. You physically move it with the attack wave editor or 2. The screen is set to scroll in which case it moves away with the screen.

I rang Andrew Fisher about this and he suggested a method used in the infamous Twin Tigers. Basically you set up an enemy in the object editor and make it directional. You place the sprite into the desired movement frames (e.g. left, right up or down) and leave a blank sprite for a particular direction in which you don't want to show anything. You go to the attack wave editor, position your sprite where you want it to appear onscreen, press fire to hold it in position for a certain amount of time, and then move the desired direction to make the sprite disappear. The sprite appears to become invisible although it's actually still there. Sounds confusing I know but it works, I've used the same technique in RETRO WARS. I also considered having a boat in the bath for the bath tub level at one point but I scrapped that idea cos' I thought a duck was better, So the final version has a duck in. Once again my mind turned to improvements, I drew a water wave out of sprites and tried to place several side by side at the top of the bath.

This would create a water rippling effect, unfortunately due to technical restrictions I could't achieve the effect with sprites. I have asked Andrew if he can animate some water using animated characters instead so we'll have to wait and see what happens... I went back to the water wall bit and added bits like moving bubbles and streaks in the water and also some little duckies inspired by the mother hen from 'Chuckie Egg'. The Shapes level as I nicknamed it was relatively easy to do like the diamond shape on level 2 I used the same technique to create the vector boxes for this level. When I went to EGYPT in 2002 and saw the Pyramids at GIZA I knew I had to do a game that featured Pyramids in it. When I came back to England after the holiday I'd decided to do a vector Pyramid. It took two of us about 4 hours solid to draw and animate the enemy Pyramid to a standard I was happy with - Thanks Paul !!!

Technical Info on Pyramid as follows - 4 frame, 4 sprite enemy. Due to the limitations of SEUCK I had to keep the amount of animation frames for the pyramid to a minimum, I was being a bit tight with sprite space really but after a lot of grief and hassle we knocked up a good one ! The main player ships were interesting, I struggled to do something new and decent. I think it was my second or third attempt that I finally ended up with the final version of player 2 ship. I thought it would be good to do a directional player, I decided to make it so that when you move little thrusters would appear to move the ship. These are created by using two frames of animation, I copied and flipped the sprites the other way to produce the same effect for different directions. If I had to describe it, I would say that the ship looks like a cross between the MILLENIUM FALCON and THE HUNTER SHIP from HUNTER'S MOON (although I never conciously set out to copy from either source). Last minute additions to this game include: thrusters for downward movement and main engine burn when you push up (Main player ship). I also went back to the 'vector shape' level and put some single pixel sprites in, moving downwards to simulate stars. O.K. so it's not the next DELTA but the effect looks quite nice. Inbetween my 64 corrupting and my disk drive giving out I still overcame the odds and finished this. Many thanks to Allan for getting me a new 64 and a powerpack and also to Paul for letting me go round his house and use his 64 to assemble some sense from all the mess and also for all the input and help he gave me.

One final big thankyou to Andrew Fisher, for saying he'd put enhancements on it : at time of writing he's still busy with it, so Good Luck Andrew !!!

Final Word - As if all that was't enough (!?!) I got an idea for a game and knocked up a one screen demo for my next game RETRO WARS before I'd even completed UNIQEST

**Wayne Womersley**








Developed for the SuperCPU

Metal Dust (still under development)

Adapted for the SuperCPU

- Bburago Rally - R,X,D 
- Boom - R,X,D
- Last Ninja III - R,D
- Oil Imperium (German) - R,X,D
- Rescue on Fractalus - X,D
- Stellar 7 - X,D
- Stroke World - R 
- The Train - R,D

Benefit from the SuperCPU

- 3D Pool ~ CS2003 p69
- Castle Master - D 
- Chase HQ
- Cholo - D
- Cyborg 2900 - D,S
- Dark Side - D
- Driller - D
- The Eidolon - D
- Elite 128 ~ CS2003 - p114
- Encounter
- Flight Simulator 2
- Frogger64 ~ CS2003 p108**
- Hard Drivin'
- Koronis Rift - D 
- Last Ninja 2 - X,D
- Last Ninja Remix - X
- Leader Board Golf II
- Moonfall - D
- Mega Starforce Remix - Rx,D,X
- Mercenary
- Outrun 
- Power Drift - D
- Revs - D
- The Sentinel - D
- Space Rogue - D
- Starglider 
- Star Wars - D
- Stunt Car Racer
- Test Drive
- Thunder Blade - D 
- Thrust - D
- Time Crystal - D
- Total Eclipse - D 
- Total Eclipse 2
- Turbo Charge - D 

Codes

- R = Ramdisk system ~ CS2003 p68
- Rx = Alternate Ramdisk ~ CS2003 p68
- X = Extras added ~ detailed in review
- D = Documents included
- S = Solution included



# SuperCPU Games

## Frogger 64



Machine specs: C64SX,  
SuperCPU 128 V2, RAMLink MK-II,  
1901 Monitor and Joystick.




Reviewer : Shaun Bebbington



**At - a - glance**

Original author - Interceptor Software  
 Program size - 108 blocks  
 Load from - 41,81,CMD  
 20Mhz mode - YES  
 Ramdisk system - NO  
 Extras added - None  
 Special features - None

-  More responsive
-  Initially easier
-  Its still just 'Frogger'

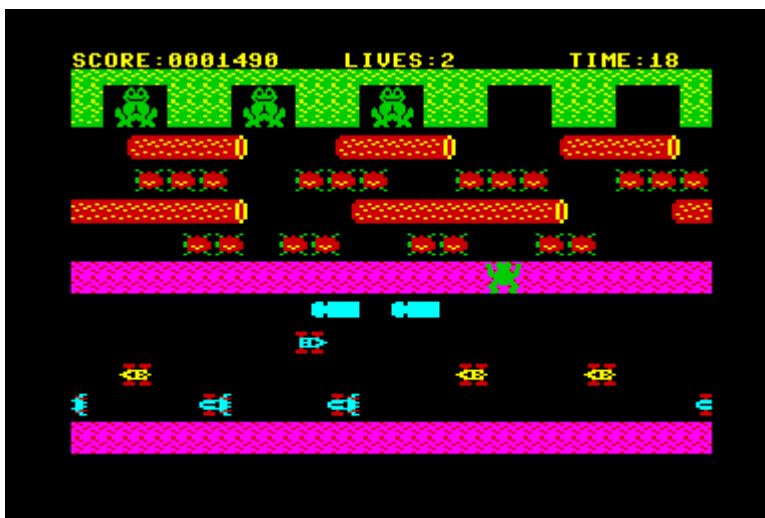
I have found that progressing, at least initially, is much easier. Only graphics on the title screen and hi-score table seems to be quickened, and the sound effects are very mildly affected. Now, as with all games, this is down to taste. This is everything that you expect, a Frogger clone. Nothing more or less. My ratings therefore, reflect how this game has aged over the last two decades compared with C64 games in general. It's not bad, just old hat, something that must be taken into account.

- Playability** > 7 out of 10
- Graphics** > 5 out of 10
- Audio** > 3 out of 10
- Overall** > 5 out of 10

Now this takes me back. This is one of the games that I used to play often, during my younger days. This is Interceptor Software's take on the Sage classic, released way back in 1983. Now, let's pretend for a minute that you know nothing about Frogger or it's origins. If you really can not do this, skip to the last paragraph.

The aim of the game is simply, to cross a dangerous road and to lay frogspawn on the other side. Your job is complicated by the fact that, oddly, you can't swim, and so you must hitch a ride across to the breeding areas (of which there are five) on passing logs and turtles.

Later levels introduce more frequent and faster traffic, as well as crocodiles. There is also a time limit to work to, and you only have three lives.



Again, we must sum up the benefits of playing this game in 20mhz mode. Firstly, the main character is far more responsive, and



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# IDE64

games games games  
games games games



## Specific games for your IDE64



## LEMMINGS

### Adapted for the IDE64

Reviewed by Allan Bairstow

#### General Lemmings

Lemmings is one of those games

that I have always admired for it's simplistic yet addictive game play. I have only found these features in a handful of games throughout my life and when I found out that Lemmings was going to be available on the c64 I didn't believe it. The sheer programming difficulties that must have had to be overcome doesn't bear thinking about and, to be honest, I doubted very much whether it would actually see the light of day on the c64 at all.

Anyway, it did make it and now it has been made available for the IDE64 so lets see what has been done to this all time marvel of c64 programming.

#### IDE64 Lemmings

As with all 'adapted' games for the IDE64, this game comes as a 'zip' file and it is quite large ~ 440k (800+k unzipped, you'll need a HD disk for that) ~ so you will need to bear this in mind when transferring and unzipping it. *I will cover transferring, unzipping and installing IDE64 games in the next issue.*

This version is NTSC and PAL compatible. You are also offered extra options such as 'unlimited time' and whether or not you want to see certain screens.

Where the IDE64 comes into its own is during the initial loading and

'next scene' loading where the times are reduced to such an extent that it is hardly noticeable. Anyone who has this game on 5.25" disk will know all about long loading times and disk swapping !

Obviously with this version there isn't any disk swapping as the whole game is kept in one folder on the hard drive. The IDE64 takes care of all the level accessing and loading, this makes the whole game far more enjoyable than it ever was before.

#### Playing Lemmings

The game itself doesn't change during the actual playing of it. All the screens are there, as too are all the levels. The game play is the same and the playability is still as frantic as ever.



#### Problem Lemmings

I found that the SCPU needed to be switched to 1mhz mode when running the game to avoid some small graphical glitches occurring on the screen but this was not 100% successful unfortunately. If you can live with those then please feel free to leave it in 20mhz mode but it doesn't make any notable difference to the speed of the game. It may be that using the standard non-SCPU version of the IDE64 would not have this problem anyway, I will let you know about this when I receive my new standard IDE64 later this year.

#### Last Lemmings

You have to admire the work and skill that has gone into converting Lemmings into an IDE64 compatible game. You get more features, smooth play and ultra fast loading between sections.

All in all, this game is now far superior to the original.

Put this on your IDE HD and I guarantee that you won't regret it one little bit.

Well done guys !

3 Stooges  
Creatures  
Defender of the Crown  
Duck Tales  
Flimbo's Quest - CS2003 p74  
Hollywood Poker Pro  
Hostages  
Hot Rod  
Ice Guys  
Indiana Jones IV  
Last Ninja 1  
Long Life

#### Lemmings - CS2003 p109

Max Overdrive  
Mayhem In Monsterland  
Metal Warrior 3  
Neuromancer  
North & South  
Oil Imperium  
Raid On Bungel  
Rally Cross  
Rockstar Ate My Hamster  
Street Rod  
The Train - Escape to Normandy  
Turrican 1  
Ultima 1



**Machine specs: C128DCR (German PAL), SuperCPU 128 V2, IDE64 (SCPU version), IDE HD/CD-ROM, 1084S Monitor & Joystick**

# But, what does it actually do ?

I regularly get asked many questions. Some are technical, some are straight forward and some involve rather in-depth answers, which means I have to keep repeating myself over and over again. Because of this I have decided to cover a few of the more commonly asked questions about specific hardware and software. I will not be going into detail about 'how' or 'why' things work but instead I will be giving you a laymans perspective so that it is easy to understand, along with simple to follow pictures and diagrams. Here we are with the first of these articles and I make no apologies for starting with my favorite device the **CMD RAMLink Mk2** as this is by far and away the most frequently asked about hardware device.

## CMD RAMLink Mk2

Regular readers will already know how highly I regard the **CMD RAMLink** (RL) device, it is my absolute favourite (the **CMD SuperCPU** is a close second).

A lot of people don't really understand what the RL does, sure, if I tell them about the **CMD Hard Drive** then they immediately understand because most people already understand the principle of a hard drive, but when I then go onto the RL and ask them to imagine a 16mb storage device with no moving/removable parts they sort of 'glaze over' and nod politely, then when I tell them how it stores information and then makes running programs easier and faster they just fade away completely as I can see that they have no idea what I am on about!

So let me try and explain in a simple and easy to understand manner.

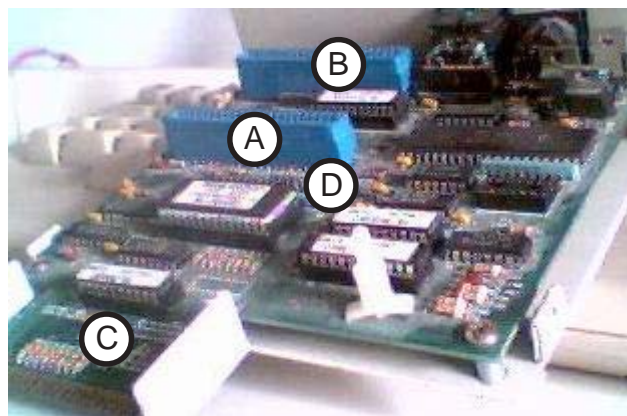
### Step #1 : Lets start at the begining!

#### What do you get ?

Well, initially you get five things, (1) the '**base unit**', (2) a **power supply**, (3) a **jumper clip**, (4) a printed **manual** and (5) a 5.25" **tools disk**.

The **base unit** consists of a metal case which contains a board with two pass-thru cartridge ports on it. The port nearest the computer (A) is the actual pass-thru port (for cartridges) and the rear port (B) is a dedicated Ram Expansion Unit (REU) port.

The **jumper clip** connects to one of the legs on a chip inside of your computer, it is then fed through the computer and out through the cartridge port where it fits into the front of the RL (C). As many Commodores were built at different times and in different countries, the specifications and timings were not always quite the same. This means that the RL has to force the computer to run at the RL timing, hence the clip. On some models of



Commodore, the clip is not required and I have found that all my German/PAL machines do not need the

clip in order to run. Having said that though, some of the more tempramental UK/PAL machines will not run correctly even if the clip is installed.

Lets asume you have the basic RL plugged into your computer, what can you exspect from it ?

Well the first thing is that when you power up the computer you first see that the start-up screen has changed and you are informed that you now have JiffyDOS installed. Basically what has happened is that the operating system inside the RL (JiffyDOS) has now taken control of your computer and this means you have access to all the new commands, features and enhancements that this brings (there will be more on JiffyDOS in a later article).

A RL in this basic form will not offer you any further benefits! Thats it! End of story!

### Step #2 : Existing REU Memory

Let's asume you have some type of REU like any standard Commodore REU (pictured below). As you know, working with an REU is the fastest way to work on a Commodore, information is instantly available and working with programs becomes a breeze and a real pleasure. That is until you switch off your computer. Once the power has gone, so do all your programs and valuble information, unless you saved it to disk first. This situation all changes with the RL though, because the RL has its own power supply you can leave it switched on when you turn off





your computer and all the information stored on the REU will be saved until you switch the computer back on again.

You will also notice a decidedly marked improvement with your REU/RL combination in the form of faster access and retrieval times, so, already the improves to your REU are two fold ~ increased speed & memory retention!

This is all very well and good but the RL is capable of so much more and being 'nurse maid' to a lowly REU is fair enough but the RL can make you dance with joy if you install a RAMCard II (RCII).

### Step #3 : RAMCard II

The next obvious step is to install a RAMCard II inside the RL to increase its performance and abilities. The understanding of the RCII is were most people 'switch off', why is this the case ? I have no idea. The act of installing an RCII is simplicity itself and making it 'sing' with 16mb of simms is also a simple task ~ if you order a complete RL/RC/16mb combination then all this installation work is done for you anyway !

Lets back track a little. On the base unit's board is a multi pin connector (D) which is where you simply push fit your RCII. This in itself does not bring any enhancements (unless you fit the additional real time clock), so what else is it for ?

The primary purpose for the RCII is to expand the memory capacity of the RL. Fitting just a few megabytes of RAM is not worth the effort, why not just fill it up with the full 16mb (4x 4Mb simms) ~ (E). You can actually install anything from 1mb to 16mb but fitting anything smaller than 16mb would be folly as the chips are so cheap at the moment.

### Step #4 : RTC

There will come a time (no pun intended) when you want just that little bit more from your RL. One of the easiest upgrades is the **Real Time Clock** (RTC) option. The RTC chip fits in the empty socket (F) on the RCII. With this installed you can now date stamp your files as well as automatically set your GEOS clock on boot-up. As the cost is minimal and the benefits are high, I recommend you fit one.

### Step #5 : BBU & Surge Protectors

If data loss is a worry for you (I assume it is for



everybody) then I would suggest you invest in a **Back Up Battery Unit** (BBU). The battery will hold your RL data safe for up to 8 hours in the event of a power failure. I found this particularly useful when transporting my RL's to shows. Being able to have them hold their data until I get there is a great boon as I don't have to reload my entire RL from scratch when I get there - one less job to do !

We don't live in an ideal world and as such, the national grid network (in the UK) has its ups and downs ! This means 'spikes' and 'surges' in your electricity supply. This is very harmful to your RL. As the cost of a **Surge Protector** is now minimal (under £15) I suggest that you fit one to the power supply for your RL.

### Step #5 : Software

Okay, so you've got your RAMLink and it's full to the brim with a huge 16mb memory and an RTC so what do you use it for then ?

At it's simplest level, even if you just created one 1541 disk partition and used it to copy disks (as I do for CS) then you will notice a HUGE improvement in speed. Copying disks becomes a breeze (unless you are doing 100's ~but just imagine how much harder it would be to do it with two disk drives !).

As with most hardware for your Commodore. The



programs that can make use of a RL will make it shine. The obvious software that stands out is the **GEOS** range of applications. From the first time you boot from the RL you will never want to be without the RL ever again. **GEOS**, booting from a standard disk will take several minutes to start,

from the RL it takes a few seconds. After that, opening and closing applications such as geoWrite, geoPaint are a real breeze, loading in a few seconds. Even the huge geoPublish (99k) can be used as though it is permanently in memory ~ which in a way it is. Absolutely no waiting for applications to load.

Another superb piece of software that springs to mind is **GoDot**. Whilst using **GoDot** you will need to load and save screens, this takes time and to actually display/render a picture to the screen can take quite a while to do. If you run this program on the RL then the screen loads/rendering is done in seconds rather than minutes.

### Last bit

It's hard to see where the RL could be improved. I certainly can't think of anything but maybe Maurice has a few tricks up his sleeve ? We'll have to wait and see.

**Allan Bairstow**

Commodore Scene interview with



# Ian Bell

Questions by Shaun Bebbington  
(c)2003 Commodore Scene

remember being gladdened by the greater memory but not particularly impressed by it as a machine.

Q) You have Elite 128 available on your web site. Have you played it, and if so what do you think?

I've not played it much at all.

Q) Are you aware of any recent or current C64 activities? except for Elite 128 (and now Commodore Scene) of course.

No.

Q) Firstly, could you introduce yourself to the Commodore Scene readers?

I was born in England in 1962 on the Samhain, I attended St Albans Abbey Public (ie. private) School on a State scholarship and received an Exhibition place at Jesus College, Cambridge to study Mathematics - specialising initially in pure mathematics and finally optimisation techniques. Despite obtaining a first class maths degree, the computer science department required I take a Computer Science Diploma prior to my intended PhD in Artificial Intelligence. I obtained the diploma but was so disenchanted by the nature of the material (with the exception of predicate calculus and formal semantics) that I left academia to concentrate on artistic programming.

While at university I wrote the computer game Free Fall and co-authored the original 3D space game Elite which sold well enough to finance many years of hobbyist programming and study of martial arts.

A project with Oxfam for a political/economic adventure game exposing the reality of US foreign policy in Central America collapsed and I have since been working on a new, somewhat psychaedic, computer game.

I currently work from home in rural East Anglia, UK.

Q) What was your first experience with computers, and what age where you?

My father had a Texas Instruments miniframe he used to lug home sometimes. I must have been about 13 at the time.

Q) What was your first experience of the Commodore 64? What did/do you really think?

We got some C64s specifically to do Elite on. I



Q) How did you/David get the ideas for Elite?

The general ideas seemed obvious at the time. The specifics fell into place as we went.

Q) What do you most attribute to Elite's success and legendary status?

Challenging. Different from everything else. Open ended.

Q) On your website, you state that you are a 6502 coder. a) When was the last time you programmed the 6502? b) Have you ever programmed the 65c02 or 65c816? c) Do you have any tips for upcoming programmers?

I've not coded 6502 for years. The most recent 6502 coding I did was a 65c02 Elite port for a doomed handheld ("supervision")

Q) What would you say makes a great game?

Allowing the player to imagine.

Q) How do you see the video and computer games industry in the eighties and now? What, if anything, has changed?

It's big production values but no content now it seems to me. It plays down to the market.

Q) Is it true that there is a desperate shortage of computer programmers for modern platforms? If so, how and why has this happened?

When I grew up, people bought computers for their children to program. BASIC was the primary application.

Programming used to be something to encourage in the young. Now programming is distrusted, an unsuitable interest in the young. Programmers are seen now as the creators of "enfringing" information liberation technologies. Dangerously empowering encryption



systems. Viruses that expose the imbecility of corporate product. The programmer mentality is harder to deceive and deception is the basis of our society now.

Thus computers are now bought for children to "learn to use" and to play games on. Often nasty brutal games endorsing violent solutions.

A C64 and some manuals was a vastly more educational toy than a Sony Playstation is today.

Is this progress?

**Q) Do you still have any of your old computers? What are they and do you still use them?**

In boxes in cupboards. I'm not really interested in keeping old machines running. I favour totally accurate emulation to preserving hardware. I'd rather old machines survived in infospace than realspace.

Its far more practicable and convenient to play C64 Elite on a PC than on a C64 thesedays.

**Q) What are your favourite emulators?**

I'm no expert. I like to know the emulation community is there but I don't compare product. When I add versions of Elite to my site I link to the first emulators I find that I can get to work tolerably (originally this was under DOS). Elite is often hard to emulate since we often exploited the hardware in unorthodox and unanticipated ways.

**Q) Outside of computing, what interests and hobbies do you have?**

Relativistic quantum gravity theory is my big interest at the moment and wormhole technology. I used to go to trance parties but they seem not to happen so much these days. The police prevented one just recently for being in some sort of Glastonbury "exclusion zone". Another culture suppressed with clubs.

Some of my hobbies and interests can be inferred from my homepage but also include juggling, massage, and Trance DJing.

**Okay, so now for the one-filers (Short statements to provoke your response)**

**Commodore 64** - (Without implying anything)

**David Braben** - No comment

**Elite** - An interesting word

**8 Bit** - Nostalgic

**16 Bit** - Ugly

**PC** - Grotesque

**Programming** - Fun

**Programmers** - Savvy

**Gaming industry** - Depressingly low brow

**Your current job** - None

**Your ideal job (if different)** - Creative consultant

**Sci-Fi programmes** - Farscape ! Light years beyond everything else

**The Eighties** - Greedy

**The Nineties** - Worse

**Now** - Ecocidal

**The final word** - End

**Q) Do you have any idea of how many copies of Elite (C64) were sold?**

About 139,000.

**Q) Is there anything that I have missed out, or anything you would like to say to the Commodore Scene readership?**

Read Chomsky.

**Ian Bell** - [www.ibell.co.uk](http://www.ibell.co.uk)

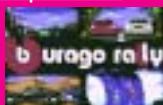


Developed for the SuperCPU

Metal Dust (still under development)

Adapted for the SuperCPU

- Bburago Rally - R,X,D
- Boom - R,X,D
- Last Ninja III - R,D
- Oil Imperium (German) - R,X,D
- Rescue on Fractalus - X,D
- Stellar 7 - X,D
- Stroke World - R
- The Train - R,D



Benefit from the SuperCPU

- 3D Pool ~ CS2003 p69
- Castle Master - D
- Chase HQ
- Cholo - D
- Cyborg 2900 - D,S
- Dark Side - D
- Driller - D
- The Eidolon - D
- Elite 128 ~ CS2003 - p114**
- Encounter
- Flight Simulator 2
- Frogger64 ~ CS2003 p108
- Hard Drivin'
- Koronis Rift - D
- Last Ninja 2 - X,D
- Last Ninja Remix - X
- Leader Board Golf II
- Moonfall - D
- Mega Starforce Remix - Rx,D,X
- Mercenary
- Outrun
- Power Drift - D
- Revs - D
- The Sentinel - D
- Space Rogue - D
- Starglider
- Star Wars - D
- Stunt Car Racer
- Test Drive
- Thunder Blade - D
- Thrust - D
- Time Crystal - D
- Total Eclipse - D
- Total Eclipse 2
- Turbo Charge - D



Codes

- R = Ramdisk system ~ CS2003 p68
- Rx = Alternate Ramdisk ~ CS2003 p68
- X = Extras added ~ detailed in review
- D = Documents included
- S = Solution included



# SuperCPU Games

## Elite 128

by Shaun Bebbington

Way back in 1985, one of the most groundbreaking and admired games of the time was ported over to the C64. The game, as you will know, was Elite. It may run a little slow, but once you get your teeth into it, you realise that you are playing something that little bit more than nearly all of the home software titles before it. The play does not have a particular set pattern to it. You can start as a simple legal trader and build up profits slowly, or trade on the black market for maximum profits to build up your armoury and ships defences.

You can go bounty hunting, or become an instant fugitive by firing a missile at the space station (although this is not recommended).

The way you choose to play has certain consequences, but the more you play, the greater your chance of becoming "Elite". I have to say here that I know of no one who has reached this coveted status, but if you have, I extend to you my utmost respect.

What does all this have to do with Elite 128? Well, Elite 128 is a hacked and modified version of the game, with theoretical support for NTSC machines, selectable language (between English and German), and (most importantly for me) support for the SuperCPU and CMD based drives. The drive support simply uses the last drive number, so it can be installed on any device. Hopefully, Allan will be able to check for IDE64 compatibility - you never know! The game also contains a few enhancements. More on those later. Firstly, SCPU support.

As the programmer, Ullrich Von Bassewitz, did not own a SuperCPU at the time (I'm not saying that he does now), support as with NTSC is

**At - a - glance**

- Original author - Firebird
- Program size - 1 full disk side
- Load from - 41,81,CMD
- 20Mhz mode - YES
- Ramdisk system - NO
- Extras added - Yes
- Special features - Yes

- 👍👎
- 👍👎 CMD compatibility
- 👍👎 SuperCPU support
- 👍👎 It's still Elite!
- 👍👎 Less flicker means nicer display
- 👍👎 Great and well thought out additional features
- 👍👎 Play is less sluggish with SuperCPU
- 👍👎 Still works on a standard system
- 👍👎 A must for fans of the original
- 👍👎 Screen clutter when you destroy something
- 👍👎 More difficult\*

\* From a personal point of view, the game feels much more difficult. Building up your defences is definately recommended.

theoretical. A default frame rate limiter is added, as playing at 20mhz is far too fast. This is selectable though, which means that travelling at "almost warp speed" is possible



but not recommended at all times. Disabling the limiter opens up a handy (but unintentional) cheat mode. I'll leave you to work that one out for yourselves though.

The game is now far more responsive from its original form with key-presses and joystick movements possible. This means that you can target your enemies whilst in a dog fight situation. Even with the frame rate limiter, movements are faster and there is far less flicker (not true when disabled for obvious reasons), so the benefits are visual as well. My



personal view here is that game-play is greatly enhanced, and the play speed ideal. Artificial Intelligence seems to have been enhanced (for invading crafts), as I've found that I'm needing to upgrade my ships armoury in a much earlier stage of the game from the original. This means going down the path of criminality and trading on the black market for maximum profits for me. You also restart the game from where you last docked, which is very handy meaning no more saving each time you dock.

In general, the game also offers other possibilities. The most interesting of which is to do contract work. This means that you are able to transport special cargo from one world to another. This pays you a handsome profit, plus a return of your 25% deposit, providing that you make it to the target world in time. If you do not, you will receive a criminal record for breaking contracts, so remember not to spend too much time dog fighting or at other planets.

Another nice feature is the AutoPilot feature. This is only available on worlds with tech levels 10 or above. This allows travel at full speed, and will detect when you wish to take control again (i.e., when you find yourself being attacked.)

The many other additions to this make it a game for all fans of the original. The "128" referred to in the title doesn't mean that it will boot from 128 mode, but take slight advantage of the extra processing power from 64 mode, however the SCPU breaths more life into the game.

Now the one gripe I have with this version. Under the SCPU's control, each object that is obliterated on the screen leaves a trail of debris in front of you, which does not automatically clear as before. This can be problematic if you are in a battle with another ship. However, taking another view (F1/F3/F5/F7) and then selecting back to your previous rectifies this small bug. The screen is then usually

clear once more. It's a small price to pay for such improvements.

Elite 128 has taken Elite to a new level, without taking away what made the original great. By simply adding more features to the play, the game now has a greater depth. If you are a fan of the original then I fully recommend that you get this. It is available from Ian Bell's home page, and may well appear on a future cover-disk (Allan?). Again, I'll leave Allan to check for NTSC, TurboMaster and IDE64 compatibility. - Shaun.

Post script - I have tested this game on my one NTSC-64c with SCPU and an FD2000. The game works fine, however some of the sound effects don't seem to be the same. I'll have to say that I was using a Commodore PSU, and so was waiting it to blow! Risky business, and definitely NOT recommended. I do have a CS-Heavy Duty PSU on the way though. Perhaps you could



still test for IDE64 and TurboMaster compatibility though Allan?

**Okay then Shaun, see the next column - ED**



## IDE64

*System specs : C128DCR, CMD SuperCPU128 (16mb), IDE64 (SCPU version), IDE HD/ CD combination)*

Okay let's power up the IDE then and take a butcher's (*that means 'look' for all the none UK readers*).

I transferred all the files to a folder on the IDE and loaded up the program, the title/option screen appears (thats good). Then when I asked to start the game it crashed out (thats bad).

I then moved to files to the main directory (not in a folder) and tried again - it crashed !

Now I am not saying it doesn't work on the IDE64, I am saying that 'I' am not clever enough to get it working, after all, my knowledge of the DOS language is sadly lacking.

Sorry !

## TURBOMASTER

Well, unfortunately, my Turbo Master cartridge only works with NTSC machines and as the only NTSC machine I currently own at the moment\* is an SX64 so I can't test it yet ~ sorry.

I will test it when I get hold of an NTSC c128 !

*\*A gentle reminder for Robert ;-)*



# Pocket C64

## The Mobile Revolution Is Here !

Before we start the Pocket C64 review we really need to delve into the murky waters of the PDA (Personal Digital Assistant) and, to some extent, the PC as well !



I had to learn (very quickly) what a PDA was, how it works, it's operating system, limitations, connectivity, etc, etc. Believe me, it was a big learning curve ~ not only that, I was doing all this 'blind' as I had to find a suitable PDA to run one particular application : **Pocket C64**.

The first thing I was confronted with was the fact that Pocket C64 runs with Pocket PC. At first I thought this was the type of computer that they were referring to - I was partly correct. Pocket PC is both the computer type and the operating software that runs on all those devices. There is another PDA type that runs PALM software - this is not compatible with Pocket C64, be warned ! Pocket PC software is now in it's 2003 incarnation with another upgrade following soon.

If you want to run Pocket C64 then you will need a Pocket PC device and make sure it has a decent processor speed - currently the highest speed available is 400Mhz XScale type processor. It sounds fast but, as you will read later in the Pocket C64 review, it sometimes feels slow.

### DELL AXIM X5 PROFESSIONAL



After searching the internet and arming myself with some reviews I decided to buy my PDA : the **DELL AXIM X5 Professional**, 400 Mhz Intel XScale processor, 64Mb ram (for o/s & programs), 48Mb rom (user accessible), SD (secure digital) card slot and CF (compact flash) card slot. The price was £267 (currently down to £255) and is only available on-line from < <http://www.dell.co.uk/> >. Additional to this I bought a 256Mb SD storage card\* from the eBay on-line auction site < <http://ebay.co.uk> >.



It may sound a lot of money, but as I was to learn, there are currently no other PDA's that come near to the huge specifications of the DELL AXIM X5 and the closest rivals to it are in the £400~£550 price bracket.

Accompanying the DELL PDA are a few essentials : a CD-ROM with some extra programs on, a leather carry case to keep it safe while you're carrying it around and a docking cradle. This is where your PC comes in. In order to install/uninstall programs on your PDA you will need to connect it to your PC via the docking cradle. This includes installing Pocket C64 and transferring your .d64, .t64 and .prg images over to the PDA.

\* **TOP TIP** : If you want to buy SD or CF cards then go to **eBay** and purchase them from the USA - they are at least half the price of the ones in the UK - and that's including the postage !!! Yet another case of 'rip off Britain'.

*Now, before we start, you have to remember that I have never, ever, used a PDA before. Therefore some of the things in the review may not be 100% correct and some of the procedures may be the 'long way around'. If I can clarify any points when I get more used to the device and how it works then I will cover it in a later article - ED*

I can't actually remember how I came to hear about Pocket C64, but anyway, I found myself purchasing it from their web site < <http://www.clickgamer.com/moreinfo.htm?pid=4> > for the measly sum of £4.36 (converted price from US\$). I bought Pocket C64 before I had a PDA so I then had to ask around for help in what I was to look for when I actually bought the PDA (see the previous section).

#### Installation

With the install program running on my PC and the PDA in it's docking cradle I start the process. Most of the install procedure is automatic, all you do is sit back and wait. When this is complete you then need to manually put some files in directories on the PDA, the easiest way is to use 'Active Sync' as this has access to the PDA as well as the PC.

With the files installed all you need to do is install some games before you start Pocket C64.

#### .d64, .t64 or .prg ?

As with most c64 emulators, it can recognise several different formats. The most common are .d64 (1541 disk image), .t64 (tape image) and .prg (program file). As well as these types, Pocket C64 can deal with .lnx and .bas files too. By far the best file type to use is the original .prg file - if it is available - see the fly-out box "my image is" for more information.

#### Storage

As with most things, you will need to store your games somewhere. If you are using your PDA solely for the use of playing games in Pocket C64 then the few



megabytes of storage available on most PDA's is more than adequate. However, if, like me, you start to actually use the PDA for other things then you will need to free up your internal memory. The alternative is to expand your PDA with a memory card (see SD vs. CF box below).

Personally, I like the SD card as it is small (postage stamp size) and 'cute'! With the extra 256mb of storage memory I am now able to store hundreds (if not over a thousand) c64 games on my PDA. That is just staggering for such a small device!

#### Compatibility

It's a simple fact of life that the manufacturers claims are never going to be 100% accurate and not everything is going to work first time. Those of you who use PC based emulators such as **CCS64** or **WinVice** will know that not every program will work on those despite the amount of room the program has to run around in. Bearing this in mind we have to expect some incompatibility along the line.

I have not had time to test too many programs as I have other commitments but the older and smaller games programs seem to function quite well. The larger and newer games programs didn't fair so well unfortunately.

Despite the fact that Pocket C64 claims to support many of the video tricks of the VIC chip, I have yet to find any demonstration programs that will run at all! This is a real shame as I was looking



forward to seeing some of my favourites on the small screen to show off to my friends.

The only serious application software that I have tried is GEOS. This did not work. I have to admit that having GEOS running on the PDA would be a bit of a waste of time anyway due to the small screen size and limited control.

#### Loading

Okay, let's fire up the PDA, start the PocketC64 program and load up a working game.

The start up screen gives you all the control you could wish to have, see cs2003 page 90 for diagrams and some screen shots. Additional full size screenshots are on cs2003 page 63.

Tap the 'auto' icon above the disk drive (device 8), this will take you to the file storage area. Locate a suitable game .prg ~ in this case we will be using **Sheep In Space** by Jeff Minter. 'Double tap' the game .prg to load it into the emulator. You will be taken back to the main screen.

Wait a short while as the PDA thinks about it and then you will see the program begin to load.

Within a few seconds the title screen appears and the music is playing. To see and hear a classic such as this on such a small screen is a bit strange at first but you soon get used to it. Playing this on a bus or train could become very distressing for those people not used to hearing the sounds of the SID chip, so a pair of headphones may be called for!

In the case of .d64 images, you simply 'double tap' the .d64 image for it to run, however, some .d64 images don't behave themselves. What you need to do is enter the .d64 image and then locate the main .prg file and 'double tap' that instead. This is how I got **It's Magic** to run correctly.

#### Viewing

The screen can be rotated and flipped through 12 different orientations. One of the best is 'full screen viewing' as this uses the full screen available while you hold the PDA horizontally. When you move through the screen options (by tapping the screen), the keypad (joystick) is automatically re-configured (the buttons stay the same). However, with the larger viewing area comes a slight slow

down in sound output but when the game starts the sounds seem to be okay.

All in all, the screen size suits the c64 games arena very well indeed. The graphics are sharp, crisp clear and very easy on the eye's. Some games are more suited to the small screen so you will have to do a bit of juggling to find your favourites.

The sheer number of games available for this emulator is just vast and to test them all would not be possible.

If you have a PDA then I strongly recommend you get this emulator and a stack

of programs to try out for yourselves.

#### Controlling

You have to bear in mind that PDA's were never designed as games machines. As such, the control of some games is rather a 'hit and miss' affair. It would be wise for you to enter the 'show preferences' screen to assign functions and joystick control to the respective keys that suit you personally.

#### Verdict

Do I need to say it?

This is superb - go and get it now. Some PDA's are under £100 now, that's less than a Gameboy with a few games!

### "my image is"

**FACT:** all .d64 disk images are 172k in size.

**FACT:** A disk image containing a one small 13k program is still 172k in size.

**FACT:** Even an image of a blank disk is 172k in size.

**FACT:** .t64 and .prg files are their original size.

Let's take **Attack Of The Mutant Camels** by Jeff Minter as an example. This program (.prg) is 13k in size, as a .t64 image it is 13k but as a .d64 then it jumps up to a whopping 172k in size.

Get the general idea?

As storage on a PDA is an issue then it would be prudent to keep file sizes to a minimum, after all, the smaller the files, the more you can store.

As a general rule 'multi load' programs spread over an entire disk should be left intact as full .d64 images, don't try to copy them over 'file by file' to save space as they won't function correctly, if at all!

### SD vs. CF

There are several types of memory for PDA's but the most common on Pocket PC's are SD and CF. They come in various sizes from 1mb (older) to newer 4gb capacities, however, they can be expensive for the gb capacities. Both formats are more than adequate and offer no real benefits over each other. The only thing to bear in mind is that there are more device options available for the CF slot so it may be worth keeping that free and using the SD slot for storing your games on.



### Commodore Scene Coverdisk #41 Compiled by Richard Bayliss

Commodore Scene cannot be Commodore Scene without a traditional Commodore Scene cover disk. Summer is always a quiet time in the C64 scene, but I have been busy compiling not one cover disk, but two as one is the SEUCK special. Anyway, we will be looking at the normal cover disk, as the SEUCK cover disk gets covered in the SEUCK special edition of CS. Anyway, here's what is in store for you this issue.

#### The CS41 Cover Disk Demo By Richard Bayliss

To start this issue's cover disk, I created a nice little demo, by programming of course. This demo consist of a picture (words and figures more like), a load of swirling dots, and also some scrolly waffle including some cool music by Metal/Vibrants. I bet you'll wonder why there's no Jeff Minter game on this issue's cover disk. I was going to add Voidrunner, but sadly there was no room on the disk, so I had to add something else. :)

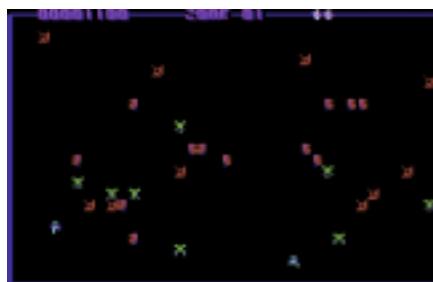
#### Team Patrol Demo By Protovision Music by G.R.G/Shape

Fancy a taste of what you'll see with this nice action packed budget

game? Well now's your chance.



Team Patrol is a fun game for 2 players (and support 4 game adapter in full version). You have two different race courses to chose from. Waggle your joystick left & right like mad, jump over those obstacles and also reach the finish. Watch out for those spikes, else you are disqualified.



#### Warpzone Remix By 4Matt/Cosine

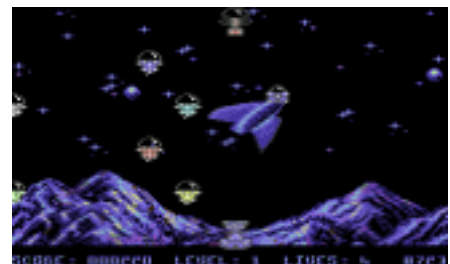
4-Matt has been very kind to allow his kind permission for this game being added to the Commodore Scene cover disk. This is a remixed version of the original Warpzone (Commodore Zone issue 16 covermount). Control you little blocky character around the screen and blast all those guards, save your friends and watch out for

deady traps.

#### Ice Blaster By Chris Cemper Music by Stefan Hartwig

Now here's a cool game, that never got commercially released. Dome Dev, was a fake software label, which appeared that this game was obtained by a cracker from Talent (the high score proves it). However, I have been given kind permission from Chris to release this game on to the Commodore Scene cover disk the way it supposed to be. Control your alien blasting aliens and the background, collecting seeds. If you collect enough seeds, then you will go on to the next level. Warning, this is a tough game.

For more of Chris Cemper's amazing games visit <http://www.cemper.com/c64.html>



#### Gravity 3 By Richard Bayliss

The third and final in the Gravity series. This time featuring more than just eight sprites and also a bit of a difference. So not only more sprites - animated and bitmapped graphics improve this game, but the game play sort of improved too. Control your space lander to deliver vaccinations to the scientist at their lunar laboratory. Only one problem. Aliens. Once you deliver vaccines, go back to the first aid ship and collect some more, then go back down to the lab again.

I was going to add River Racers to CS41 cover disk, but due to not enough disk space, this game will feature on CS42 cover disk in-

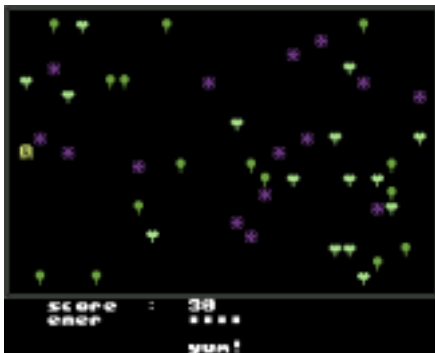


stead.

### Vision 2003 - Chosen Files

By Various people

To fill up this side of the cover disk, we have some chosen files from this year's Vision 2003 party. Unfortunately no games were entered for the game compo, except for Gravity 3 (which won the game compo). We have a nice picture by JSL, and some cool tunes.



### Dhougal+Dylan

By Andrew Fisher and the Art Ravens

This is a small BASIC programmed game for children or fans of the television series, "The Magic Roundabout". This certainly brings back memories of my childhood, being glued to the television watching such an entertaining and sort of educational programme :D Select a character, and eat energy points, but watch out for trees and stuff like that.



### Washout Preview

By Richard Bayliss

This is a playable preview of a new game, which is currently under production. Using left/right on joysick port 2, guide your little cute creature safely to the top of the screen, but avoid the walls and

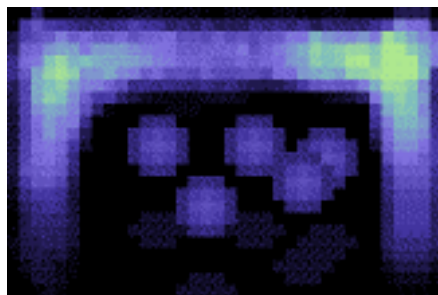
falling boulders. The water rises gradually. Full game might be given away with CS some time in the future on cover disk. Hopefully issue 43 or 44.



### Batmania

By Contex  
Music by Cycleburner

I love these Digi Demos. Pretty cool things. Well this issue we have a cool 'Cycleburner' digi demo called "Batmix". Load the demo up, admire the graphics, pump up the volume and listen to the beat.



### Only Code

By Ascraeus

For those who like techno demos (or should I say a dentro), here's one you probably might like. This demo was released in the late 1990's featuring some pretty nice blend in effects and also some nice music. Watch it and find yourself in another world - of code.

### Coolsinus

By Triumryrat

This is a nice useful tool you can use to automatically create your own sprite sinus movements, without having to do large strings of coding. Using a joystick in port 2, change the sinus calculations and then when ready, save your sinus to some location and then use

the routines in your own programs.

### Koala Fade in Generator

By Chico/Civitas  
Music by Rob Hubbard and Richard Bayliss

This is a useful utility that allows you to create your own fade in routines and automatically save these and use them in your own programs. English instructions file is also used.

### Octanoter

By Agony Design

This is an improved version by Cat/Excess. You can edit your own messages, chose one of four different page flipping effects and also load the usual charsets and music routines. Nice program.

### Digi Mixer

By Ikon Visuals

For those of you who want to become the next Cycleburner, we give you this nice and useful tool. Instructions are included in the intro, but some more instructions to help you. First of all, get some digi datas, save 'em all and then load in digi-mixer and start doing your cool digi mixing - according to the location of your song. Then (if you know how), import into your own program and program your own digi player. "I like to party - Everybody does, Make... Oh, forget it :)"

Well that wraps up this issue's cover disk. Next issue there will be some more old and nearly/new programs added to the cover disk, including some games, demos, and what else I can find. However, if you have a program (game, demo or tool) you have produced, or would like to put on to the cover disk, then please send these to Allan Bairstow, at the usual Commodore Scene address, else email your submission on a .D64 image to me at [tnd64@ukonline.co.uk](mailto:tnd64@ukonline.co.uk)

# Pocket C64

## The program testing gallery



**Attack of the mutant camels**  
 Type (& size) : prg (13k)  
 Emulation : works fine / no problems  
 Sound : good  
 Graphics : okay / no problems  
 Control : very good  
 Overall : an all time classic



**Encounter**  
 Type (& size) : prg (19k)  
 Emulation : Very good  
 Sound : Good  
 Graphics : very good  
 Control : very good  
 Overall : great on the small screen



**Duckshoot**  
 Type (& size) : prg (64k)  
 Emulation : good  
 Sound : okay  
 Graphics : simple but good  
 Control : very good  
 Overall : you need good eyes !



**Outrun** (1988 US Gold version)  
 Type (& size) : prg (34k)  
 Emulation :  
 Sound :  
 Graphics :  
 Control :  
 Overall : crashed on loading



**It's Magic**  
 Type (& size) : .d64  
 Emulation : works fine / no problems  
 Sound : good  
 Graphics : okay / no problems  
 Control : very good  
 Overall : great game for the PDA



**Sheep in space**  
 Type (& size) : prg (39k)  
 Emulation : works fine / no problems  
 Sound : good  
 Graphics : okay / no problems  
 Control : very good  
 Overall : an all time classic



**GEOS (o/s)**  
 Type (& size) : .d64  
 Emulation : doesn't work  
 Sound : none  
 Graphics : n/a  
 Control : n/a  
 Overall : no loss really



**Ms Pacman**  
 Type (& size) : prg (17k)  
 Emulation : good/bit slow  
 Sound : good  
 Graphics : okay  
 Control : bit fiddly  
 Overall : as good as it gets



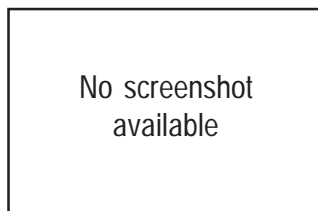
**Doomsday (demo)**  
 Type (& size) : .d64  
 Emulation : doesn't work  
 Sound : n/a  
 Graphics : n/a  
 Control : n/a  
 Overall : a real shame :-)



**GoDot (utility)**  
 Type (& size) : 2x .d64  
 Emulation : surprisingly good  
 Sound : n/a  
 Graphics : very good  
 Control : okay  
 Overall : some graphics won't load !



**Elite**  
 Type (& size) : .d64  
 Emulation : good  
 Sound : good  
 Graphics : smooth  
 Control : good  
 Overall : mobile Bell/Bradury !



**Deux ex machina (demo)**  
 Type (& size) : .d64  
 Emulation : doesn't work  
 Sound : n/a  
 Graphics : n/a  
 Control : n/a  
 Overall : I didn't think it would work !



**Congo bongo**  
 Type (& size) : prg (66k)  
 Emulation : very good  
 Sound : simple but effective  
 Graphics : good  
 Control : very good  
 Overall : great little game for the PDA



**Defender**  
 Type (& size) : prg (17k)  
 Emulation : works fine  
 Sound : okay  
 Graphics : good  
 Control : fiddly  
 Overall : Not bad at all !

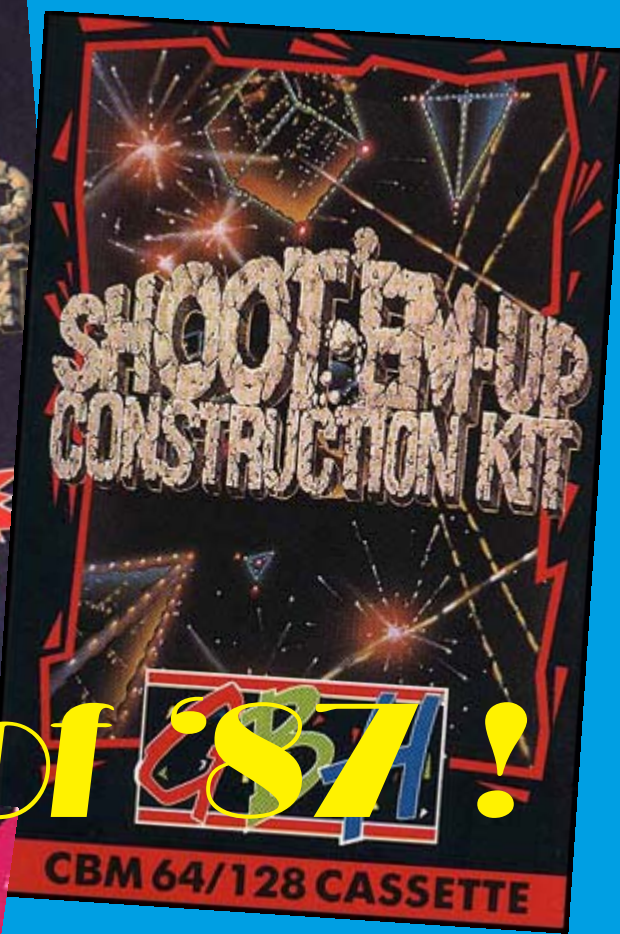
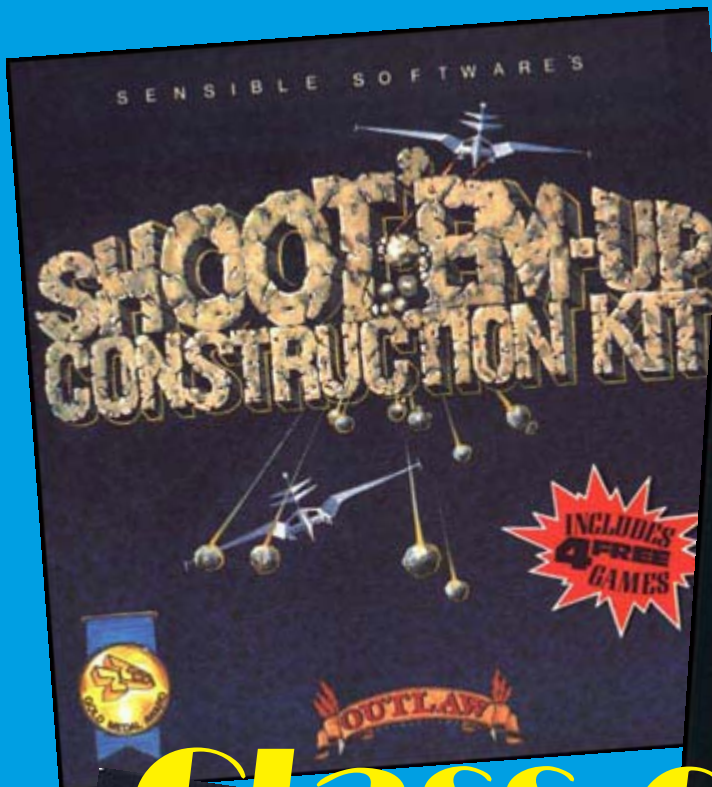


**Paradroid**  
 Type (& size) : prg (40k)  
 Emulation : good  
 Sound : okay  
 Graphics : very good  
 Control : sluggish  
 Overall : Not bad

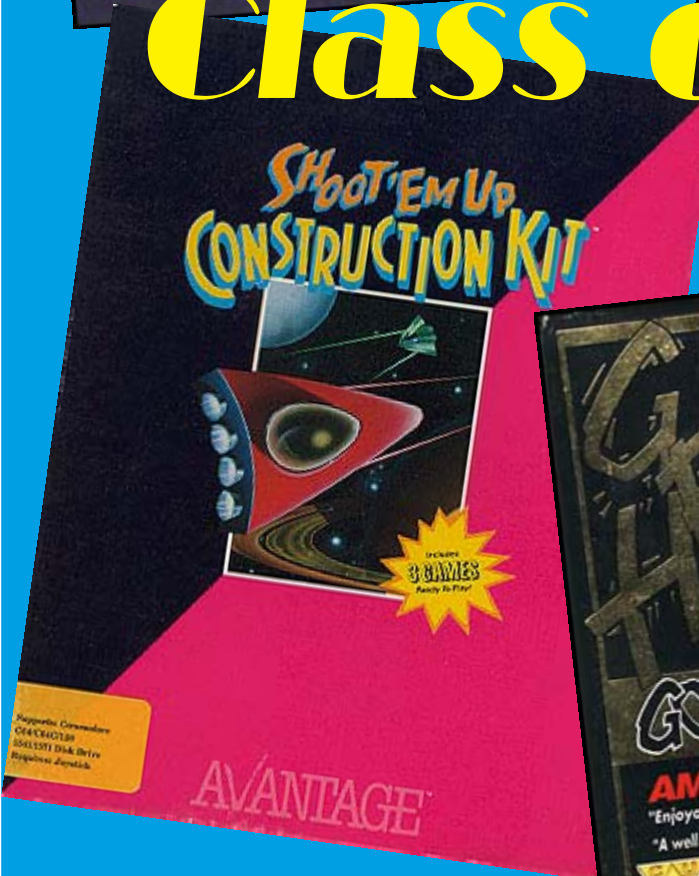


**Creatures**  
 Type (& size) : 3x .d64  
 Emulation : stared okay then crashed  
 Sound : n/a  
 Graphics : n/a  
 Control : n/a  
 Overall : this is a cracked version





# Class of '87!



**S**HOOT **E**M **U**P **C**ONSTRUCTION **K**IT




 commodore scene  
ed talk


Hi everybody,

Welcome to another splendid edition of CS.

The new labeling software which I am trialing appears to be very good. This is great news for me as the current program is very unstable indeed and very fiddly to use. As from next year (CS2004) you will all be getting a newer label on your envelopes. The only drawback is that it does not have an 'import' feature so all the data is having to be entered by hand :-)

Speaking of **CS2004**, unfortunately, the cost of next years subscriptions will have to rise slightly. This is purely due to postage and materials costs - as always, CS is a non profit venture and the extra cost goes to our greedy government in taxes. Don't worry, the price increase will not be huge. More details in CS2003/44 when you will also receive a renewal form. Please do not send any pre-orders for subscription renewals, wait until you receive a renew form in CS2003/44.

All the hub-bub recently about the heavy handed announcement made by **Tulip Computers** and then the much 'nicer' follow up by **Ironstone Partners** seems to have quietened down a bit now. Having said that, Ironstone have been 'pressing the flesh' and making inroads into the active Commodore community in the USA. A spokesman for Ironstone - **Darren Melbourne** - is busily making contacts with key Commodore people. Eventually I will also be having a meeting with him (I assume). Early indications are that they have 'no interest in shutting down web sites', they also want to 'work together and make the name bigger'. Other plans for the Commodore name also include an emulator for the **Palm O/S** on the Palm range of handheld pocket computers.

I seem to be rather short on space this issue so I'll sign off for now.

Bye.....

The CS2003 readership stands at

~ 57 ~


 commodore scene  
letters & e-mails

*Well, we are short on space this issue so we'll jump straight in with a few quick letters and e-mails - ED*

Hello Allan,

I hope you are doing fine and that things are going along well for you. I am including below an announcement that I will be sending out on the COPS and Homestead mailing lists in the next couple of weeks. If you wish to use it, mention the web site, in CS please feel free to do so. Dale Sidebottom is going to run this in an upcoming (June or July) UCUGA Digest and it should also be in the July MailLink newsletter from Meeting 64/128 Users Through the Mail.

Bruce Thomas

*Hi Bruce,*

*Great news, thanks very much for allowing me to include your work in CS. This is great news for our geoTelegraph section as I now have some more items for those pages. Keep up the good work - ED*

Hello,

My name is Victor, I live in Richmond Virginia USA, I found your website thanks to [www.64hdd.com](http://www.64hdd.com).

I am happy to see there are others out there who still hold true to their undying love for Commodore 64/128. I current still have in working condition a 128 with Jiffy DOS, several drives ranging from a 1541 II/1571/FD 2000 (1581 died sometime ago).

I use Panasonic Monitor and have MPS 1200 Printer. I have over 10 years experience in using my C128 to access the web and run dozens of programs.

Although I have moved up in the world and have a 733 MHZ/40 gig running Windows XP PRO I still will always have a love for my 128/64 every time my pc went down my Commodore was there just waiting to be used. I look forward to see what new innovations you and fellow users come up with.

Signed Victor Mandeville USA

*Hi Victor,*

*It's always nice to hear from new users. I see you have some nice hardware at your disposal yet you keep it in the basement because you have 'moved up' to a Windoze machine ! I find that very strange indeed. Maybe reality will hit you when you realise that you have to keep spending and spending to make sure your 'move up' was worthwhile ;-) - ED*

*Next issue will see us having a bit more room for letters and some responses from the BIT4 show.*

*All the best for now, Allan.*





**DATA :** We have a plethora of new hardware for the c64 this issue so lets jump straight in with the new add on device for the IDE64 that allows you to use a **CF (Compact Flash)** card. See page 133 for more information.



called **UDS100** by **Lantronix**. Go to ~ <http://www.lantronix.com/products/ds/uds100/index.html#specifications> ~ for more details.

**DATA :** Another c64 emulator hits the streets. **E32**

completely to the original manufacturers changing the design specifications of the original power units. It looks like these problems have been ironed out now and production is now back online. Staying with this topic, I am now looking into the possibility of powering the original 1541 drive from the **CS-SuperPSU**. I hope to be able to supply a 'simple fit' kit to rejuvenate your ailing 1541's.

**DATA :** The **micromys** returns to **CS** soon as I have just ordered a



**DATA :** More good news. The **Retro Replay** cartridge is now back in production. A new device - **RR-net** - is also available and this allows you to connect to cat5/ethernet to allow broadband connected web browsing. There is also a special offer on at the moment allowing you to purchase the **RRcart + RR-net + plastic case + Contiki** for the low price of 100euros (includes postage worldwide). See page 137 for more details.

**DATA :** Ever wondered how **Maurice Randall** got **TheWAVE** connected to the web using broadband? Apparently he uses a device



**Frodo** is the newest breed of c64 emulator and this time it runs on the **Nokia 9210** mobile phone! I never cease to be amazed at the lengths people will go to so they can have a c64! See page 141 for a bit of a low-down on this new software.

**DATA :** A big thanks goes out to **Robert Thomas** as he has managed to track down some 5.25" folder sleeves. These sleeves will fit nicely into your **CS** binders and will hold four disk each. The price for these is only £1.50 each and that includes postage and packing worldwide.

**DATA :** The second **Micro Mart** show will be held on **30th November 2003** at the **Birmingham NEC**. I, along with Shaun and the rest of the crew will be there. See page 125 for more details.

**DATA :** If you pop along to <http://www.neef-online.de/tac/index.htm> there is some new software for us. Unfortunately, web site in German, but you can still download.

**DATA :** **SID** fans should pop along right now to <http://home.eunet.no/~ggallefo/>

**DATA :** The **CS-SuperPSU** has been having major difficulties lately. All the problems are due

new batch for the **CSIS**. In a recent chat with **Marko Herold**, the developer, he tells me that this new batch are now more tolerant of the **SCPU** and optical devices. This is good news as you may remember that I had some trouble getting that particular combination to work properly in my initial testing. See page 18 for details. **CS44** will carry an updated feature on the new **micromys** adaptors.

**DATA :** Be one of the first to sign the all new guest map at < [WWW.C64.UKF.NET](http://WWW.C64.UKF.NET) > Your contributions would be fantastic! Well, I'm on there and it looks like it is a good idea, it certainly will give us a good idea on who lives where in the world.

**DATA :** The **Dreams** have released a four-player version of **Rampage**. They have a release page at < <http://www.the-dreams.de/releases.html> >

**DATA :** **Protovision** are also on the verge of releasing **Hockey Mania** (another four-player game), as well as announcing the start of **Wizards of Wor Tournament** which boasts up to 8 players at once, a character editor so you can sculpt your own player plus a whole host of other features. Now this is one game I just have to have!

# SIDOLOGIE and CRYSTAL DREAMSCAPES

Reviewed by Andrew Fisher

High Technology Publishing have been releasing remix CDs since 1997, and two more have been released this summer. Both have a particular theme that influences the way the tunes are remixed.

## SIDOLOGIE

by Marcel Donné

Jean-Michel Jarre influenced many C64 composers, and Marcel has worked on a remix album with the same sounds as early Jarre albums like *Oxygene* and *Equinoxe*. The CD cover is also a parody of *Equinoxe*, with a clever inlay.

The **INTRO** starts the album, an original piece that sounds like Marcel's links from the **BACK IN TIME 3** album. The **RAMBO LOADER** by Martin Galway is next, without its familiar Morse code and military drums. This makes it sound very different from other remixes of the same track, and it works well. **LIGHTFORCE** by Rob Hubbard is the next track, sounding even more cosmic than before. The next track is a real disappointment, however. The rhythm and backing of **BOMBO** sound authentic, but the melody is forced and squeezed into shape.

The next two tracks mark the Vangelis interlude. Ben Daglish used a track by Sylvester Levy from the movie *COBRA* for the tie-in game, and here it is re-arranged into a *Bladerunner* style epic. **YIE AR KUNG FU II** has a simple Oriental melody to which Marcel adds some gentle percussion and a pulsing bass to recreate the sounds of the famous *Chariots of Fire* theme.

This is followed by another Hubbard classic, **KNUCKLEBUSTERS**, remixed in the style of *Zoolook* with heavy percussion and some guitar feedback. At seventeen minutes it does seem to drag, particularly in the middle section when the ear-splitting sirens kick in.

Next up is an in-joke that many Jarre fans will love. The **WIZBALL HIGH SCORE** theme is turned into Jarre's "Band in the Rain", complete with thunder and reed organ. My only regret is that this track is too short,



because it is so much fun. **MIAMI VICE** captures the 80's flavour perfectly, with some dramatic bass and twinkling chords.

**NEMESIS THE WARLOCK** is a lot gentler on the ear than **KNUCKLEBUSTERS**, complete with choir and some effective percussion. It does lack a little variety and progression. Finally, the album closes with the high score tune from **RAMBO**. A rumba beat over the sound of crashing waves and some bubbling chords evoke *Oxygene 6* and *The Last Rumba*, but again it does sound a little forced in places.

Overall, then, Marcel has created a very good album that captures the mood of the original pieces and remixes them with some authentic Jarre sounds. While it is not perfect, it is an excellent album to chill out to.

**SCORE... 8/10**



## CRYSTAL DREAMSCAPES

This is slightly different to all the previous releases from Chris Abbott, for two main reasons. Firstly, only parts of the album are actually remixes of C64 tunes - in fact, most of the time it is only "inspired" by the originals. Secondly, Chris has adopted the name "Orpheus" and is presenting it as a "New Age" album to relax to. The album cover is a suitably cosmic picture by Steve Barrett, and the inlay has all the credits.

For the C64 fans, the tracks remixed include **CHIMERA** by Rob Hubbard, **LED Storm** by Tim Follin (just the basic chords from one subtune) and **PARALLAX** by Martin Galway (not the epic title tune, but the cosmic theme that plays as you walk around the planet surface). **DARK BEFORE DAWN** is based on the classic **TRAP** theme by Ben Daglish, and Larry Fast of Synergy is credited for a remix of the *Zoids* tune by Rob Hubbard.

The titles give you some idea of the images that the music conjures up - **LIQUID CRYSTAL**, **NEBULAE DRIFT**, **CRYSTAL SPIRITS** and **WELCOME HOME** (one of my favourite tracks, which reminds me of Mike Oldfield). The "hidden" track at the end is an excerpt from "Morning" by Grieg and rounds off the album with a euphoric feel.

Overall, then, it is hard to give a rating to this album. If you expect some familiar tunes and some interesting remixes, you should buy a different album. If you want a relaxing, uplifting, soothing album to listen to, then you should buy it.

**SCORE... decide when you have listened to it**

## INFORMATION

You can hear clips online and order these CDs by going to - [www.c64audio.com](http://www.c64audio.com)

You can find out more about Orpheus and New Age music at - [www.newagemoods.com](http://www.newagemoods.com)



## Retro Replay and RR-Net

The new production run of the **Retro Replay** is finished. Compared to the old cartridges, only cosmetic changes have been made.



The most significant change is the colour, blue instead of black. After many requests by users, the jumpers are now mounted straight, not to the side. To ensure proper mounting in our new cases, the mounting hole has been moved and changed in diameter to perfectly fit the transparent cases.



At the same time, the networking card **RR-Net** is going on sale. The card is plugged to the expansion port of the Retro Replay, and allows connecting the C64 to an intranet. Although the operating system **Contiki** is freeware, we have an agreement with the author **Adam Dunkels**. He gets paid for every RR-Net unit that's sold.

Contiki is an operating system that offers many features in very small space, A TCP/IP stack, a web browser, a webserver, a VNC-client and of course a graphical user interface. It is included on a 5.25 inch disk for the C64. To make use of all features of Contiki, an intranet with router should be available.

As an introductory offer, there's a network-bundle. It contains: Retro Replay RR-Net with Contiki transparent case worldwide shipment together for only 100 EUR ! \*

**Jens Schönfeld**

\* This deal is currently available from the CSIS (page 4) for the sum of £85 which includes all taxes and postage (within UK).

# SEUCK

## - MAKING YOUR OWN SEUCK GAMES

by Wayne Womersley

While having substantial knowledge into the intricacies of SEUCK I don't claim to know everything, what I thought would be nice is if I gave you peeps a few suggestions for anyone out there who might fancy a bash!

I decided that if this was going to be a SEUCK special I'd go the whole hog and give you every scrap of information and opinion I have on this utility. I didn't want to just submit game reviews. Producing your own games with SEUCK allows you into the world of game design (if but in a limited way!).

### TOP TIPS FOR SEUCK GAME DESIGN

\* Get yourself The Commodore Zone 'ALF YNGNE SEUCK GUIDE' Issue 4.

\* Allow yourself plenty of time - You might laugh while reading this but trust me, once started SEUCK games can take hours of your spare time - Silly things like Precise Attack wavemovement can take hours. The first level of 'UNIQUE' is a classic example of this.

\* Game design - O.K. You can load up and just throw things down, but if you've got some idea of what you're trying to create, things should (in theory at least) go a lot smoother...

Try and put a few notes down on paper, even if it's only rough, it will give you some kind of guide to what you plan to do with your game.

\* Realistic Goals - Be aware of what SEUCK can and can't do. Once again this sounds like I'm stating the obvious, but trust me if you're intending to do a game with enemies the size of 'TURRICAN' END OF LEVEL BADDIES you will be sorely disappointed.

Be prepared to experiment, a little creativity and imagination can go a long way.

\* Game testing - A very important job this, if you've got friends the more the merrier (although I create and playtest my games myself generally!). By doing this you can also get there creative input and help in the project. They might see things or come up with ideas you'd not thought of.

\* Colours - Don't forget both the sprite editor and character set use 3 set colours (the 4th is user definable) so make sure you pick your 3 main colours carefully. After all, these will be used and therefore seen throughout the game!!!

\* The rest is up to you - Happy creating!!!

## The 2nd Micro Mart Show Sunday 30th November 2003 at the Birmingham NEC.

*All the usual gang will be there (I hope) to help you through a vast array of classic, old & retro computers, hardware and knowledge.*

*Also for this year we have a classic arcade section with some of your old favourite arcade machines in full working order ~ bring plenty of spare change with you!*

**There will also be some special bargain offers from the CSIS - discounted prices!**

# SEUCK - THE GAMES I NEVER DID part 1

by Wayne Womersley

Since I began creating SEUCK games back in 1988 lots of ideas have run through my head. Because of lack of time ( Going to work, playing games, watching videos ) to complete so many of these projects and this being the SEUCK special I thought I'd put my ideas down in 'SCENE' for you all to read.

If anyone wants to use these ideas and do there own SEUCK game - feel free, don't forget to credit me for the ideas though!!! Time to look into the inner workings of my mind .....

## BALL GAME

This was one of my first ever 'Never Finished SEUCK GAME' projects. I had this idea while putting our second game 'INSYWINSY SPIDERS' together. The idea was you'd move over a series of scrolling levels, each level would be some sort of ball sport or another. Ideas I had were Tennis courts, Football Pitches and erm that's it. I probably jacked this in due to lack of ideas and imagination on my part. I'm sure someone could update my ideas and come up with something good - Any takers ?

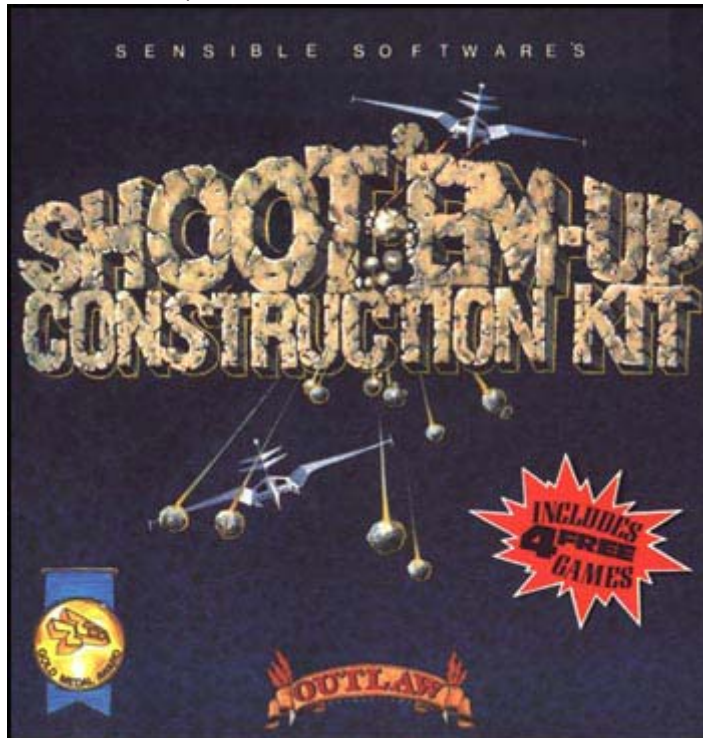
## HORROR SEUCK

Back in 1998 ish we were friends with IMPY ( a CommodoreScene reader and contributor - wonder where he is now... ).

He wrote to us suggesting we do a Horror SEUCK. The game was intended as a collaboration project - IMPY doing graphics, level layout, ideas etc and we would physically put the game together. Impy had a bit of a horror film fixation that became apparent when he wrote to us about this game... He wrote suggesting a push screen scrolling game, it was going to be a bit 'Ghosts and Goblins-esque' with you making your way through a graveyard with zombies and de-capitated heads.

There were going to be hands and ghosts and all sorts of nasty things to kill the player with lots of blood and gore. He did promise to send us some graphics for the project, alas we never recieved anything. IMPY did suffer some severe health problems, I

believe he also changed jobs which I suspect could have been a huge factor in him not having time to carry out his plans. Out of all the games featured in this article this is one I was looking forward to doing. I guess I just don't have the drive to start something like this type of project myself.



With Impy's enthusiasm ( and graphics ) I'm positive we could have made a really good game.

## DROID WARS

This STAR WARS tribute would have been cool, a push scrolling multi terrain blasting frenzy. You would have taken control of C3-P0 or R2-D2 and shot at everything in sight. I had the idea of the player going to Tatooine ( Yellow for sand ) and Hoth ( white for snow ). I was also going to have all sorts of different droids for you to kill. I just kinda' got sidelined with other projects I guess...

## TONY CROWTHER TRIBUTE

This game idea came to me about the time we were doing the 'Balloon Game', as you know the POTTY PIGEON birds make a cameo appearance in the game. For this game I was going to have themed levels with mini 'LOCO' trains and 'MONTY MOLES' to shoot at, this never got beyond the planning stages I'm afraid... I did start work on a tribute game to another programmer though and that is going to get finished...

## LAUREL AND HARDY

I had the idea of doing a push scrolling, 1 or 2 player game with you ( and a friend ) controlling LAUREL AND HARDY. I intended to do the graphics Black and White and Greys, just how the old time shorts and movies were done. I then got a disk off Klaas Waslander that contained the game 'HEROES OF COMEDY' ( review this issue ! ) and decided not to bother cos' that game is so good !

## ARMALYTE STYLE GAME

Before UNIQUEST I put down plans for three new games - This, the TRAIN GAME, ( mentioned next ! ) and UNIQUEST of course.

A good contact of mine sent me the game PROBE X and as in the case of my LAUREL AND HARDY game I thought 'someone's beaten me to it, there's no point'. My idea would have been to use the unused sprites featured in the rare 'ARMALYTE' files I own. I'd have had to create my own background graphics though !!!

## TRAIN GAME

Erm, Copyright Naff Game Titles 2003 (c). Actually I didn't really have a game name as such, this was going to be inspired by the classic Tony Crowther game 'LOCO'. I did mention this to Andrew Fisher very briefly on the phone, he seemed to think the game would be a bit derivative. I had a couple of ideas for this game. The first was to get myself Andrew Fisher and maybe Richard Bayliss all involved in the game. One definite thing I would have liked would have been MERMAIDS'S TRAIN PICTURE for the title screen ( it's gorgeous !!! ). I would have probably done the game as a scrolling game. The graphics would have been really good and new elements would have been introduced ( you don't think I'd just pinch Tony Crowther's LOCO and make it an upscreen scroller do you - Come on guys... ). Someone to enhance the code to allow the train to change colour when entering tunnels would have been a neat addition. Anyway boys if your up for this project why don't we do a quick knock up demo and discuss the project and see if it's worth it or not !





## Richard/TND interview for Commodore Scene

Interviewed by Nigel Parker

Richard, although to many readers you need no introduction! Please would you introduce yourself to the readers who may not know who you are :

I am 24 years old, I'm a programmer and musician on the Commodore 64. I have been a keen C64 user since 1990, when I had my C64 as a birthday present on Christmas Day (believe it or not).

**What is your current occupation ?**

I am a transaction processor.

**What would you describe yourself as ?**

I would describe myself as a pleasant, kind hearted person (in real life). I'm a fun loving person, and I am very friendly :) As for around the C64 scene. I turned nasty a few times, after I saw my games cracked by lamers, adding sarchy or nasty comments about me, or my work.

**Do you own any other computers ?**

Erm, just a Commodore 64. Other systems are not mine, I share these with my brother.

**Are you married ?**

Not at the moment.

**Why did you start programming the commodore 64 and was this your first programming experience.**

I fancied a good challenge, so that is what I did. Programming. It was hard to understand at first, but later on, I got used to it. Now look what I can do. :)

**How did you first come to start helping Commodore Scene magazine ?**

I started by releasing a simple enhanced BASIC program. This was a game called 'Music Match'. I sent the game over to Richard Bowen (Previous editor of Commodore Scene). He was impressed, so I erm, had the game on the cover disk of CS14. CS18 I started writing articles for Richard. Then later after Richard left Commodore Scene and passed the role of editorial to Allan Bairstow, Allan

contacted me via telephone or sent a letter to me to ask for my help regarding Commodore Scene articles. I was happy to oblige.

I took over from Andrew Fisher, with Music Scene, as I thought turning C64 users into music composers would probably be a new feature for the magazine.

**How much time does it take you to compile the disks for Commodore Scenen, and do you think the magazine would have survived without them ?**

It could take hours, days or even weeks to compile the Commodore Scene cover disk. I started compiling Commodore Scene cover disks since issue #37, as I had noticed that the CS cover disks (CS34, CS35 and CS36) were definitely going downhill. But if I remember right, CS34 had to be the worse disk. Nobody was able to play Metal Warrior 3 properly, due to some fault in the disk image, which I emailed to Allan for CS34. CS36's cover disk had repeated Its Magic. As the game was already on CS26.

I felt that the Commodore Scene cover disk should have been nicely balanced with a few games, demos, music, artwork, and utilities, just how it used to in the late 1990's, when someone else was compiling

the cover disk. I took over from CS37, because I had good use of resources, that were worth adding to the cover disk. I also asked game authors and other people if I could use their work on to the cover disk. If they said 'no' or anything like that I would not have added those programs.

I don't think Commodore Scene would have survived with cover disks. They are a main practical side to the magazine. I like to see people having fun checking out games, watching demos, playing around with utilities, and basically having a good time on their Commodore. I would have been a shame if there was no cover disk at

all.

**Your website seems to be a mix of demos, games, tools and news has this just developed or was this the aim of the site ?**

This is something I expected to do. I wanted to do some kind of original web site. So I thought about releasing my work. I also had friends/contributors who kindly contributed their own work, which was very nice of them. They also allowed me to put their work on to the cover disk. Those people deserve the recognition of support :) I also did a previews page, and also a silly fake

One word Answer questions  
(if possible)

Emulation - Unaccurate  
Computer games industry - Fun  
Commodore Business Machines - Rules  
Jeff Minter - Weird :)  
Microsoft - MicroSuck :)  
Money - Easy  
SID - Brilliant  
Love - Nice  
Microsoft Internet explorer - Yawm :)  
Computer Virus - Dreadful  
Bill gates - Idiot  
Heaven - Pleasant  
Hell - Evil  
Power - Useful  
Governments - Undecided

cracking group (for fun, not to harm people) called 'DaLaxatives', where I cracked my own friend's games which were that bad - only for a laugh, with silly humour. Which reminds me, I forgot I deleted the link to that fake label. I'll sort it out though.

**Tulip computers and Ironsoft do you personally think this good for the commodore 64 ?**

I don't know. I suppose it is one way or another. I think it would be nice if Tulip and Ironsoft did revive the Commodore 64, and produce new software for it, but I really doubt that they will be that successful. Most people of today probably own emulators instead of a real Commodore 64. But I would prefer to stick to the real thing.

**What do you think the commodore 64 has for the future of gaming ?**

If it is old games, then that would be an advantage. People have fond memories of Commodore gaming. They'd probably want to relive the retro era :) As for the future of new game productions. Well who knows? To me, it looks bleak. Only very few games are produced for the C64 every year. Mainly mine. Most people program demos, but I think it would be very nice to see some new games for the C64 for old-time's sake :)

**What are your thoughts on religion ?**

I'm not religious to be honest.

**Why is the Commodore 64 still a popular machine ?**

It rules!

**Modern games are made with millions of pounds to spend on gfx and sound do you think these companies run out of money when it comes to the actual game play ?**

Yes. I think those companies waste time concentrating mainly on graphics. I think it is main game play that is more important. I would say to those people "for heavens' sake, concentrate with the playability and the lastability than just fiddle around with quality graphics and sound". After all, playability in a computer game is more important than graphics or sound. Let us compare Tomb Raider with Thrust for example. Tomb Raider has very nice graphics and atmospheric sounds, but the game lacks in playability. Meanwhile Thrust lacks with graphics, and sound (except for Rob Hubbards excellent title tune) and the game itself is highly addictive and extremely playable. But different people have their own opinions :)

**What is you favourite game of all time (on any platform) ?**

It has to be R-Type (Commodore 64 version) by Electric Dreams :)

**Do you think modern games are to violent ?**

I hate to say this but they are complete and utter pants.

**If you woke up one day and the commodore scene (as in commodore user base ) had gone would you still create games for your own pleasure ?**

Yes :)

**Is retro gaming just a fad that will fade away in a year's time ?**

Retro gaming should stay and live forever.

**What do you consider is your best and worst work? Could you explain why you think that ?**

I think Bomb Chase has to be my best work. It recieved lots of praise, and people wondered where I got that game idea from. Some people preferred Balloonacy to Bomb Chase, but Bomb Chase has to be the most surprising game project. It was my masterpiece. Original and best (of my work of course). Despite that I am not good with graphics, the music and gameplay improved this game big time. I was chuffed, uploading this game.

I also had nightmares about Bomb Chase, in fact, I was cross when a fake group called Urine had cracked the beta-test version of this game. I emailed the proper version of the game on to the TND web site and announced this in the news. Then I emailed a copy of my game, to a member in Excess, to kindly crack and first release on to the CBM ftps adding 'We salute Richard for his hard work, but we were there first'. A day later, I suspect Urine had a trick up their sleeve, which was to do a fake 'Excess' release changing the slogan. They written 'Bomb Chase was written by Richard Bayliss... It was repacked, trained and first-released by RICHARD'. Excess and myself were not very

pleased. I took it out on the member of Urine and Urine's still my worse enemy.

Demo coders are they mad wasting time creating demos when they should be using their skills to produce something that is of practical value.

I agree. We want more new C64 games. We should really say something about the cracking issue. Isn't it annoying when your game

gets cracked by a group fake label and you have horrible commentry on the scrolltext ?

Demo coders should spend some time coding games or useful utilities. :)

**Commodore Demo coders are they the "BEST" coders in the world ?**

No.

**Would you say that the commodore 64 is a "classic computer" in you mind ?**

I would, but we like it loads :)





Commodore scene has a very low subscription base do you think this alters the quality of the magazine ?

It seems to be that way. I think Allan is trying his best to improve Commodore Scene. I wasn't very happy to hear about the readership cutting down. I suspect it is something to do with those modern day consoles and machinery. There are a minority of people who cannot afford these sort of systems and would be more than happy to stick with the Commodore 64.

What would you say to games players that say the commodore 64 is no good because the gfx are out dated and the sound isn't great ?

I would say, if that's what you think then take a look at what you're playing right now and see what we say. Playability is important. PC games and console games hardly have any of that.

What is a "killer application" for the commodore 64 ?

Erm, hard to say.

Do you want to plug your website ?

It would be nice :)

What makes your website so special ?

It is all my hard work. Except for the menu graphics and the logo of course. :)

Pretend for a moment that emulation of the commodore 64 on other platforms was impossible. Now move forward to the present day without emulation, would you think the commodore scene would still be alive and kicking ?

No, because of the modern day machines people use.

Lets imagine a major TV manufacturer builds a commodore 64 emulator into there tv units, the end user is able to download games from a special website that the tv can connect to. Do you think this would be a winning formula ?

Yes. It could be.

Would you say in your opinion that the DEMO scene has kept the commodore 64 alive ?

Yes. They are all talented coders, and we have those people to thank :)

What would your dream machine be (real or in your imagination) and why ?

What do you think? Its the C64 :)

Is there anything else you would like to say to the Commodore community ?

Please support Commodore 64 scene and community. Without you there would be no C64 community or releases.

If someone was interested in programming the commodore 64 what is the best way to start ?

<http://project64.c64.org>

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### FINAL QUESTIONS

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Let's pretend that Commodore was reformed and produce a new computer. Let's also pretend they ask you to work on the machine to produce a "KILLER DEMO" would you accept the challenge ?

No. I would prefer to build games :)

If you would accept the challenge and they said we have no money to pay you, would you still want to work on the machine ?

Yes. The Commodore has been my favourite computer, and it would be a lifetime hobby. I'd send these to Public Domain :)

Lets Also pretend that this new machine is powered by an Intel chip would this deter you ?

It would put me off :)

In your mind what makes Commodore machine so special ?

Quality games, demos, the whole scene and Commodore Scene :)

Richard Thanks for taking time out to talk and answer questions I am sure the we appreciate your commitment to a great machine.

Friendly regards:  
Richard Bayliss & Nigel Parker

<http://www.redesign.sk/tnd64>

*You may like to look at Richards website, it is a real gem, both of information, free downloads and some more history into the mind of Richard.*

*We salute you for all your hard work commitment to a fantastic machine. Richard your games are classics don't give up.*



## The Shoot 'Em Up Construction Kit

By Richard Bayliss

For this special, Allan has asked someone to write an article about the Shoot Em Up Construction Kit, or as we like to call it SEUCK. For those people who are new to SEUCK, you probably need to know what a SEUCK game is.

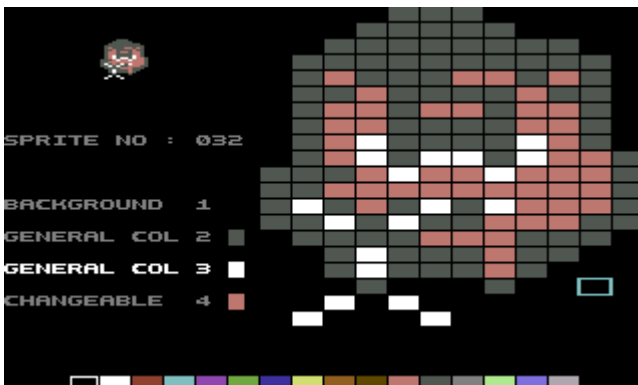
Well, SEUCK (Or Shoot 'Em Up Construction Kit) is an application, which allow you to write and construct your very own static or vertical scrolling shoot 'em up games. The Shoot 'Em Up Construction Kit features a list of menus the user can choose from to build their own game. No programming knowledge is required for creating SEUCK games. This is because SEUCK is a self-programmable utility, which can store all data you done to memory, and you can save your finished game or work to be finished on tape or disk.

SEUCK consist of various options, which are as follows:

- Edit Sprites
- Edit Objects
- Edit Background
- Edit SFX (Sound Effects)
- Edit Player Limitations
- Edit Attack Waves
- Edit Level Parameters
- Edit Front End
- Test Game
- Storage



I will go through all the stages (including screen shots of SEUCK's abilities). The option in each menu is selected by using a joystick plugged into either port. The flashing highlighted text indicates the menu option you have select and after a click on the fire button, the user jumps on to the next menu.



The Sprite Menu:

The sprite menu has a list of options, which can help you create your own sprites. The menu also shows hotkeys (a hot key is a key which will take you to the option in the menu). I used hot keys to access each option. The options are:

Select Sprite (Where you chose the sprite you

would like to edit/make)

Edit Sprite (Edit the sprite in your current position)

Edit colour (Change colours for your sprite)

Slide sprite (Move sprite to a suitable position)

Mirror sprite (Flip the sprite in x/y axis)

Copy sprite (Handy for animated sprites in the objects menu - we'll look at this later )

Erase sprite (Clear the whole sprite you are currently editing)

Exit (return back to the main menu)

When we select a sprite in the sprite editor. After the press of the fire button, we are able to edit the sprite, inside a grid. You can amend the colours for your sprite, but there are some restrictive functions though. With a sprite, you can only use 1 colour as changeable. The other colours have to be used permanently.

Let us take for example that I am working on a new Nyaaaah! game, and I already have my sprites saved and wish to used them again. I would use the dark grey colour for sprite colour #1, white for sprite colour #2 and also a changeable colour for sprite colour #3 (The changeable colours are the main body colours for the enemies).

We also have the opportunity to copy sprites from one frame to the next frame, especially for when we like to give these games good animation in the objects editor (later on). After copying a sprite we are able to make some alterations to it, for animated frames :)

If unhappy with a sprite, we can delete the whole sprite, selected and then clear the sprite and start again. :)

If anybody wanted to make big enemies, they would need to use more than one sprite, to create parts of the guardian.

The SEUCK sprite editor will allow you to create 126? sprites and then it is back to sprite 1 again. So when creating sprites, think that you'd need the player, bullet, explosions, enemy, bullet explosions or what else you can find.



The Objects Editor:

The objects editor is also sprite related. You can



select your object, select a sprite and position your sprites on to the objects. The menu has the following options:

- Select object
- Test object
- Edit colour
- Select sprite and place
- Edit anim speed
- Edit anim type
- Edit enemy bits
- Copy object
- Exit

Selecting an object is simple, we have different objects which are as follows:

- Player 1 ship
- Player 1 bullet
- Player 1 death
- Player 2 ship
- Player 2 bullet
- Player 2 death
- Enemy bullet (x8)
- Enemy death (x8)
- Actual enemy (x16)

We select the object the same way as selecting the sprite in the sprites menu. We use a joystick in port 1 or port 2 to select the enemy object and press fire, after pressing fire, it automatically jumps to the test object mode. Where you are watching the sprite animation.

The colour of the selected sprite object can be changed, by highlighting the colour bar below, just like we can with the sprite editor.

The objects editor allows you to also edit the frame rate, such as the animation speed, and the animation type. There's also the enemy bits, (only works with enemies of course), where you can adjust the sprite attributes and collision detection of the sprite, the direction and speed of firing, the amount of points scored for a kill and whether the player or enemy dies, whether or not it crashes into the player bullet or player ship.

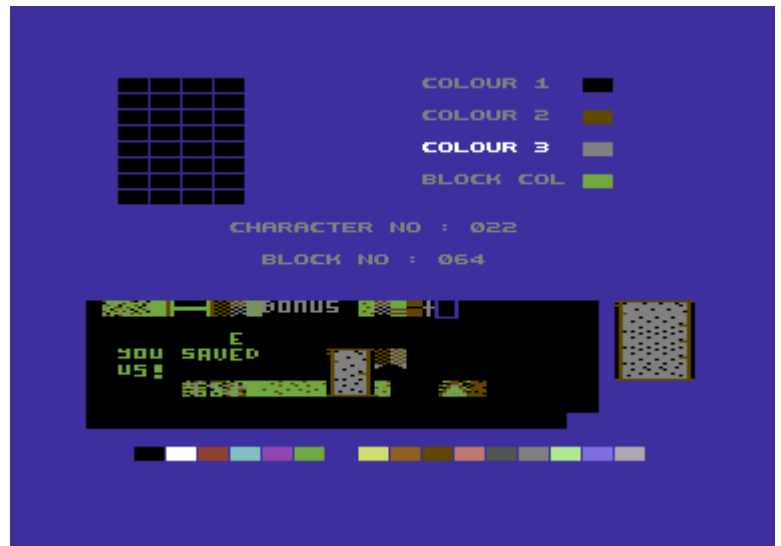
Hint for this section: Have a good control with the enemy shooting. We don't want it to shoot bullets too often, else it will slow your game down.

#### The Background Editor:

No game can be without graphics, so we would need to create graphics using the background editor. The background editor consist of various options, which are as follows:

- Select char
- Edit char
- Edit colour
- Select colour
- Select block

- Edit block
- Edit Map



The SEUCK background editor starts with a charset editor, where you have to create your charset (in bits) the put those pieces into a block, to form a piece of background. This is a difficult task for those who cannot do really good charset graphics - especially me :) I can tell you that it is a fun thing to do if you're into graphics. A lot of practice will make perfect, just like Frank and Alf did for their SEUCK games (Also on the SEUCK cover disk special).

Once a charset was built and the colours were selected, we could import the charset into a selected block for the game map. This is probably the longest ever way creating a SEUCK game if you are doing really good graphics. Once anyone felt that they had enough blocks done for their map, the next step becomes the map editing.

The map editor is also another lengthy process, but it is interesting. The mapping procedure for this game is where you place a block on to the map using the cursor.



#### The SFX Editor

The SFX editor allows you to create your very own sound effects for your game. The SFX editor is ever so weird, but it is simple enough. You can do your sounds for the players appearing on screen, players

firing, players dying, extra lives, enemies firing and also enemies dying. This is a easy process to perform. Probably the easiest of the whole lot. You can even copy sounds.

The SFX editor has eight different knobs, which you can highlight and press fire to. (It is silly how people who make SEUCK games, always use the example SFX, which makes things rather boring). After highlighting one of these knobs, holding fire and moving up moved the knob to edit some effect for the sounds. People can do really amusing sound effects or annoying sound effects for this game. Some people used the SFX editor to do brilliant sound effects, and some quite unusual sound effects, like I done for Commodore Scene's exclusive Nyaaaah! game (Nyaaaah! 2003).

### Player Limitations Editor

You can chose if you want 1 or 2 players for your game by enabling these. You could also set up the collision registers, whether you want your player to stop or die after colliding into background. There is also an option for the method of the player firing bullets. Plus set up the start position for the player when game starts. And also edit the size of the player's moving area.



### Attack Waves

The Attack Waves editor is also another fun part of the game creating biz with SEUCK. This is where you position and move your enemies around the screen for their attack waves. You can also test their attack waves, but you wont see the enemies fire anything, although you will see these enemies moving around (if used properly).

First of all an enemy had to be selected from the main menu screen. Then you roughly scroll to a position in the background for which area you want to use. Then smooth scroll. Next a sprite has to be positioned using a joystick. After the click of the fire button, you could move your enemy around how you like and then press F7 to store the attack wave to the program's memory.

You could also create your own guardians by joining these enemies. To join an enemy the same form

of process is used. Then you had to select the enemy visible on screen, then link it to the enemy or place elsewhere on the screen.

Hint in this section: Make sure you don't exceed the limited number of sprites. Although SEUCK does use sprite multiplex routines, the game will slow down if too many sprites appear on screen. Therefore is bad and make people lose interest with the game. Also make sure your attack waves are continuous and there's no breathing space for the player.

| LEVEL | TYPE  | SPEED | DURATION | END OF LEVEL |
|-------|-------|-------|----------|--------------|
| 01    | STILL | -     | 00 SEC   | REDRAH       |
| 02    | STILL | -     | 00 SEC   | REDRAH       |
| 03    | STILL | -     | 00 SEC   | REDRAH       |
| 04    | STILL | -     | 00 SEC   | REDRAH       |
| 05    | STILL | -     | 00 SEC   | REDRAH       |
| 06    | PUSH  | -     | -        | REDRAH       |
| 07    | PUSH  | -     | -        | REDRAH       |
| 08    | PUSH  | -     | -        | REDRAH       |
| 09    | PUSH  | -     | -        | REDRAH       |
| 10    | STILL | -     | 05 SEC   | REDRAH       |
| 11    | PUSH  | -     | -        | REDRAH       |
| 12    | STILL | -     | 99 SEC   | LOOP         |
| 13    | STILL | -     | 01 SEC   | LOOP         |
| 14    | STILL | -     | 01 SEC   | LOOP         |
| 15    | STILL | -     | 01 SEC   | LOOP         |
| 16    | STILL | -     | 01 SEC   | LOOP         |
| 17    | STILL | -     | 01 SEC   | LOOP         |
| 18    | STILL | -     | 01 SEC   | LOOP         |
| 19    | STILL | -     | 01 SEC   | LOOP         |
| 20    | STILL | -     | 01 SEC   | LOOP         |
| 21    | STILL | -     | 01 SEC   | LOOP         |
| 22    | STILL | -     | 01 SEC   | LOOP         |

### The Level Editor

This option allows you to select a level (You have 36 levels to select). You select the level you wish to edit, then jump straight to the map (again). There are two arrows. One which points up, and one which points down. Holding fire on one of the arrows and the up or down direction will take you to the map editor. You could chose whether to scroll the current level in the game or make it static. You could also chose whether to continue, loop or redraw after the level is complete. Continue will continue at the position of the background, where last left off. Loop restarts to level 1 again and redraw jumps to the next level but automatically pastes a new map to the level.



### Edit Front End

Another charset editor here. This time for the title screen. The charset is simple to edit, as well as the player score status. You can also type in the characters (text) for your title screen, and select a colour scheme for the title. There are also some colour rolling effects that could be used, but these look ever so ugly unless (like I do) you could reprogram the colours :)





Test Game

The most fun bit of SEUCK. Where you actually playtest your game all the way through. You could play normal in proper test mode, or test the whole game through by using the cheat mode option.

Hint for this process: Before releasing your SEUCK game to Public Domain or Web Sites, ask a friend to play test your game. See what he/she thinks of it - then release it and boast how cool you are creating games :)

#### Storage

This section is where you can store your datas you done, or your games on tape or disk :)

Well, that is all about SEUCK. I hope you will find SEUCK somewhere on the Internet and erm, make a SEUCK game. SEUCK is a fun way to make games, and you don't even need programming knowledge. Just a good head for SEUCKS.



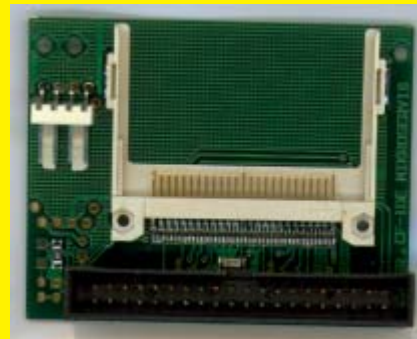
Take a close look at this - its a **Unitech TMS-1A**. It looks just like an ordinary phone, which it is, but it also has a built in Commodore 64 modem too ! The c64 connects directly to the phone via a special USER port cable.



## CompactFlash Storage Cards and IDE64



**CompactFlash (CF) Storage Card** is a small data storage card that provides high capacity data storage and I/O functions. A CF can run in True IDE Mode that is electrically compatible with an IDE disk drive. Once the CF Storage Card has been configured by the host, it appears to the host as standard ATA (IDE) disk drive. The CompactFlash card has been successfully tested with IDE64 controller. To connect CF card with IDE64 you need the passive adapter. We have used the one created by Microservis company (pictured below). We would be happy if you refer us about other manufacturers and your own experience.



All information was taken from the IDE64 web site :  
<http://www.volny.cz/dundera/index.html>

# The Chris Cemper Interview

By Richard Bayliss

*Do any of you remember Chris Cemper? Well, he was a talented games programmer. He also programmed some little tools as well. This issue, Chris has been happy to be involved with this interview, about his past C64 history and also the state of the scene today. So here we go. The exclusive Commodore Scene interview with Chris Cemper (Jez/Magnetix). RB is Richard Bayliss and CC is Chris Cemper.*

**RB:** When did you first use your Commodore 64? and what was your first ever C64 production you ever bought?

**CC:** When I was 10 yrs. old I got a C-64, a Floppy 1541 and a Matrix-Printer 1801 (or similar) for X-Mas 1984 (!) together with my pa... That combined mega-present changed my life completely - with what I already learned in the months before concerning Basic V2 coding (that I tested in multimedia-shops and computer-shops) I started coding from the first minute (before I ran the first game!)

**RB:** How did you get involved with the programming side on the C64?

**CC:** I actually programmed some simple Basic before I got my C64 on some other neat computers that I usually played with in warehouses or shops...

There was a TV-show called "Die Computerfamilie" in ORF(austrian local TV station) and they really explained Basic at 7 pm prime-time on TV in 1984 (did something similar happen in UK, US, Germany??? - I dunno - give me a hint!)

My dad, IT expert from the first hours in the 60ies, happened to tell me hours long stuff about coding and machines & technology in general... of course my first steps were inspired by him and a lot of help came from him...

**RB:** How did you get your handle, Jez/Magnetix?

**CC:** I had a little sticker "JAZZ" (from music-tape packaging) on my C64-TV - don't ask me why?!? - and happened to change my handle from The Wise Owl (- die Eule - all handles before 1986 actually started with THE I think - hehe) ) which was shortened as TWO to JEZ which is a great 3-letter handle and High score-Abbreviation at once... a real brand I guess...

Magnetix of course is the group I created together with my friend Jörg Schäfers - a musician and organizer from a little town near Cologne who happened to make great Mon-

like tunes with his brother under the "Rockin' Limited" label.

**RB:** How many people were involved in Magnetix?

**CC:** To be honest - I don't know exactly. At the beginning we were three - Jez and Doc & Frank / Rockin'Limited together...

My great partner Yon contacted me months after the birth of Magnetix, when our diskmag, Magentic Dreams spread around the world... he joined as number 4 I guess...

With some contacts in Venlo and Vienna we got to like 7-8 people within weeks...

About 1990 I think we had a co-op with TAT (from Innsbruck/Austria) which made the number of people even larger.

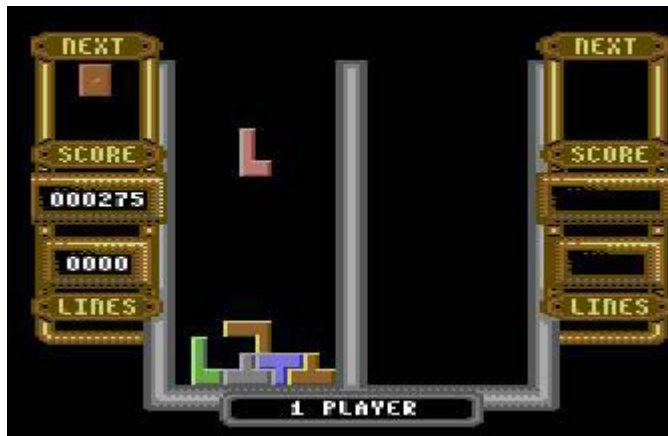
Also some "free-lancers" (like Antibyte from Graz who worked as Cracker for Fairlight and Cosmos) or TMB/Pulsar/S!P powered us on a regular basis. Not to forget all the Magnetic Dreams contributors.

**RB:** Which C64 game project impressed you the most?

**CC:** I guess you mean my own projects.

1) Holiday Games - the greatest and last project of Jez+Yon together was an amazing hell lot of work with big fun for a summer!

2) Duotris - because it was the first finished & sold game



**RB:** Which C64 game project impressed you the least?

**CC:** Hmm... I don't know - some dying babies - like Ice Blaster for instance that somehow found its way into the scene ;-)

**RB:** How did you feel when you found that various demo/cracking groups had cracked, trained and NTSC-fixed your games?

**CC:** Well - Duotris was cracked and spread before release and before we had a contract. A lamer from Amok gave it to G\*P and that cost us a lot of money and gave me my first real impression that the world probably contains 80% a\*\*\*\*\*s (at least).

Other games being cracked, trained and fixed did - honestly - not bother me, because we sold them for a one-time royalty to CP Verlag and they were responsible for protection and distribution (and did it well - all cracks were spread weeks after initial sell-date of their great disk-mag Game On)

I actually got all my software from the current scene, since all old disks were wiped in the cellar.

**RB:** Referring to some of your game projects, the game Ice Blaster never got released to the commercial market.



Why was that?

**CC:** Hmm - because it was not finished and sucked like hell? did you try to play the "internet-version" of it ?? shame on me that my name is still in there ;-) I wish I could take it out! (It is also on this issue's cover disk - repacked by me :))

**RB:** What utilities did you use to create your own games?

**CC:** - a 256 KB memory extension

- Turbo Assembler hacked to work with 4 banks in the memory extension (like a Ram-Drive :-)

- 64er-Dos (Speeddos-Clone) hacked to support 4 memory-banks and seamless session switching - SMON or other monitors

- self made sprite-editor (for the Holiday Games an essential)

- self made JezDoc-Writer (for the Sysiphus Storyboard)

- self-tuned C64 with all ROM-extensions built myself to carry the \*\*\*\* you read above

- Strip poker

- great stuffed chicken by Yon, beer, cigarettes (actually started smoking with Holiday Games)

- Queen Tapes (there was no Hardtrance and Acid Trance available that time, Jarre was too low-energy).

**RB:** What do you think of the C64/emulation scene of today

**CC:** I am not in that scene for more than a decade. I try to track it a little bit as a visitor and relict. I appreciate all the great work the c64-folks do and love to be a part of it and it's history.

**RB:** What was/is your favourite C64 game?

**CC:** Paradroid

**RB:** What was/is your favourite C64 demo?

**CC:** That's the way it is

**RB:** What is your opinion about the new hardware and software, which people are producing for the Commodore 64 machine today?

**CC:** Amazing \*\*\*\* - I want to buy a C-One as soon as it is out... I can't believe that there is still such a big market and scene active for those nifty little compu I stopped coding on in 1992.

**RB:** What were your fondest and worst memories on the Commodore 64?

**CC:** hmm... I got no worse memories on the 64. and everytime I think back to the era of the c-64 I think it was the coolest time I could have with 13-19 compared to other suckers and lamers :-) especially because Yon, 10 yrs later, told me a lot about life...

**RB:** Would you ever consider coding another game on the Commodore 64 again in the future?

**CC:** No

**RB:** What are your opinions about the following:

**CC** - C64 Websites - cool  
 - Cross-platform utilities - I don't know them  
 - Demo groups - freaky  
 - CSDB - good idea  
 - IRC -great

**RB:** Do you still have a commodore 64 today?

**CC:** No, Reebok/TMB of Pulsar has it

**RB:** Which is best a real C64 or an Emulator?

**CC:** Real one, because my own timing-relevant demos and games suck on the emulator

**RB:** Are there any people you would like to send greetings to before I end this interview? Also any final messages?

**CC:** Greetings to Yon in heaven, reebok/tmb of pulsar, pleasure, wuiti, mws/radwar, rockin'limited and of course my wife Elli!

**Final message from CC:** Do what you think you should do and you will become happy - let others suck around with their own bad ideas?



*That is the end of the interview.*

*Special thanks go to Chris for kindly answering all these questions.*

Please visit Chris's site at < <http://c64.cemper.com/> > and show your support.

## THE GAMES I NEVER DID part 2

by Wayne Womersley

### KILL THE MONSTERS

This was just a preliminary title I had for the game name.

Not to be confused with the PLAYSTATION 2 game title 'DESTROY ALL MONSTERS' (Although it does contain certain similar elements. Basically this was to be an upscreen scrolling shoot em up with you taking control of a mercenary trying to kill lots of famous and well known monsters. Early ideas I had for the game were KING KONG, ABOMINABLE SNOWMAN ( YETI ) and THE LOCH NESS MONSTER ! You'd be flying over the different terrains relevant to each creature - e.g. you'd fly up the EMPIRE STATE BUILDING to take on KING KONG. Other level ideas would have been a snow level for the YETI ( white ) and a water level for the LOCH NESS MONSTER ( blue ). My only problem with this was that I really only had ideas for the Big end of level monsters, obviously the game levels would have to contain smaller enemies before reaching the final end of level goal. I did kind of think of killer PENGUINS for the baddies in the ( YETI ) snow level !!!

### SUPER HEROES GAME

This would have had a twist - You would have been playing the baddie !!! Another upscreen scroller, it would have featured SUPERMAN and others. I had the idea of making Superman fly in three ways. He'd start off in the distance (small) fly left to right then fly right to left (medium size) then fly right to left (full size). I didn't really get any further than that but thought I'd mention it just out of sheer trivia for you folks !

### STARGATE

If no-one else out there is listening I know I've got at least Dave Elliot's attention ( HI DAVE ! ). Once again I had a few ideas knocking about my head, push screen scrolling, make your way upscreen and rescue captured members of the STARGATE team rescue enslaved prisoners avoid the GO' AULD ( erm did I spell that right - probably not ! ) and get home for tea and sandwiches...

### BATMAN

This is quite a recent idea I had ( It's JULY

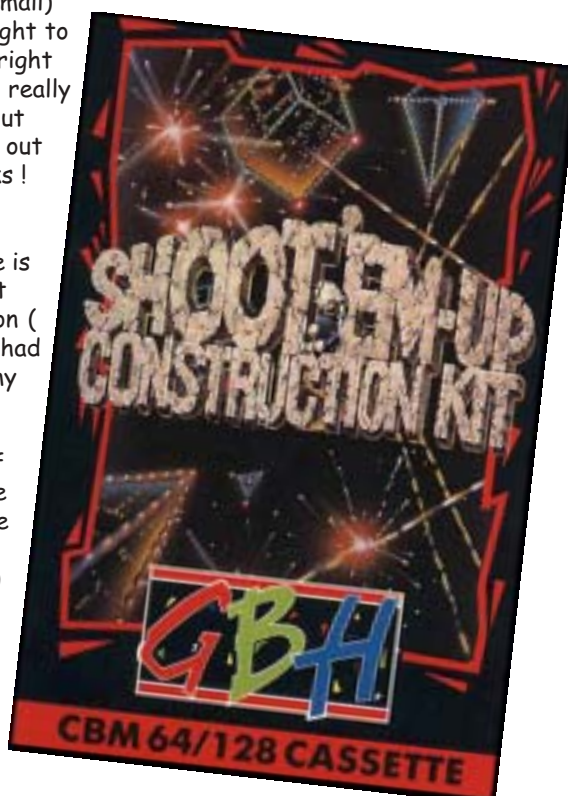
2003 as I sit typing this ) back in JUNE. Initial inspiration came from seeing the preview screenshots of BATMAN RETURNS by DENTON DESIGNS on FRANK GASKING'S WEBSITE. The basic idea would be you taking control of BATMAN, The graphics and style would be like the TIM BURTON films. I'd have BATMAN with the ability to fire his BATARANG. I thought of this as a push scrolling game with you making your way through several large scrolling levels fighting typical BATMAN baddies and making your way on foot through the levels. I did consider having a two player option by bringing ROBIN into it. NEWS :- There is still quite a strong possibility I may do a demo and if that goes well go the whole hog and produce the game - time will tell !!!

### HULK

If I did this ( and I'M really seriously still considering it ), It would say on the title screen ' OFFICIALLY UNLICENCED VERSION OF THE HULK ' obviously you would take control of the green Beast smashing through walls, bashing tanks etc. I'm really tempted to knock up a demo to see if this will work...

### EPILOGUE

So my friends that concludes the fabulous wander inside my mind - I hope you enjoyed the tour and mind the step on your way out..



## Future of SEUCK

by Wayne Womersley

Released in 1987 who would have thought that the **Shoot 'em up Construction Kit** would still be being used to create games in 2003 ? Hard to believe but true. I think the main reason for SEUCK'S continuing longevity is its simplicity - Its like the best computer games, you can just load up and your off and running. I think the main reason SEUCK works for me is because I'm a frustrated programmer. Yes SEUCK does have numerous limitations and can be frustrating but once you get to know your boundaries within the constraints of the program and use your imagination the possibilities are amazing - I've done 7 SEUCK games, I should know !!!

I have some opinions I would like to share with you all - here goes...

First of all I think that Basic SEUCK games are going to continue, mainly because of what I mentioned previously. I don't want to preach any do's and don'ts to making SEUCK games because everyone's got their own way of doing them. What I think is important if you or anyone else out there is intending to do a SEUCK game (or ordinary game for that matter) is try and be original, do something different ! Space shoot 'em ups have been done to death, so unless you can really add something special to the genre (i.e. Armalyte quality graphics) then don't bother.

So back to the main question - WHAT ABOUT THE FUTURE OF SEUCK GAMES ?

I must confess even now after everything I've done I have loads of ideas for games (I'm hoping to include a feature this issue about ideas I had for SEUCK games but will never do...). At the end of the day though SEUCK is only as good as the person using it so my suggestion is this - if you've got ideas for a game but aren't very good at coding give this a whirl.

Whilst I was making RETRO WARS (my latest and greatest SEUCK game) I was amazed at what could be done even within the constraints of a standard SEUCK game. After SEUCK's release I seem to remember reading about a follow on disk that would have featured things like extra weapons and the like. The article was only brief and didn't go into much detail. Anyway, Sensible Software moved on to other projects like International Tennis and Insects In Space, etc so they never returned to it - shame ! Then years later I remember reading in Commodore Format that Jon Wells was considering doing a



SHOOT 'EM UP ENHANCEMENT KIT. This was going to be really good, in fact when we met Jon in 1996 he actually discussed the project with us. Basically Jon's idea was to change the direction of the scrolling so instead of being able to make 'up-screen scrollers' you would have the ability to make horizontal scrolling games !

Even with no other enhancements this one change would have created a new age in creation of SEUCK games. I can actually state for a fact that Jon did actually use the Shoot 'Em Up Construction Kit to produce the demo of his Armalyte style game 'BREAKTHROUGH'.

When we met Jon in '96' he showed us his version of BREAKTHROUGH. Basically he'd put the game together in the standard SEUCK editor and then hacked the code to scroll the graphics horizontally, just for the purposes of the demo that he released through the magazines.

Jon did go on to say that he'd thought about doing the game and improving on it but doing it independently of the SEUCK editor so that he could add other things to it. Jon did have a slightly newer version of the game than the one released. I can't understand why he never finished it. With a little more work he could have had a nice shoot'em up on his hands !

As far as the U.K. goes for an Add On Extension to the original SEUCK there's only two people I consider capable of such an achievement (As far as I know Jon doesn't do '64' stuff any more...) - They would be Andrew Fisher (Genius) or Richard Bayliss (A Cool Coder). I would also have suspected MIKE BERRY (KERNAL) more than capable of such a task but I haven't heard of him (or anything about his game SAVAGE PLATFORMS) for a long time...

Outside of the U.K. I suspect that PROVISION would have the kind of programming power to create something of this quality...

If I had to give my suggestions for a SEUCK ENHANCEMENT KIT it would be something like this -

**\* Vertical Or Horizontal Scrolling**

**\* Animate Characters Option**

*(This would be similar to animating sprites but you would have a separate editor to set up and animate characters and would also have the benefit of allowing the user the ability to create effects seen in games like LED STORM and PARALLAX).*

**\* Load Music Files - Title Screen / In-Game.**

*(The ability to load your own or someone else's music and use them within SEUCK).*

**\* Load Bitmap Screens**

*Similar to the last option albeit with*

*Bitmap screens to put at the beginning of your Seuck masterpiece !*

**\* Load Attack Wave Patterns**

*A clear stroke of genius this idea - Basically you could load up pre-stored sprite movement patterns for the enemies. Normal Seuck Attack Wave Editor is good but a little restrictive - this would allow for complex swirling movements, circling movements etc. Obviously there'd be a limited number of set attack patterns to choose from, perhaps a merge ability that would allow aliens to exhibit more than one attack pattern and therefore enhance variety within the gameplay.*

**\* Larger Sprite Editor**

*(Self explanatory - A larger storage capacity than the original editor, You would be able to draw more sprites and not be so conscious of sprite space. Standard Seuck sprite editor fills up in next to no time once you start animating your sprites.)*

**\* Enhanced Sprite Multiplexor**

*Standard SEUCK does have a habit of sprite slow-down when there's too much on-screen action (if you've done your own SEUCK games you'll know what I mean). This option would simply create smoother games and also allow more on-screen action !*

**\* POWER-UPS**

In the Feature in ZZAP, Sensible Software mentioned if they did an add-on they'd do extra weapons. Bit of a difficult one to implement this for many reasons. The first question would be what number of Power-ups would be available to the player, and what would they do ? Again I've decided to give some of my suggestions :-

**- SMART BOMB**

Previously seen in ENHANCED SEUCK GAMES this is simply (!) a case of having the 64 check the sprite to sprite collision for a particular incident and take the appropriate action.

**- SHIELD**

When you die in a standard SEUCK game the game brings you back with a limited invulnerability for a second or so. Therefore this addition would not be too hard to add on...

A change of colour to indicate the players invincibility would make sense though...

**- MULTI-WAY FIRING**

Even when I've done my own SEUCK games I've thought 'Why can enemies fire in 4 directions and I can't ?'. Therefore this option would allow the player 2 way or 4 way firing.

Collecting different sprites could allow different features just like in the best shoot 'em up traditions.

**ADDITIONAL WEAPONS.**

There are other things you folks have probably thought of like drones. The problem with anything like that is

the amount of additional on-screen sprites, there again if a new sprite multiplexor was being added to the game additional sprites created by these 'weapons' would not be a problem !

Probably the best way of dealing with all these options would be to create brand new editors that would allow the user to set sprites up for use as power-ups. It's so frustrating when I think about this because I can see how it would work but I don't have the programming ability to create any of the changes !!!

**\* Edit title screen**

Yes I know this option exists on standard SEUCK but this new version would be capable of full screen text (as opposed to the scratty bit you normally get) and possibly the option of placing in game sprites onto the title screen. Maybe even a separate sprite movement editor could be included for a bit of fun !!!

**\* Change In game colours**

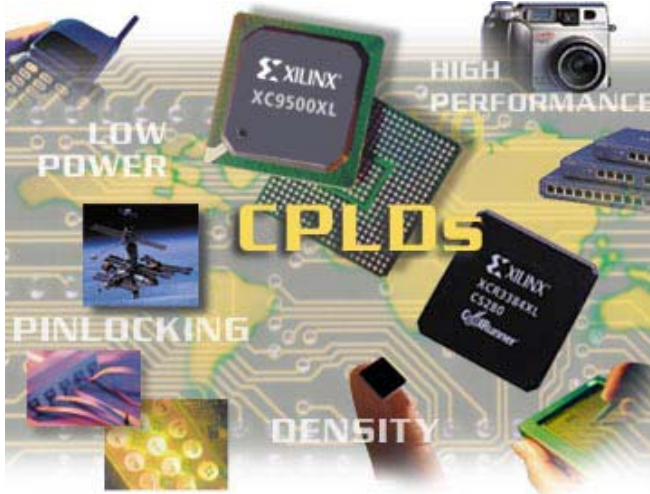
This option would be for advanced SEUCK users really (without sounding big headed). If you've ever used SEUCK or done any graphic work on the '64' you'll know when you are creating a character set that you can have a choice of 4 colours for use in your game. 3 colours are set and one colour is changeable.

My idea would allow the 3 normally set colours to be changed (it would only require a simple poke command to the relevant colour location) this technique is used in FIRETRACK, ARMALYTE and BREAKTHROUGH. The only downside to using this technique is making sure that the change is not blatantly obvious to the player, hence me saying it would be an advanced option for hardcore SEUCK veterans. Colour changes like this usually happen during gaps between background graphics (often during the course of a starfield being displayed) to minimize the viewers perception of the event taking place.

Yes, I know a lot of SEUCK games have had extras like the above for quite some time (BITMAPS, MUSIC etc). I personally would pay money for an Add-On that just allowed for Horizontal scrolling SEUCK games, but if you're going to do an Add-On you might as well give the user plenty of options.

Apart from anything else we are now in the 21st century and it's about time SEUCK had a major overhaul.

What better way to do it than offer the user plenty of options (Not all us SEUCK users know how to hack and make the alterations that Updated SEUCK games have anyway). The above options would save programmers & hackers considerable time and effort as well.



## Programmable Logic Chips for your Commodore projects

By Nicholas Coplin

Ever since Jeri Ellsworth showed off her early prototype of a new Commodore, the community has been a buzz with acronyms such as FPGA, CPLD, VHDL, and so on. Fascinated to know what it all meant I dug a little deeper...

### Great project ideas, but...

If you're like me you'll have dozens of ideas for great Commodore projects, but how many actually see the light of day? Most often by the time you sketch it all out your project will take up a dozen or more chips. Wow... who's going to build that you ask. I normally won't even try to build any with more than 3 to 6 chips, and I really prefer "one-chip" projects. Also, the chance of a simple soldering error giving you hours of grief is just not worth it. And even if you do get it right first time, what about upgrades? This is where a new breed of electronics comes into its own; programmable logic.

### The basics...

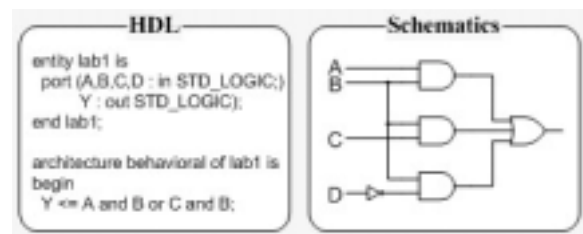
Okay... time to explain all those acronyms. Programmable logic is just that, logic which is programmable. Computers all work with logic, the fundamental building blocks including gates (AND, OR, NOT), flip-flops, latches,

buffers, counters and such like. These building blocks get interconnected to form larger structures such as CPUs, memories and controllers. Normally the interconnections are permanent; wires or traces. With programmable logic, the interconnections are re-configurable. The building blocks can be configured one way, then re-programmed into a completely different configuration. It is this re-programmability that allows the hardware design to be upgraded in the same way software can.

Programmable logic comes in various flavours depending upon the scale and flexibility of the part, and the specific manufacturer who makes the parts. Ignoring the older and most simplest of programmable parts, today we are left with essentially two classes of parts: CPLD - Complex Programmable Logic Devices, and FPGA - Field Programmable Gate Arrays. They generally differ in two significant ways:

- FPGAs contain significantly more logic elements than CPLDs; extending the possibilities of what you can design...
- FPGAs do not remember their configuration and need to be re-programmed each time they are powered up; meaning you need to have a memory device attached adding to complexity of the project...

Both technologies are programmed using a software language, know as a Hardware Definition Language (HDL) of which VHDL is a particular type. Some devices can be programmed by simply drawing the circuit's schematic.



The other challenges that face the Commodore hobbyist are:

- Chip packaging and pin count: most chips made today do not come in convenient packaging if your only way to build things is by point-to-point soldering. Your best



bet is to stick with PLCC devices as they can be socketed and the pin spacing on the sockets is respectable.



- Voltage: unfortunately most modern devices are designed to operate at lower voltages than what is available on the Commodore. This is not really a problem for powering the chips, but is more so for interfacing to the I/O pins. The best choice is 3.3V technology that is 5V input tolerant. What this means is that the chips can be directly connected to the Commodore's input /output lines, but you will have to provide either a regulator or battery pack for powering the CPLD. There are some 5V products still available, but they are generally older designs and as such slightly more expensive

### The CPLD route...

After considering both options, I chose the CPLD route - primarily as it allowed for "one chip projects". Sure, FPGAs would allow me to experiment with bigger and better designs, but the need for an EPROM, FLASH or SPROM to program the chip would just add to the complexity and cost of the projects.

Today's CPLDs contain EEPROM memory internally meaning that they can remember their configuration even when the power is turned off. The trade-off is that because they contain their own memory, there is less room available for customisable logic.

The customisable logic comes in the form of a basic element called a macrocell. Essentially a macrocell can be considered as one flip-flop (or "bit" of data) with associated input / output. The I/O can be connected to almost any pin on the chip. A CPLD chip can contain anywhere from 32 to 512 macrocells, so at best case 32 to 512 bits of information. Not much, you say? Indeed, its not going to store your latest photo or document... but nor is it meant to. A CPLD is meant to be used as a

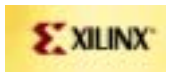
logic device, for example as a specialised IO chip, or custom CPU. Consider Commodore's CIA; it has sixteen 8-bit registers, or about logic 128bits.

### A Practical Introduction...

So you want to get started. Well, this is not as easy as it may seem. There are many choices to make. Which manufacturer's chips to use? Do you buy the chips or do you get a kit? What about a programming cable? How big a chip should you try? And so on... I was overwhelmed when first confronting the choice, not that the choices were complex, but rather that there are so many options to choose, each with its merits. In the end I decided upon the following, and I feel it provided the best balance with respect to getting started with CPLDs:

Xilinx CPLD Chips ([www.xilinx.com](http://www.xilinx.com)):

- CPLDs were enough for the sort of projects I was likely to tackle in the beginning
- CoolRunner XPLA3 CPLDs are a new design, important in an industry which discontinues production every few years
- The XCR3032/3064 chips come in a "PLCC" package, important if you are having to point-to-point solder your designs and want to use sockets. The PLCC44 package offers up to 36 customisable I/O pins
- On-line shop for purchasing chips; piece price is only a few dollars for the above chips. Larger chip designs in the family are also available and are quite affordable
- Free design and programming software, and it includes a schematic entry, analysis and capture tool. The software can be downloaded from the website, or you may get a CD mailed to you by one of the distributors



Digilent Development Kit ([www.digilentinc.com](http://www.digilentinc.com)):

- These guys make a great CPLD board (XCR or XCRP) that includes the programming



interface (allowing you to program the chip) and also includes a range of I/O functions such as buttons and LEDs so that you can experiment when learning the basics

- The XCR(P) board is one of the cheapest development kits on the market, and Digilent supply many educational institutions.
- If you ask nicely they may throw in one of their tutorial CDROMs that I found was a great introduction to working with the Xilinx software. The only step that wasn't adequately covered on my CD was the pin-assignment step, but this may have been updated by now.

### Your first project...

Within a few hours of getting your kit and/or parts together you'll be ready to go with your first project. So where do you start? If you bought a development kit, I'd recommend trialling a few example designs with it to go over the software basics and get a handle for how things need to be done.

The Xilinx Webpack software is great, but does have a couple of quirks that need some trial and error practice.

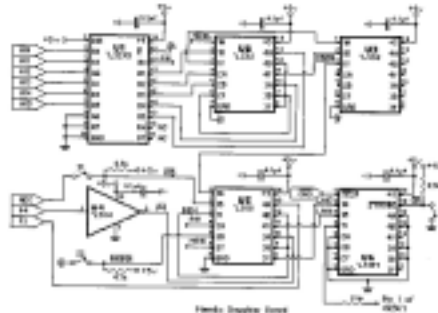


Have a play with both the schematic and VHDL options. I have found that the schematic method works easiest for me... but backup your project regularly as I have found that sometimes you cannot undo some of the changes.

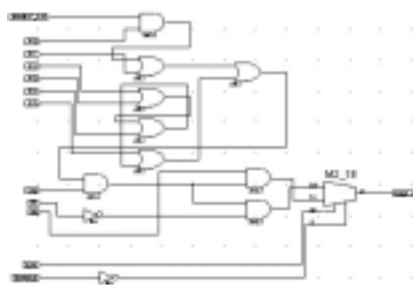
When you are ready for your first standalone project I'd suggest you chose something simple and build it "both" ways, using conventional TTL and CPLD parts, just to demonstrate to yourself that you haven't got the design wrong. For my first project I built the 256kB memory expansion project described in Transactor Volume 9, Issue 2 (details available on the [www.64HDD.com](http://www.64HDD.com) website). The photos demonstrate how the two constructions compare. It should be realised that the XCR3064 CPLD is only about one-fifth utilised, meaning that a lot

more logic can be implemented without increases to its size whilst the design built in conventional TTL chips would be 5 times bigger, and probably 5x5 more difficult to wire up.

### The TTL way:



### The CPLD way:



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



# E32 Frodo

**E32 Frodo** is a Commodore 64 emulator for **Nokia 9210**. It had been originally developed for **Amiga** by **Christian Bauer** and then ported to **Epoc32** by **Jan Panvel** and **Alfred**



**Heggstad**. Nokia 9210 port was done by **Hannu Viitala**. **E32 Frodo** is available as Open Source.

First of all we need to configure the emulator. Press **Prefs** and apply following modifications in Preferences dialog:

- In **1541** window turn off 1541 CPU emulation. Fields **Drive 8...11** can be used to "insert" .d64 files into appropriate disk drives. The files can be placed in any folder - you can also create your own folder - eg.

- In **Joystick** turn on joystick 1, which will be emulated using arrow keys and space (fire). Function keys - **F1 to F8** are under **Chr + A, S, D, F** etc. Keyboard can be



type **RUN** and press Enter. Enjoy.

**E32 Frodo** is something more than just a toy. It gives us access to thousands of games and programs for Commodore 64. They are called "classic", because they are still more "playable" than many modern PC games featuring 3D engine and multichannel sound. And don't forget about **Basic!** Now you can write your own simple programs and use them in your

Communicator. Your Basic programs (as well as games in progress) can be saved to disk using **Snapshot** function, which dumps memory contents to a



The emulation is very good. First of all Frodo is very fast providing 100% of real C-64's speed. The compatibility level is very high, too - most of the programs work fine. The only problems can be caused by some bad-coded loaders made by hackers. But if you manage to start a program, you can be almost sure that it will be working stable. Current version of Frodo for Crystal doesn't support sound, but this is just a matter of time...

switched from emulation mode to normal 'typing' mode using **Caps** key.

- In **VIC** window turn on sprites and enable collision detection.



**E32 Frodo** supports **.d64** files (images of C-64 floppies). It doesn't work with another popular format - **.t64** (tape images), but one can copy files from **.t64** to **.d64** using many of C-64 emulators for PC like **VICE**.

**CPU** window: I have following values: 110, 60, 91, 64. This setting gives me 100% of real C-64's speed but you can try to adjust them - maybe you'll find even better ones.

file. And there are even more interesting uses. The following screenshot (below) shows a graphic operating system for Commodore 64 called **GEOS 2.0**, which is a direct predecessor of Nokia 9110's OS!

Ready! Now you can run your first

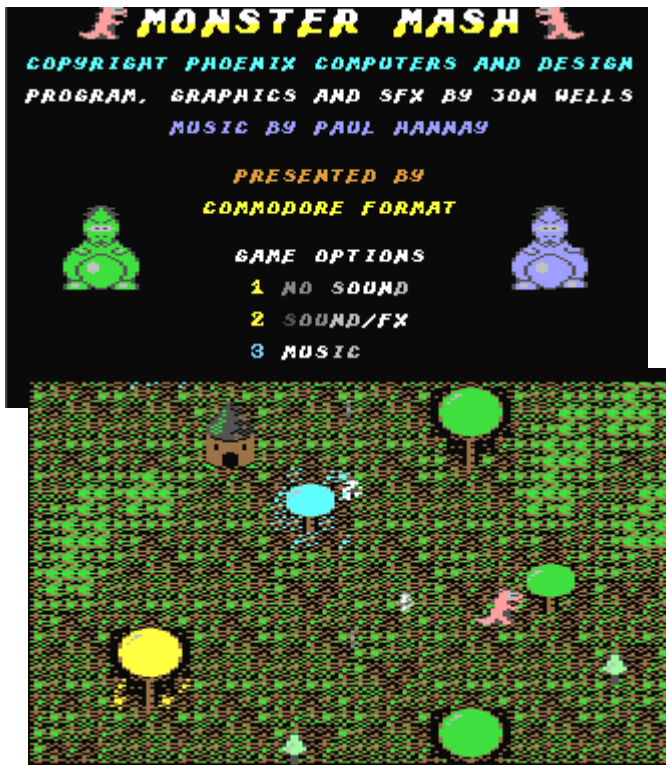
Here are some links to sites containing hundreds of C-64 games and programs in .d64 format:



- <http://emu64.pl/>
- <http://www.planet64.net-media.pl/>
- <http://www.c64.com/>



# My favourite SEUCK GAMES



**MONSTER MASH** by JON WELLS

This game has appeared in different places, twice on the cover of Commodore Format ( or Commodore doormat as it was known towards the end ) And once on the coverdisk of COMMODORE ZONE. The first release of MONSTER MASH on the COMMODORE FORMAT covertape ( remember them, good weren't they ! ) was just a basic, bog standard version of MONSTER MASH. If you remember, Jon Wells used to do a SEUCK feature for Commodore Format ( which showed you how to enhance the games with things like adding hi-score tables etc ). The next version he did of MONSTER MASH had a title screen with music and intro, outro, animated characters and in-game music. This enhanced version also made it to Commodore Zone's coverdisk as I previously mentioned. And now for a quick review, I know Jon doesn't like friend's doing reviews of his games, utilities etc in case they are biased but let's be honest if I don't like a game I'll tell you peeps straight, trust me on that !!! Basically then, Monster Mash is a SEUCK game with you taking control of a fire breathing dinosaur.

It's a push-screen scrolling game, basically your objective is to move upscreen and kill or knock over anything that gets in your way. Hazards come in the form of flying Pterodactyls, Cave men ( who fire spears at you ) and volcanos which fire ash at you. I particularly liked the way you could shoot the roofs of the huts the cavemen emerge from - clever stuff, You also get to knock trees over near the start of the game.

As a basic SEUCK game Monster Mash is good but Jon being Jon decided to push that little bit further and coded some extra bits, Animating the character set to create a lava effect and running water effect is quite simple but incredibly effective, he's also added a hi-score table and short intro and game over sequence. I didn't get very far ( Level 4 but I'm going back for more... ). Special mention must go to the superb music by Paul Hannay ( FEEKZOID ). From the gentle opening piece of music on the title screen to the excellent in-game tune and end of level baddie music Paul has really gone to great lengths to entertain the

player musically. Overall the game has everything a budding SEUCK designer should be looking for in creating their own game. Its original, fun, playable and sustains interest - There's that one more go factor about it, a quality you need in a great game. This might be 10 years old but its still enjoyable - Not only that but its free !!! If you've ever had a go at creating your own SEUCK games you'll know how hard it is to avoid that 'block' effect with the background graphics, this too is something Jon has done really well to work round and the graphics are really nice. Check this one out folks it's a real winner !!! On a personal note, I always thought it would have been nice for Jon to do a sequel to this with different dinosaurs and enemies but he never did.



**TWIN TIGERS** by ALF YNGNE

This excellent game is another of the many games to grace the Commodore Format covertape. This is by the one and only SEUCK legend ALF YNGNE. TWIN TIGERS puts the player ( or players if you're playing with a friend ) in control of a attack helicopter. You basically fly over different stages shooting enemy helicopters, planes, tanks and other hazards.

Occasionally you get to take on a large end of level baddie which is quite challenging. You get to shoot at men hiding behind stone walls ( you can also shoot the walls as well ), you also get to collect Zeppelin style balloons for bonus points. This is another of those enhanced SEUCK games by guess who ? Jon Wells comes into the picture at this point he put in all the little extra bits, the enhancements bear a striking similarity to the extras he added to MONSTER MASH, you get animated water and intro and outro bits. You can also make certain selections on the title screen, like choosing between music or sound effects. The music is absolutely superb - It's a cover version of the AIRWOLF theme tune ( which was always a class tune anyway ). The 64 version is by BEN HAYES ( NUTT 67 ) a former COMMODORE SCENE INTERVIEWEE.

The game is let down slightly by repetitive backgrounds but the playability and music help make up for this !

## KINGS OF COMEDY

I got this off my friend KLAAS WASLANDER from HOLLAND. I've had the game for quite some time but never played it at great length. I pulled it from my collection of disks and gave it a good playtesting for the purposes of this very feature... For a start this game is highly original, it's based on the old time black and white movies. After being treated to a title screen that's rather bold but nicely drawn you press space and the game loads up for real. On the title screen You select



which character you want to play ( BUSTER KEATON or CHARLIE CHAPLIN ) by plugging your joystick in the appropriate port and pressing fire. Or you could even have two players. The main sprites are drawn well ( I particularly liked the way CHARLIE characteristically walks round the screen with his stick ). You make your way through several silent movie style levels. Each level begins with the name of itself in a movie card, a nice touch I thought. The levels have a variety of background graphics ( although the creators have ripped parts of SEUCK'S OUTLAW game out ) and the sprites are really nice too. There's a good selection of different baddies for you to see and kill and the interest is always there to see the next level.



### WHEELIES - THE MICRO SELECTION

Released by a company called THE MICRO SELECTION and made by a man called CARL COFFEY ( he did some programs for the Coverdisk of Commodore Disk User too if I'm not mistaken! ). This is the only SEUCK game that got commercially released as far as I'm aware. If anyone knows differently, send us a message to the editorial address via letter, E-MAIL etc...Bright, Bold and Colourful, Three words that first pop into my head when I try to describe this game quickly and accurately.

WHEELIES is a SEUCK game with significant alterations. You get a colourful Hi-res Bitmap screen with some in-game sprites moving about in a sine-wave type style with a piece of music playing. Pressing fire takes you to a level selector ( Proper Bo' ) you use the joystick to select one of eight levels to begin on. In the ZZAP review they slated the level selector saying it spoils the game allowing you to see all the levels. I think it's a good idea cos' you can choose a different order to play the levels in. This for me gives the game a bit more variety. The objective being to rescue the captured 'Wheelies' present on each of the levels and make your way to the exit.



You 'Rescue' the Wheelies by running into them, you don't get lives like in standard SEUCK games. The programmer has hacked the code and made it so you have a diminishing jar of energy ( when it runs out you die! ) that needs topping up.

You can do this in one of two ways, either by picking up mushrooms ( partial energy ) or collecting a jar ( full energy top up ) these are found scattered through the levels. The graphics are pleasant and varied, there not going to win any awards but they portray the action well enough. The sprites are nice and varied and there's some big baddies in there too!

The level layouts are well thought out and some of the sound effects are quite ominous!

I managed to complete the game with a score of 015050, there's no end sequence as such. You get a congratulatory message and a press fire prompt, upon doing so you are taken back to the title screen - Upon returning there I'm sure it played a piece of music that I had't heard before! This is a nice little game to pass the time and certainly something a little bit different for SEUCK, try and hunt it out if you can. By the way, is it just me or has the programmer being watching 'Chorlton And The Wheelies'? The main sprites have obviously being influenced by that late 70's COSGROVE/HALL classic.

### GALAXIBIRDS II

Did you know that Sensible Software ( the guys who created the Shoot 'Em Up Construction Kit ) created the original game - GALAXIBIRDS? As if trying to go full circle and tie them all together Jason 'KENZ' Mackenzie produced this little masterpiece. It's typical Shoot em up stuff albeit done with some very glossy graphics. Actually, perhaps KENZ should have called this 'Spot The Celebrity Sprites' cos' there's lots of great game sprites from cool games in here. The list includes I' BALL, WIZBALL, IK+, GHOSTS AND GOBLINS, one of KENZ'S favourites games URIDIUM and lots more. The first bit has you flying through space killing everything, then you fly over a barrel relief style hull and then you have to dodge and weave your way through a wall like level whose sides are deadly to touch. This level reminded me of the 'water tunnel level' I did for

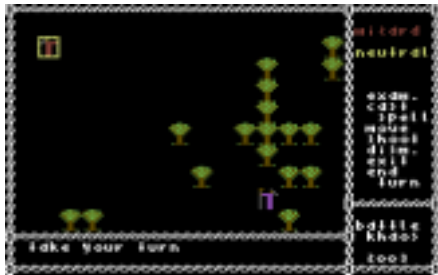
UNIQUEST - I didn't steal it from you KENZ and I've only just seen this level. I've always found this game very hard, but for the purposes of this SEUCK special I stuck with it to give you all a proper review !!! I really like this although it's a bit of a small SEUCK game by SEUCK standards and the background graphics a touch repetitive it has much for you to enjoy.

It's available as a single sided disk from Binary Zone - The Disk Number is BZD026, there's also some nice Bitmap artwork on the disk too! I managed to clock the game and got a High score of 21690. It's just a shame 'KENZ' never did any more SEUCK games!

## CS42 Coverdisk

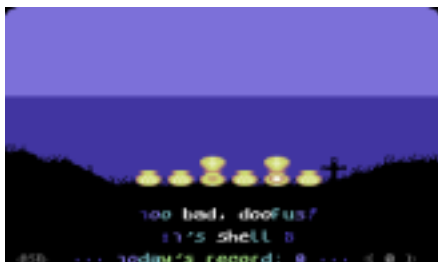
Compiled by Richard Bayliss

Once again, your favourite part of the magazine (is it ?), the Commodore Scene cover disk page is here. It is ready compiled and packed with loads of games, demos, tools, music and the usual scrolling banter, by me on the CS menu ho, ho :) Anyway, lets have a look at this issue's cover disk shall we?



**Battle Khaos + Docs**  
By Astoria/Samar

How good are you at casting spells. Are you full of magic and brains? Well this game is a strategic RPG simulation game, based on Lords of Chaos, where you have to defeat your opponent's at this magic game. Basically, two wizards are at war. You take it in turns to cast a spell, move your wizard or fight your opponent. There are different sets of options to enhance your wizard's ability and vice versa. To play this game properly you will need to read the instruction, which Astoria also provided. This game is fun, as soon as you get into the game itself :)



**Shellreef**  
By Assassin/Civitas

If you remember a BASIC program (The Old Shell Game) in an old Commodore programming reference book. This game is more of an enhance version of the Old Shell Game. Set under water, you have a selection of six different shells. A pearl is displayed on screen. Then the computer decides to put the pearl inside the shell and move all the shells to a different place. Once this is done, you have to guess which shell the pearl is hidden. To play this game properly, remember to watch the shells swapping properly, because you will have only one try. This game continues, until you lose :) So score as many points as you can.



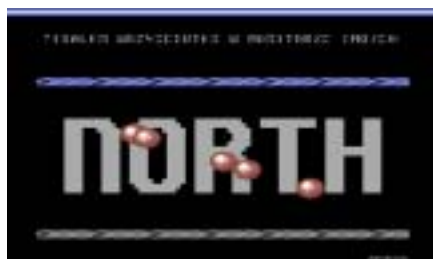
**Creeps**  
By Jeff Bean

The invaders are taking over earth. Time to save the world again. You play a sort of space ship which has to save the world from complete domination by alien invaders, known as Creeps. This game is a Space Invaders variant, but be warned it is a who lot difficult. The more aliens you shoot, the faster they start moving and the meaner they get. If an alien lands on to the ground, your world is doomed. Save us before it is too late.



**Metagalatic Llamas**  
By Jeff Minter

Fans of Jeff Minters' games will probably enjoy this PD game. Guide your llama around the playing area, zapping space creatures as they get nearer. Use your cross bar to set the target, and zap them :)



**North Party #8 Entries**

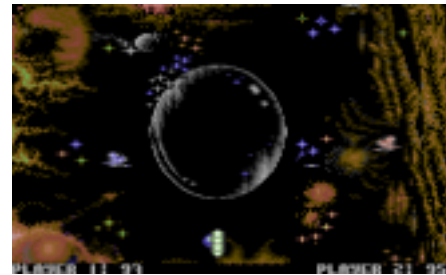
We have some nice entries from the North Party #8, which consist of compo music, sound effects and also some compo demos.

**Professional Scrolltext Editor**  
by Chico/Civitas

Chico/Civitas has programmed a useful utility, which allows you to type in your own scroll text and then edit the colour of your scroll text. When you save your scroll text, you will find that it has a built in scroll code, which is useful for



those who cannot code 4X4 scroll texts and want to do demos or anything that does use a 4X4 scroll text.



**Super Galaxys Duel**  
by Richard Bayliss

Super Galaxys died, but I thought I would not waste the game graphics in the GTW preview, the graphics have been used for this exclusive blaster. This game is for two players only. The idea of this game is to blast your opponent many times to win the game. There is a deflector, which moves up and down. If you shoot the deflector, a bullet will deflect and try and hit your ship and vice-versa, so hit your opponent. :)



**Hallax**  
By Relax Designs

Breakout lovers may probably remember this late 1980's breakout PD game. Move your paddle left and right, hit the ball and let the ball smack those walls. Watch out though because if you are too slow to hit the ball, it will go out of the play area and you will lose a life. This awesome PD game also has a built in level editor. Sadly you cannot save your designed screens for each level, but you can have loads of fun designing and challenging friends with your designed levels :)

**Byte Boozer V1.0 + Docs**  
by Booze Design

This is a new cruncher utility designed



and coded by Booze Design. This program can crunch up to 242 blocks of memory, and break it down. So if you have coded anything and want to crunch it use this. The cruncher also has a fast flashy decruncher.



### Voodoo Noter V2.1

By Antifan/Equinoxe

Improved by Gunhead/Batalion

CS gave the original Voodoo Noter on the CS16 cover disk, but on this cover disk is a more enhanced version of this cool note maker. This time you can load double-speed tunes, as well as single-speed tunes, and use animated char-sets, to enhance your messages. So why not have a look at this nice tool.

### Primary Star Compo Entries

A selection of cool tunes (including a great tune by Andrew Fisher called 'Egghead'), demos and artwork.

### Very Wicked

By Padua

This is a demo produced by Padua, based on a Beastie Boys soundtrack. Lyrics also added. Quite a smart demo.



### DMC Album #3

By Richard Bayliss

The third in a series of DMC V5.0+ single-file collections. You have a choice of eight different C64 tunes, which I composed and for you to listen and dance around the room to (like you never done before). Enjoy!

### Power On

By Fraction



To end this issue's cover disk, we have 'Power On' by Fraction. This is a stunning demo, which consist of various effects, which Fraction usually use. Watch all the way through and think how much hard work been put into this demo.

### CS SEUCK Special Cover Disk

Compiled by Richard Bayliss

Well here we are. The SEUCK special edition of the Commodore Scene cover disk. If you like SEUCK games, then you probably like this cover disk. If you don't, just check 'em out anyway. Here's what we have for you this issue.



### Fly Pig

By Shaun Pearson, Music by Drax

If you have a square television set or monitor, tilt it 90 degrees and then turn your joystick 90 degrees. This is actually a clever trick thought up by Shaun. If you cannot do this, then don't worry, you still can play the game vertically instead of horizontally.

Guide your flying pig through all six levels, destroying anything that gets in your way, but watch out because they can fight back. This game has got superb graphics and is good fun. Well, I had to say that didn't I?



### Cats

By Anthony Burns, Music by Richard Bayliss

This is another neat SEUCK game, featuring a new title screen I coded. This game is based on the musical. Control one of your cats around the backyard, avoiding contact with nasty hazards. There's also a nice plot thickened to stop your journey from

being an easy one. Especially when you have to face Mungo Gerri and Nacavity.



### Dark is the Bark

By Systems Editoriale, Music by Magmagix/TRC

Control your spacecraft through the deadly zones, blasting all those aliens which are trying to make a mess out of the planet Bark. Warning, warning, warning, aliens approaching. Launch missile and give 'em a good blasting. Go, go, go :)



### Jolly Roger

By Simon Reece, Music by Pearl

You are a vicious pirate, looking for buried treasure. You have to cross the poohar and through the dark caves. Watch out though, because there are nasty surprises in store, which will knock your head off (Erm what?)



### Galax-I-Birds 2

By Kenz/BZPD, Music by DUSA Team

This is a weird and wacky SEUCK game, made by Kenz of Binary Zone PD. Featuring famous sprites from various games, making this game a real laugh to play.

Guide your spacecraft through space, battling against the evil forces of Znek and cause as much destruction as you really like. Go get those aliens and karate experts (Erm, don't they fight back).



### Nyaaaaah! 2003

Game + Music by Richard Bayliss

Snodge the Biblet strikes back for one final lick (Yeah that's right). Control Snodge the Biblet around the park full of playful biblets. However, there are biblets who have been kidnapped, so you have to locate and then save them from the reins of the evil Squatter. Good luck!



### Cleo the Dog 2

By C.Mason, Music by Drax/Vibrants

Do you remember Commodore Zone #7 which had the first Cleo the Dog game? Well I found this nice game on the web and thought it would be nice to have this game added to the cover disk. You play Cleo, a cute little border collie, who has to save her puppies from being lost. One problem awaits though. Cleo has to face the traps and deadly obstacles, as well as nasties. Cleo can punch those nasties when she is moving left or right. Good game.



### Alienator '93

By Alf Yngve music by Guy Shavitt/SCS

This is a sort of Space Gun remake, done using SEUCK. Move your target on to the aliens, and give them a good blasting. If you meet your quota and blast enough aliens, you will survive the airlock. Else if you fail, you will fall to your death. Hint: Score 10,000 points and you'll succeed.



### Alien Task Force 2

By Ryan Chenery, Music by Harmony Productions

The aliens are infested in the semi-biosphere. It is up to you to save your friends from those infectious beasties. Armed with a powerful laser, you can blast those aliens though eternity. Watch out though. They can fight back.



### Vietnam

By Marshal Bros. Music by Amadeus

War has begun, and it is up to your commandos to fight and end the war. Get rid of those dictators and free all the hostages. Shoot, shoot, shoot, but don't get caught in the crossfire.



### Squish

By Richard Bayliss, Music by JCH+Scottia

Sliggy is on patrol, with another adventure. Blob the enemies with your bubbles, but watch out for those hidden surprises, known as 10 ton weights. If one hits you then 'Squish' (Now you know where I got the name from).



### Chill Out

By Richard Bayliss, Music by Gangstar/Laxity

Guide Cool the biblet through this strange corridor and throw ice at those nasties that come along.



### Cyborg Attack

By Frank Gasking, Music by Sonic Uproar

To finish this special, we have this mean SEUCK game from Frank. Move your target on to those Cyborgs and let 'em have it.

Well that is all we have for this SEUCK special. Unfortunately we could not include the Art Ravers SEUCK game, due to the game not being ready for release. As soon as the game does get released, I'll add it to a future Commodore Scene cover disk.

If you have any submissions for the cover disk then please email me to:

### NEXT ISSUE:

*Will there be a cover disk? Won't there be a cover disk? Yes, I think there will be a cover disk and here's what is in store for you C64 lovers around there. There should be a full game or two, maybe three, or four ;) Also a few demos, music, artwork and of course useful utilities.*

If you have produced anything in the past/present and you have or have not released anything, then please email your submissions on .D64, .T64, .PRG for the cover disk, as it is getting even more difficult to find anything new for the cover disk.

My email address is  
[richard@c64.rulez.org](mailto:richard@c64.rulez.org)  
 or you can use  
[tnd64@ukonline.co.uk](mailto:tnd64@ukonline.co.uk)  
 Thanks ;)



# Speech+

By Richard Bayliss

Speech+ is a speech synthesizer for your Commodore 64. It is very simple to use and has a range of different voices. However, I would like to tell you more about speech, but here's some instructions about this interesting utility.

First of all, if you use an Action Replay cartridge, please disable all fast load software/cartridges. Because it won't work properly if you do. You can load this game directly from the CS menu (in CBM BASIC, not Action Replay fast load option). After you have loaded the program you will get a grey screen with a blue border with cyan text. You will see 'READY.' followed by 'NEW', followed by 'READY.' The program is supposed to look something like that.

Now let us try and make your C64 talk shall we? Yeah why not. Before we do, you can use 26 different speech pitches for low to high pitch. The pitch also controls the speed of the C64 talking. You can enter the value of the pitch by using prompt:

\*PITCH "(value)"

Let us set up the pitch value for the voices. Try this:

\*PITCH "C"

The C64 still won't speak yet, but we can get the C64 to speak by using another command, which is as follows:

\*SAY "(message)"

So now, let us try this

\*SAY "WELCOME TO COMMODORE SCENE"

Unfortunately, the C64 won't say it properly, so we must change the lettering a bit. Something like this:

\*SAY "WELLCUM TOO COMMODORE SEEEN"

That's better. But there is a

problem. The screen keeps turning off. So here's what we do. We use this prompt:

\*LIGHT

If you want to turn off the screen at any time just type

\*OFF

There is another command, which Speech can use, and that is:

\*SPEAK "(message)"

There is a slight twist for the C64 to speak using the \*SPEAK command, because you need to use what we call allophones. Allophones are not that easy to use, unless you know how to use Dalek Speech (Commodore Zone issue #3). However we don't really need to use the \*SPEAK prompt anyway!

Now then, if you remember Commodore Format magazine. They put Speech on to the CF45 cover tape. It worked the same way as speech+, and was originally released by Superior Software, but then was sent to the Public Domain. When I first had Speech, I had lots of fun with it. Later on I started making the speech program swear. Wasn't very clever, but Speech actually uses swear words.

I also written BASIC programs in the past, including a SPEECH number guessing game, and also a speech password program. Yes that is correct, you can use BASIC programming to support this tool, without any problems whatsoever. So if you want to do a speak & spell program, a hangman game or any other program then why give it a go.

I'll do Speech support tools some time in the future (maybe with CS43) when I feel like it. Now I leave you in the hands of this crazy, but fun program :)

Next issue: We take a look at DataTool and how it works.



Now then, unless you live in the far north or south pole, most you (UK) readers know that Shaun Bebbington does a vast amount of work for the c64 and also for CS in particular.

If it was not for Shaun's hard work there would not have been a Micro Mart show last year, nor would there be an even better one this year.

So why is it that he gets practically no support for his excellent regular 'specialist retro' column in Micro Mart.

Come on guys and girls, show a little support for him and drop him a line at the MM web site forum.

<http://www.micromart.co.uk/>

## Alan Cartridge - Cartridge Corner

~ ALAN CARTRIDGE PUNCHES A PARTRIDGE ! ~

Hiya guys, last time I promised you a trip back in time and here it is.

I'm doing two games very special to me. Back in the good old days (Christmas 1984) to be exact my mum got me a Commodore 64 with 1520 printer, cassette recorder, Cassette 50 (by Cascade) and 2 cartridge games...

The two games I'm reviewing here use a control device called **Paddles**. For the uninitiated these are basically a pair of controllers that you use one at a time. The device consists of a dial and a fire button.

The dial controls right and left movement respectively (according to clockwise, anticlockwise movement of the dial). The fire button is like a standard joystick fire button. The paddles plug in to the front port (PORT 1) via a standard joystick nine pin interface.



### CLOWNS

Frank Gasking would be very excited with this game - it's from 1982 !

This was my first ever experience with a cartridge game and also a paddle game. The jist of the game is you control a see~saw, and you bounce your men up the screen to collect moving balloons in rows of 3 different colours. The more balloons you get the faster the action becomes. The idea being to collect all the balloons on that particular level. Graphics are displayed in high resolution mode which means you get detailed graphics that are lacking in colour. Sound is fairly

simple you get brief tunes (starting the game / dying, etc) with adequate sound effects accompanying the action. This is a 'pick up and play' game that you lose interest with quite quickly really, mainly due to lack of variety. It's main positive point being it is on cartridge and the paddle control does add a novelty aspect too I suppose. I believe the company QUICKSILVA did a version of this with much better looking graphics called **SEE SAW** - if anyone can get me it please get in touch with Allan at the editorial address and I'll gladly do a comparison.

### SEA WOLF

Another paddles game. This is a two player only game ! You and a friend each control a cannon type affair (*submarine ? - ED*) at the bottom of the screen. The game involves you shooting at the boats that move from left to right or right to left according to which side of the screen they appear. You have the ability to fire 4 shots, then you have to wait 3 seconds for your gun to load (shown by an on-screen countdown, clever ! ) before you can shoot again. There are different boats giving different scores they all move at different



speeds too - check out the little boats they really zip along !!! Upon starting you get to choose how long you want to play for (maximum 9 minutes). The basic principle of the game being - the highest scorer wins ! But don't be fooled, it's not just a question of moving left and right shooting boats when they appear. Occasionally mines appear so you have to dodge them and shoot at the boats, shooting the mines wastes valuable bullets adding a bit of strategy to the proceedings. The mines seem to appear randomly as a cluster too. This makes for a much more enjoyable and competitive game. Graphics as you would expect for such an early game are simple but nicely drawn (high resolution graphics as in **CLOWNS** !) and techie heads will spot the raster splits used to create a 3 colour background and border - simple, but surprisingly effective ! Sound effects are used to good effect too and do add that extra appeal to the game.

**NEXT TIME** : Some more old Commodore Cartridges. If anybody has any trivia they might like to put in this section or gamesthey'd like reviewed contact me via the editorial address (ordirect if you have my address !!!)

Wayne Wommersley





# *Back in time 4*





Phew, what a hectic weekend that was - and I REALLY mean that!

'My bit' is detailed on page 156 onwards.

No sooner am I back from Brighton, I have to gather my senses and get geared up for the Birmingham Micro Mart Show on 30th November. It's all go !!

**Music** : I make no appologies that this issue is taken up with mainly music orientated articles. This is due, in part, to the recent BIT show we all attended. The next issue will have a more balanced group of features and articles.

**Copyright** : The very thorny issue of copyright is now effecting the Commodore web sites. I recently went along to <http://www.cia.c64.org> to chase up some information for the cartridge corner, unfortunately it is no longer there due to copyright infringement ! This is VERY bad news indeed. It appears that the laws on copyright in the USA and the UK are different but our spineless government has buckled and taken the USA standpoint. This could have massive repercussions for us as Commodore users. Next issue we will delve into the murky waters of what is currently happening with copyrights.

**CS2003/44** : Also in the next issue there will be an interview by Nigel Parker about me ! I was asked by Nigel to do this as I had not yet appeared in the pages of CS but I had appeared in many other publications. Hopefully it should make interesting reading for some of you, if it doesn't then drop me a line ;-)

**Money** : After being ripped off by the bank - yet again - I am now regrettably no longer going to accept or use the 'direct bank transfer' method of payment. I will only accept/use - PayPal (prefered), personal cheque, (international) money order, postal order and cash.

**C=VGA** : Well it has all gone very quite recently. I have to admit that I am now unable to contact



the developer for some reason, which is rather worrying indeed. I'll keep you posted of any further developments. If you are reading this Neil then please get in touch.

**GTW** : On a better note, Frank Gasking (who I eventually met at BIT4), has given his permission for CS to use some of his excellent work in CS. Pop along to page 164 to see the first of many articles from Frank on games that never quite made it to the C64 and more importantly - why !

**Tulip/Ironstone** : I am still awaiting my meeting with Darren from Ironstone Partners so still no news just yet. I'll let you know how things progress.

Okay then, thats enough for now. Off you go and enjoy this issue.



# TERMINUS

The CS2003 readership stands at

~ 58 ~





**DATA :** It would appear that the long fabled **Savage Platforms** by **Mike Berry** is still to make an appearance on the c64 as freeware. As soon as more news is available then I will pass it on.

**DATA :** I have a dream ! My big plan for my next project (after the C=VGA) in 2004. No promises yet but below is a clue ;-) )



**DATA :** It appears that the **Wings O/S** can play movie files !! Now that IS incredible. Take a look at the following announcement : Demo'd to the North American World of Commodore Users at the SWRAP Expo 2003, is the Brand New **Movie Player v1.0** for **WiNGs!** Another first in the history of Commodore 64 Computing, The **WiNGs** Movie Player is capable of playing back movie files with digital audio, and variable frame rates, upto ~ 25 fps full screen. New Movie files can be created with the combination of "video converter" for **WiNGs**, "video composer" for **WiNGs**, and a format exported by QuickTime™ Pro for Mac or Windows. The export is a one-time preprocessing, after which the C64 is responsible for doing the vast majority of the frame decoding, Rendering, Compressing and packing. The end

result is a complete movie file which can be distributed and traded amongst commodore users. These movies can be downloaded and played without the assistance of an intermediate PC.

**DATA :** The **Dreams** have released a four-player version of **Rampage**.



They have a release page at < <http://www.the-dreams.de/releases.html> > **Protovision** are also on the verge of releasing **Hockey Mania** (another four-player game), as well as announcing the start of **Wizards of Wor Tournament**.

**DATA :** Another new item from **Protovision** is their **PS/2 Keyboard**



**Adaptor.** Keep your standard keyboard and plug a modern keyboard to your Commodore additionally! No hassle, just plug and type. Main features : The old keyboard is still usable, but a PS/2 keyboard can be attached additionally.

**DATA :** For those of you with a disposition for Commodore PET's. there are some very nice pet files at < <http://www.portcommodore.com/commodore/files/petfiles.html> > and < <http://www.portcommodore.com/commodore/files/petfiles.html> > Please read the FAQ's before

loading...

**DATA :** Here is a very rough translation of the latest news on **Metal Dust** - looks like it's virtually finished so should be released by next year (-: "METAL DUST NEWS OF 21.10.2003 painted before a few weeks the finished cut C64 version of Welle:Erdballs level 4 sound TRACKS at us delivered. A work very much succeeded, how I find!!! Thus Welle:Erdballs work on this

project is terminated. Did not paint work is yet completely terminated, as it said. It will again somewhat readjust the volume with the level 3 sound TRACK, in order suppl.-smooth-eats still another more optimal there to get. Chester began derzweil with the Outro, as well as the last Boss of the play. Generally said, the development precedes at present somewhat more slowly."



**DATA :** Original manufacture replacement keyboards for your c16, c54 & Vic20 are available again. Take a look at < <http://www.oldsoftware.com/Commodore.html#anchor93527> > or wait for more news in the next issue.

**DATA :** The **Lt. Kernal Data Archive** is up and running! If you have one of these hard drives or just want to know about these hard drives, then the LTK Data Archive is your one-stop shopping for trivia, system details, and downloads. Just go to <http://www.floodgap.com/retrobits/ckb/ltk/> Thanks to Cameron Kaiser for making space available.



*issue. I also read Andrew's piece in the UCUGA, which I also thought was very good. Andrew will be reading this so I am sure he'll be pleased to learn that he has made a new friend! - ED*

*Hello again! Well, the letters page is a bit fuller this issue so lets drop straight in with a cry for help.*

Hello Allan,

I'm looking for other programmers...home/ml basic people intersted in collerabrating(cant spell) on a friends type program using multiple sprites with interaction that we can work on through the mail via disk and when completed, send free or mailing cost to c64/128 users clubs for just the joy of still owning 1 of the most interactive useable computers ever made.

Most of what i do is in basic but the sprites/music are alot of fun, ideas and any other helpful suggestions appreciated.

Users clubs are usually waste of time for me as far as interaction, they want whats already made not whats new from old (47) farts like me.

My gift is in my sence of humor and mygyver type of fixit solutions.

Ron Snider was a friend of mine and if you dont know him or knew him...then i apoligize for wasting your time!

The bottom line : programmers through the mail, interaction/correspondence via disk.

Please pass this request to whom ever you feel will be able to help!

Thanks, Denvers Oldest Teenager

Leslie Richardson  
8617 B West 54th Place  
Arvada Colorado  
80002  
720-898-0142  
Rimfire69@webtv.net

*Well, can anybody help Leslie with his quest? Please get in touch directly if you want to help out - ED*

Allan,

Don't know if I am going too fast, maybe I am burning myself out! Please find enclosed a couple of reviews. One is for a compilation cd of commodore games the other for the music system.

If you don't want to use any of these or the other items I have sent don't feel you need to, I wont be offended.

Would you pass on a message to Andrew Fisher I greatly enjoyed his text about Sid still sounds special in UCUGA (yes I finally received a couple of copies) now having read them TWICE! I thought Andrews comments we very well written (maybe you could forward his email) I have also discovered GO DOT!

WOW.. I am so excited I may have to lie down.

Best Regards hope you are well,

Nigel Parker

*Hi Nigel,*

*Hey, I never say no to new articles. I never throw anything away and anything that doesn't get used straight away will find its way into a future*

Hi there Allan,

I just came accross your site from a link on Lemon64. I have not heard of your magazine before but it looks really good so I would like to subscribe!

It is interesting to see that you were at Buttershaw High School, I am a maths and ICT teacher at Beckfoot School in Bingley, and previously worked at Rhodesway School in Allteron, Bradford. It is a terrible shame that kids these days have never heard of a C64, they don't know what they are missing!

Anyway I would like a postal subscription with disks which is £18 I believe.

I will make payment via PayPal in a few minutes.

Neil Kendall, Bradford

*Hi Neil,*

*Another new subscriber, at this rate we may even reach three figures again by the end of 2004! Thanks for subscribing. Thanks to Lemon64 too. Its hard to explain to modern kids what it was like at the dawn of computers in school, they'll never know what they missed. Shame, but there you go. I hope you enjoy CS and I also how you are impressed enough to resubscribe after the next issue. - ED*

Hi,

I am a new subscriber to Commodore Scene. Looks great so far.

I have a questions about the 5.25 disks I recently received. The one labeled 40 seems to have the data for 40+ on the front side & the back is blank (I thinkit is really 40+ mislabeled).

The disk labeled 40+ is blank on the front side.

When you send my next issue, could you include a copy of disk 40 so I can update my collection?

Regards,

Al Jackson

*Hi Al,*

*I see you have spotted the fly in my ointment - I'm only human ;-) I am sorry about the errors with your disks but when you have to copy as many disks as I do then mistakes do happen. I'll send you some replacements with this issue. I hope it hasn't put you off CS too much ;-) - ED*

Hi Allan,

Thanks for the two copies of Micro Mart that you sent to me. It was quite a surprise, when I saw the envelope I thought that it hadn't been long since I last got a copy of C.S. I enjoyed the magazines and will certainly look out for them in future, there were some good articles in there.

I'm still interested in a XE1541 cable. Could you please tell me about the availability of this product? Does it work with all versions of windows? I have two P.C.s one running under Windows 98, the other with X.P. Also the software supplied with the cable, does star commander include an emulator for the P.C? If



not could you be kind enough to point me in the right direction to find one?

Many thanks for your assistance and continued support with these flipping machines, some days they really do my head in!!

John Nixon.

P.S.

I wrote to you a while ago about non functioning disc drives when using G.E.O.S. I noticed the problem always happened at the same point when booting up. I looked at the discs I was using and removed an autoexec. file that prompts you to set the date/time. Guess what? No more problems, what a happy day.

*Hi John,*

*Glad you liked your complimentary copies of Micro Mart (my thanks to Shaun Bebbington and Simon from MM). It was a good opportunity for people to see that others are passionate about the retro scene too.*

*The XE1541 cables are pretty much always available from the CSIS as they sell very well, indeed they are the 'the' best seller. £15 gets you the cable, instruction sheet and a 3.5" disk with the software on. I don't include an emulator on the disk as there isn't enough room, sorry.*

*You can get WINvice from < <http://www-2.cs.cmu.edu/~dsladiv/vice/vice.html> >*

*I am glad you sorted out your GEOS problem, fantastic O/S - ED*

Hi there!

Remember me? I recently ordered Commodore Scene and bought your 1571.

I thought you might be interested in two new C64 games I wrote and have just released via Richard Bayliss (your cover disk editor, I think? or am I wrong?)

Anyway these games were never released in the 80's due to various reasons (unlike other games I wrote or co-wrote like **Lethal** [Alternative Software], **Super Stuntman** [Codemasters] and **Lunar Jailbreak** [Commodore Format])

The games are :

**Collapsar** (A Uridium style game)

**Escape From Stank** (A text adventure)

Hope you find them interesting. I am currently working on a brand new game, but may take many months to complete!

All the best,

Neil Kendall, Bradford

*Hi Neil,*

*Of course I remember you Neil. Flipping heck, you've been a busy boy! I certainly wasn't aware of your pedigree, very impressive indeed. You have sent your contributions to the right person and no doubt we will see them in due course on a future coverdisk.*

*I hope you enjoy your 1571 and CS. Don't*

*forget that CS will always help and support anybody who is producing new stuff for the Commy so just ask if you need anything. You (and other programmers) may well be interested to read the next issue of CS (CS2003/44) as there is some good news for you - ED*

Hi Allan

I have a question you may be able to answer for me. I am intrigued by the possibility of getting my new C128D/C128 or C64 on the internet. I understand that you need a program called GEOS and another program are they available to buy?

Peter Baillie

*Hi Peter,*

*Basically at the moment there are only two or three ways of doing it properly.*

*(1) The Retro Replay (RR) cartridge with a RRnet adaptor will allow a stock c64 machine to connect to an 'intranet' so you can use broadband access.*

*This means you will need to buy a 'router' (and a 'hub' if using another computer as well) to do the dialing for you and just connect that to the RRnet (like I do). The browser software (contiki) is free and I can get you a RR+RRnet bundle for £85. The contiki software works but is still betaware at the moment so it has limitations. I'll be running a feature on this in CS2004.*

*(2) TheWAVE is a true graphical web browser (as in Internet Explorer for Windows) and allows you to browse the internet with GEOS/Wheels using a standard modem. However it requires high powered hardware and expensive software to run. Here is an additional list of what you need above the standard c64/128.*

*Hardware :*

*SuperCPU 20mhz accelerator with 4mb minimum £260/£320 (64/128*

*versions)*

*Turbo232 interface (supports modems up to 232,000kbps) £40*

*Modem (any will do) £various*

*Mouse (joystick can be used but not recommended) from £30*

*Software :*

*GEOS v2.0 £45/£50*

*Wheels upgrade £36/£40*

*TheWAVE - £free*

*I 'think' thats it but I might have missed something.*

*When all is said and done, nearly all the new software uses GEOS so I would go that way. The next version of TheWAVE will support broadband, etc. The contiki way is new but does get regular updates and runs from a 1541 -ED*

*Well thats it for now, see you next issue - ED*





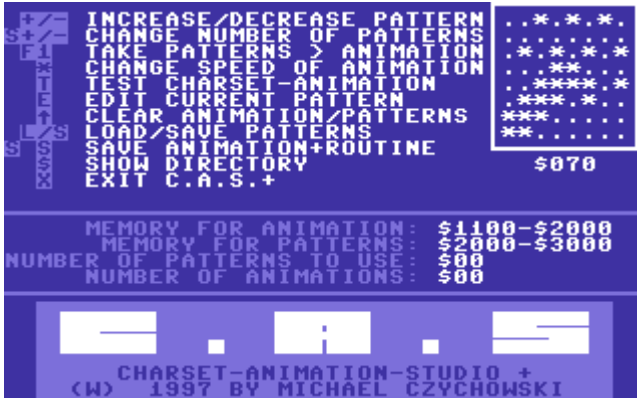


sound effects. Anyway on to the game itself.

Using a joystick in port 2, guide your spacecraft through all the levels, blasting all those aliens that are flying across the scene. Collect power ups and also watch out, don't smash into them, else you're in real trouble. :) A life is lost. This game sorts of remind me of a game, which was released called 'Frantic' :oD

### Char-set Animation Studio

By Chico/Civitas



This is a small and handy utility, which allows you to create your own animated char-sets. Although this program was produced in 1997, it should be really handy for you, who want to make an animated char-set. This program also includes some examples of those animated char-sets.

### Civitas Noter V1.

By Chico/Civitas

There seems to be a case where I seem to add note writers practically on most cover disks, which I compiled. I guess you don't get bored with these. This issue sees a new note writer, which was produced this year. You can write your own text, load your own music and also edit your flashing effects. Plus you get to display your message, scrolling upwards :)



### Logo Generator V1.25

By Slash Design



When you boot up this logo editor, you find there is nothing on screen, except for the credits for the editor. However, here's a bit of help for you. First of all, use 'E' to enter the logo editor, select which logo you want to draw (logo 1 or logo 2). Once you have done your logo, press RUN/STOP to return to the title screen, press 'S' to save your logo to disk, else press 'L' to load your logo from disk. This is a very easy graphics tool for drawing your own logos for intros, demos, games, etc.

### Abuze Cruncher V3.7

Improved by Strykker/Tide

This is a handy file cruncher for you to use. First of all select a depack effect, enter all the filename details and then crunch like hell. Later, save your compressed file to disk. Warning, you got to know how to use crunchers to use this one :o)

This cruncher has been adapted for the SuperCPU, but it will also work on a normal C64 without SuperCPU. Compared to 'Time Crunch V5.0', which I gave to you with CS39, this one packs a whole lot better. You can have a fast/slow crunch, depending on the crunching step you choose.

### Super Boy

By DMAGIC



This is a small demo, featuring a running boy. This demo may not look much, but I think it is great. Interesting. If you watch all the way through, you'll see for yourself :o)

### Nostalgia Trip

By Ubik



Is this a demo or is it a game? Hmm, perhaps I should call this a Gamo. If you want to play BASIC-character Space Invaders, then you can. Also there is a scroll text at the bottom full of banter by Ubik and friends. Nice space invaders remake !!

### True Faith 64

By Richard Bayliss

Finally to end this issue's cover disk, I have a nice piece of music. A cover of the classic 'New Order' soundtrack called 'True Faith'.

That's all for this issue :o)

# BACK IN TIME 4 - LIVE IN BRIGHTON



Another year, another show. Will this be better than the last, the same or worse? Let's find out.

## ALLAN BAIRSTOW



It started badly !

### September 2003

**Friday 12th - 4:30am** : The lights come on, the alarm sounds, we all jump out of bed and rush to the fire engine. It's not good news. We are to attend an incident that experience tells me will be very protracted. This is bad news for me as I have arranged to leave work early (6:30am) so that I can pick up the hired van. My commander says I can drop off this job and leave early so that I don't miss my already tight schedule. What a nice man - thanks Andy :-)

I have a coffee before I mount my bicycle for the journey into Leeds to pick up the van. The reason I'm on my bike is that due to insurance costs I am no longer allowed to store my vehicle at their compound for the duration of the hire. Anyway, the exercise did me good !

I arrived home at about 7:30am in

## Meeting 'friends' and Hybrid(s) \*

time for a spot of breakfast before the mornings schedule began.

As usual it 'looks' like I have too much stuff to put in the van, luckily the van was carnivorous and easily swallowed up all my equipment and more. I must try not to take so much stuff next time.

**10am** : Time to set off. I had a few calls to make before I could get started so I popped along to see my grandma and then stopped off at an electronic store for some supplies.

All is going well so far, its a nice day and the van is comfy, I have eating supplies and drinks too.

The long journey starts for me by traversing the M62 over the Pennines and it was round about this time that I got a call from **Chris Abbot** to ask me if I had set off yet ?

'Yes I had why ?'

Apparently the guy who was supposed to be supplying a large amount of c64's for the games area had just said he wasn't coming and could I supply some replacement c64's ?

I had some spares but not the amount he needed. Turning around wasn't really an option as it would see me being seriously late arriving in Brighton. A quick call to **Shaun Bebbington** secured several replacements so all was well again.

**12:30ish** : It's not far to Shaun's house in Crewe and we try to go to **High Street Micros** for a snoop around his extensive c64 collection, all of which is for sale. We loaded up Shaun's stuff and popped along to High Street Micros to purchase some RF leads as we didn't have anywhere near enough to supply the needs of the show.

Off we go again towards Brighton.

**8pm** : After a few stops we arrived in Brighton. Now our problems started. Finding our accommodation was easy, finding somewhere to park was a bloody nightmare. Eventually we had to park the van (with all our rare Commodore stuff in it) about 1/2 a mile away from the hotel.

We checked in to the bed & breakfast accommodation, which I can only describe as the most expensive 'fleapit' I have ever stayed in ! We paid £180 for the two of us to stay two nights in a room where the shower wouldn't work if you turned on the hot tap ! We were also on the top floor with no lift ! The guy who ran this place was also very 'suspect' - he gave me the creeps.

Our evening meal consisted of some chips in a tray while we sat on the remaining pier talking about how 'nice' Brighton was. While we sat there we saw the seedier side of Brighton as we watched a drunken



Myself & my youngest daughter (Sabrina) just prior to setting off.

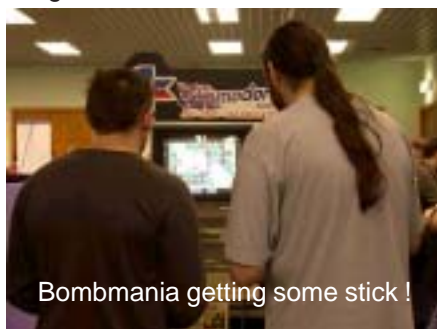
\* This heading will mean something to Vinny Mainolfi :-)



youth trying to fight three doormen while motorbikes ran up and down the promenade at high speed narrowly missing cars that were cruising by.

Whilst walking to the Brighton Centre, to get our bearings for the following morning, we were treated to the delightful night life offered here in the shape of 'suspect' males and females, mainly males.

A quick look around the Brighton Centre immediately brought two points to mind. Where do we off-load the equipment and I hope we are on the ground floor!



Bombmania getting some stick!

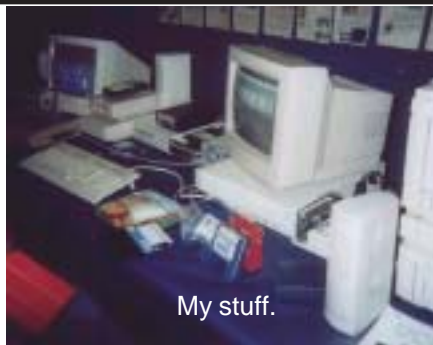
As we were to find out the next day, there was nowhere to legally park and off load and we were not on the ground floor!

Anyway, it was time to find somewhere to have a drink. After sampling a few pubs which were decidedly 'not for us', we found a nice little back street with some reasonable beer to drink. A few pints and a bit of chat later we shot off to have some much needed sleep.

**Saturday 13th - 8am** : We awoke to get ready for our full English breakfast and very nice it was too. I was a bit worried about time passing us by but then again, we did need a breakfast in us and as



Shaun explaining some of the finer Commodore points to people.



My stuff.

it turned out, it was the best thing to do.

**10am** : Off we went to the venue, things didn't look good. We couldn't get in and time was ticking by and we only had about one hour to set up at this point. Chris Abbot was nowhere to be seen, in fact there wasn't 'anybody' to be seen, bar a few Commodore fans milling around waiting for the doors to open.

After chasing around inside and being redirected to a security office further round the building, the doors were finally opened to us. A hive of activity with all available bodies carrying all manner of Commodore stuff started upstairs. 'Upstairs', I was shocked to find out that we were on the first floor (second level to our American cousins), now that I was not expecting.

As the van was on double yellow lines for the unloading period it had to be re-parked immediately to avoid being towed away. I had to leave poor Shaun to deal with the unpacking and setting up whilst I found somewhere to park (in Brighton - don't make me laugh). I decided to park next door in the multi-storey to make things a bit easier for myself. Stone the crows! £15 to park for one day - I certainly wasn't expecting that!

Back at the venue, all the boxes were all now upstairs - my utmost thanks go to all the Commodore fans who helped do this. Shaun was setting up his stuff - not an easy task with someone (not me) bugging you every two minutes wanting to borrow some more computers, leads, psu's, etc. He (and I) obliged when we could but as we had a whole lot of stuff to set up and we were now down to half an hour to do it in, we were getting rather stressed out.

**10.30am** : It just got worse - they started letting people in early and as we were the first thing you saw through the door then everybody was

hassling us for information and we weren't even set up.

We had to be cruel to be kind and asked everybody to leave us alone for about half an hour so we could get set up. Thankfully they understood our situation and left us alone.

We hurriedly set up what we had, repaired things that didn't work, gave our spare stuff to the games playing area and sorted out power to run everything - we were off and running at last! It was now nearly lunchtime.

The one saving grace for me during the day was talking to genuine Commodore fans. I loved every minute of it and I am sure that Shaun did too. As well as my main GEOS/Wheels set up running a laser printer and PP3, I had several machines to show. Many people asked about the IDE64 which was running games and music, the Protovision 4 player adaptor, the micromys and a whole host of other things too.

I am not one for bragging but I can honestly say that we always had a large crowd around us and there were people queuing up to talk to us - perhaps it would have been better to



The CS gamestand

give a general demonstration to everybody rather than keep having to repeat ourselves over and over, maybe next time (will there be a next time?).

About 2pm in the afternoon, I suddenly realized that we had not had anything to eat (thank goodness we have a hearty breakfast). I shot off downstairs to purchase some sandwiches, I also had a sneaky 5 minute break.



Vinny Mainolfi, Andrew Fisher and erm, not sure actually.

During the day, I met people I had only talked to on the phone or communicated with via e-mail - it was great to meet CS regulars (old and new) like Vincenzo Mainolfi, Andrew Fisher, Frank Gasking, Danny (don't touch my C128D) Tod, Wayne Womersley, Nigel Parker, Paul Kubiszyn, Russ Micheals and a whole raft of others too, sorry guys but your names have now left me :(

The Commodore Scene stand is very much a 'hands on' area and this was in evidence as people were openly invited to trial out the software running and also switch around some hardware to see how it functioned.

As far as the day went, both myself and Shaun enjoyed the attention that the Commodores were receiving and that's why we do it.

Having said that, it was tiring and physically draining, we were both getting past our best as we had been on the go since the start of the day. Shaun was feeling decidedly worse than I was.

**6pm** : All too soon the end of the show was announced. Everybody had to leave and we were told that we had to vacate the room in half an hour - they were joking right? Apparently not! We now had to face the task of dismantling all our stuff, packing it up, taking it all downstairs and loading it into the van in half an hour!!! No chance.

I did what I could and then I ran to get the van - more problems. Oh no, the payment machine was broken and was not accepting anybody's credit cards so we couldn't pay to get the cars out. I went to queue at the 'help' desk to pay there. Unfortunately the lady behind the desk only spoke pigeon English and was obviously a new immigrant of some

sort.

Me : "The machines not working can I pay here please?"

Lady : "You pay cash"

Me : "No, I don't have enough cash. I want to pay with my credit card" (*as did everyone else behind me*).

Lady : "You pay cash"

*I could see where this was going.*

Me : "Are you telling me you can't accept credit cards?"

Lady : "No cards"

Me : "I don't have enough cash, can you get someone to fix the machine?"

Lady : "You pay cash"

*This was turning into a very bad Monty Python sketch, only I wasn't laughing!*

Me : "I haven't got enough money to pay you in cash"

At this point the supervisor came to the window, he had obviously seen the amount of increasingly angry

**7pm** : The evening show was just starting and we hadn't even left the day do! We were obviously going to miss some of the evening's entertainment. Somehow we managed to load up everything and park the van.

During this last dash to clear up at some point Chris Abbot eventually got to speak to us and I had to tell him straight that Shaun had supplied all the c64's and drives that he had asked me for. He gave his thanks and I also mentioned that Shaun would need a pass for the evening show, which Chris then gave him. As a gesture of goodwill he gave us both some extra cash to help cover our additional expenses - if only I had had that when paying for the van!

I have no idea what time it was when we got back to the evening show. On the way we had managed to grab a burger and some chips - what a healthy diet we had that weekend constantly running from one place to the next and eating at the same time (it would come back to haunt us later).

**9pm 'ish** : As we entered we went to the bar for a drink and then watched Ben Daghish host the evening. '**Press Play On Tape**' came on mimicking Kraftwerk, then they started playing. As I had never actually seen them before I have to say I was blown away with the genuinely great music they were playing.

The evening was good but I was very tired and physically drained with



Danny (don't touch my c128dcr) Tod

people accumulating at the payment machines. We agreed that I could have a ticket at a reduced price as I was 50p short.

I got the van and parked it outside the venue to load up all the stuff.

a sore throat now making it's presence felt.

We stayed a short while and then left as we had a long journey ahead of us the following day.

**Sunday 14th 9.30am** : Breakfast



time again - yippee !

Still tired we ate breakfast and then picked up the van. We had arranged to meet Wayne Wommersley in Brighton so that I could drive him home to Bradford.

By the time we reached Crewe to drop Shaun off, he was decidedly not well, I too was beginning to get rather drained. Again we said farewell and then I and Wayne make the journey back to Bradford where I dropped him off.

I was back at home for tea time, tired and weary I unloaded the van.

**Monday 15th 6am** : Another early start to take the van back. By the time I got back home at about 8.30am I was so tired I just fell asleep in the chair for 5 hours solid. At least it was over now !

### SHAUN BEBBINGTON



Shaun Bebbington just prior to leaving Brighton (at last !).

To be honest, I'm still unsure about the whole weekend. Was it a positive experience? Well, there were positive points to the exhibition (what little there was of it). But the planning..... Let's just say that I now know from experience that for any retro or C64 related area, you need to have a back-up plan for when things will inevitably go wrong, and the first and most important thing to plan for is when people (exhibitors especially) let you down. I know



that Allan, down to sheer enthusiasm and belief in the very reliable C64 platform, is as reliable as building houses from brick. Now, I'm not saying anything about Retro Vision other than the gang has failed to turn up to the JagFest and BIT live 2003. I'm aware that he may well be going through a bad patch at the moment, so I don't wish this to sound negative, but it is because of this that I had to make a last-minute alteration to my plans for the BIT live.

Firstly, I had spoke to Simon Brew at Micro Mart and secured 100 copies of the latest issue to give out during the show. Come 11am, and only 20 of the 100 had arrived. Initially, I thought this was a Micro Mart cock-up (Many apologies Simon). More on this later.

I was planning to take all of the CMD hardware I had, a couple of 128's, a Vic 20, my beloved SX-64 and a PET with appropriate software. That was it. I must add here my feelings regarding Chris Abbot. He seemed to assume that I wrote the Retro Mart column for Micro Mart, and basically, that's it. You can surely write such a column by using only emulators and surfing the internet. You don't actually need to use the equipment that you write about... Well, it's lucky for Chris that my approach to writing the column is from a users point of view and not from a purely nostalgic and emulator view-point. It's also lucky that I have a small and still growing collection of all

things related to retro-computing. So, the first change to my plan was to dig into my garage to find as many C64's, monitors, cables, joysticks and disk drives as I could. Wayne and Allan can vouch for how much of a job this actually is. I felt that this was a better option than Allan turning back as he was half way to Crewe already, and it would have made the day even longer for the both of us. Finally, Allan arrived, and I was about half way through sorting things out. Yep, as I thought, I had enough spare computers and hardware to basically save the exhibition from being even emptier (than it was) and something very unimpressive indeed. So, after a quick route around in the attic (and searching for my elusive RAMLink) we were finally ready to set off, roughly 2 and a half hours later than we should have been.

The route down was fairly straight forward, and I seem to remember less traffic than I was expecting, but then again every



Shaun with more answers to questions.



Press Play On Tape performing in the evening.

time someone mentions the M6, I instantly think "traffic jams". And so we arrived in Brighton, booked into the Hotel, and tried to locate Chris Abbot to find out what was going on. Feeling quite tired at this point (Allan must have felt more so), I remembered that it would be a good idea to eat. Chips, fishcake and drunken idiots awaited us on the pier, as well as a Sega arcade over the way. Now to find a decent public house to wind down a little. (Note, Allan, I've said nothing about the parking fiasco!). After being more than a little unsure about one or two pubs, we finally found a reasonably quiet (at least at first) Blues Pub. A few pints of the local ale, mixed with a feeling of exhaustion, and a slight language barrier ("Pint of Best please, love" - Barmaid: "What's that...") and it was back to the five-star accommodation.

The Saturday would have been an early start but for the fact that breakfast was served no earlier than 9am. The one saving grace was the breakfast, far better than eating cardboard from McDonalds. Off to the Brighton Centre then, and yet again more problems. This one was actually getting into the building itself to set up, and time was ticking away. Luckily a few volunteers were there to help us unload. Then a phone-call from Michelle, "3 boxes of magazines have arrived". Of course, now it all fits. I very naively assumed that

Royal Mail could deliver four boxes of magazines, under their 12 hour special delivery service, on time without hassle. Certainly when you consider that they were only travelling from Birmingham to Crewe. No. My mistake. You can imagine, I'm in Brighton and the magazines that I needed are in Crewe. Now, what am I to do with 80 copies of Micro Mart when I get back? Yet again, this part of the whole experience will be finished later, and again I extend my apologies to the staff at Micro Mart for initially assuming that it was their mistake.

So, finally to set up. I took all the spare hardware I could to Matt Allen (Mayhem64?), and explained that the machines are untested, as are the drives, cables etc.. And so he, with help of a friend, set up each machine to play classic games. I thought that I could then be left to set up the much more important hardware I had. Like the C64-GS with a TIB 3.5" disk drive, and my Vic 20 with Vic-1010 expansion module. Let's just say here that I felt a bit mithered. Every time I tried to do something, someone or other would ask me for a lead. To make matters worse, both Allan and I were barely set up when people started to come through the doors. Of course, everyone knew what a C64 looked like, but the hardware we were displaying was a little different. I was asked many questions, and of course, you

can't simply ignore them. Never again. In future, I will need to be allocated time to set everything up properly, or I won't be attending any more shows to exhibit. It just doesn't work and adds too much pressure.

Now, what was winding me up a little was that Chris Abbot seemed to be avoiding me. He didn't come to say hello, thank-you, or even to find out who I was and what involvement I had with Commodore Scene. The more I saw him, and the more he ignored me, the more wound-up I was getting. After a quick look around the other stalls, I could see how unimpressive the day was. What was there? A Mame set up, a shop selling posters, a couple of Amiga's, a Spectrum and some PC-Sid emulator. Okay, so take out the Commodore Scene stand, and effectively all of the machines I provided, and it would have been completely pants. There would have basically been a big, mostly empty room with not much there. I liked Russ Michael's expression best, being "I was expecting it to be more entertaining". Obviously, people seemed to be hanging around the best stall of all, which was the Commodore Scene area. This is where I must take heart from. Despite all of the cock-ups and problems, people were genuinely interested. Hopefully, we'll have a few more subscribers as a result. Keep us up-to-date on subs Allan. I'm sure people appreciated us as much as we did them.

Finally, the whole day ended, and Chris Abbot must have seen the look on my face. At the time, my mind didn't have any positive thoughts about Chris. I was tired and wound up. Luckily, before I blew my top, Allan stepped in and told Chris that I had basically saved the day. I finally got a "Thanks" from him. That is all I wanted. As I have said, without Allan and I, people would have been basically unimpressed with the day. As compensation, Chris gave us £50 each. If he would have said thanks in the morning, and been a little more friendly, the £50 would not have mattered. As it turned out, I accepted it as



compensation for my time and expertise. (Note, I'm not saying that I'm an expert, but can waffle on when I want.)

Now onto the concert. I was far too tired to take any real note. I felt like a Zombie, and appropriately the band "PRESS PLAY ON TAPE" started with the track Ghosts n' Goblins. My mind felt tired, and I was barely able to hold a conversation. We stayed long enough to see Rob Hubbard receive his "Life time achievement award", and most of the main band. Back to the luxury B+B, and Sunday was the long trip home. Once I'd finally slowed down, I started to feel ill. This just about sums up the weekend. By Wednesday, I finally felt like I had got over the whole event. At least with the Micro Mart show, I know what I'm doing - Shaun Bebbington.

*Post Script - Allan kindly offered to distribute the spare copies of Micro Mart I had to all of the current subscribers. Thanks for that Allan, and a special thanks from Simon at Micro Mart.*

### WAYNE WOMERSLEY



Wayne looking a bit jaded

I travelled down on the Friday to London and stayed with my girlfriend who lives just outside London. On Saturday morning I caught the train down to Victoria Station and once there I caught another one to Brighton. After a short walk from the Train station and getting slightly muddled with my directions (!?) I finally made it for about Noon! The



Some famous Commodore names having their picture taken

day event was listed as running from 11:00am - 6:00pm (although it did slightly overrun to about 6:30pm!). The Day event was held in a large upstairs room and was very spacious!!! I have a slight confession to make - When I got there, I instantly went to the Commodore Scene stand and spent most of my time there!

Before I even entered the room I could hear the sounds of Protovision's 'Bombmania' playing to itself - Mmm, nice game! This attracted many people through the day, although I did notice that mostly only 2 people were playing at any one time and this is a 4 player game! After talking to Andrew, Allan and Shaun (Nice to see you all guys!) I made my way round to the side where there were a shed load of gorgeous C64's set up with games ready to play! Some of the games on offer were - Uridium, Encounter, Hypersports, The Way Of The Exploding Fist, Mega Apocalypse and International Karate+! Simon Nichol (Crazy Comets & Mega Apocalypse programmer) was actually walking round looking at the machines at one point! Despite having cut my fingers to bits I managed to have a VERY brief go on Uridium (I didn't get far cos' those pesky Uridimines kept killing me and my busted hand couldn't react fast enough!). Oh yeah, I also managed a quick go on Dropzone too, although I didn't get far on that either

(same reasons as Uridium obviously - BUSTED FINGERS!). The original idea had been I believe to have some sort of games playing contest, that never happened, but it was nice to see the 64's up and running all those lovely games! Without the 64's there I don't think the day would have been quite so good somehow, so WELL DONE Shaun (he brought most of that stuff down for the show - excellent) and WELL DONE Allan too! The 64's seemed to be constantly in use - A good sign me thinks! I decided to go see Kenz so I wandered over to his stall, I said 'Hello' and then felt a bit faint so Kenz had to sit me down (I was REALLY embarrassed) anyway after a few minutes rest and a drink of water I felt better, talked to Kenz and bought some goodies off his stall. Kenz was there with his BOUFF TV memorabilia (T- Shirts Videos DVD's etc) and a new CD called Project:Gallway. I managed to pick up 3 Commodore 16 games for my friend Paul Gibson, he's gonna' be well chuffed! I did manage to get a quick look round the other side of the room, there was a Multi Arcade Machine Emulator (MAME!) up & running and various people were gathered round it, I personally didn't get chance to have a dabble myself - Oh well! There were also a couple of AMIGA'S running Sensible Soccer. Chris Abbott's mum was running a 'New Age' stall with things for sale

like CD'S, Beanie bears (very cute !) and flashing badges (cool !). I bumped into Andrew again and we ended up talking to an ORIC Programmer (erm, was he called Tony ? - I'm not sure ?), he'd owned a C64. We all ended up talking about the 64 scene, games, etc and it was really good fun. I Went back to Allan's area, I noticed a colour version of the Commodore Scene binder, it was a proud moment to see the 'Cartridge Corner' pages in colour !!! The middle of the room had been set up as a chill out area so I sat down with the ORIC guy and you could watch a DVD player running various relevant demos.

One particular demo was a mish mash compilation of various 64 games being played. I decided to be nerdy and started rattling off the names of the games, and trivia like who made them !!! I think I probably freaked one or two people out - I was definitely getting one or two strange looks (Ho Ho !!!) ! Fred Grey and Martin Galway made an appearance later on in the afternoon - Martin signed copies of Project : Galway for people !!! I noticed Shaun had brought a Commodore GS machine with him and had it up and running. I'd decided that apart from returning Allan's paddles to him at the show (thanks Allan) I'd take some Cartridge games with me for people to play. I asked Shaun if I could put Sea Wolf on, which he obliged me with. Several people who I played the game with or played with their friends all remarked about never seeing paddles before and what a strange device they are - How true, nice though ! Clowns was next up, a lot of people seemed to struggle



controlling the See-Saw (The control judders - I'd like to put a request out to Shaun Bebbington ~ Please can you write a short article for Cartridge Corner about the reason behind the PADDLES behaving the way they do,



A nice 'jammin' session

Thank you !). I then put on PINBALL SPECTACULAR and CARL MUELLER (Teenage Mutant Hero Turtles & Speedball 2 programmer) came over and remarked how similar Pinball Spectacular looked to the early NAMCO arcade games. He talked to me and Shaun for a while - Nice and interesting guy ! He mentioned about converting the 'Turtles' game to tape from disk. The original game was done in America and came on six disk sides, even the pause mode loaded in from disk ! " these guys had clearly not heard of this thing called compaction ! " said Carl (Ho Ho !!!). I was surprised not to meet Richard Bayliss there (Richard please get in touch via Allan) I've admired his coverdisk games for a long time - EXCELLENT ! Most embarrassing moment of the day was when I spotted Paul Kubiszyn and mistook him for Frank Gasking - sorry Paul ! \* BIG SMILE \* Shortly afterwards I did meet Frank Gasking - I was in complete awe of

him, he's been a 'Hero' of mine for a few years now and he seemed a little shocked that anyone would think he was so cool... Frank did mention he has updated his site and is keeping an eye out for lost and unfinished games that where never released, we could be in for some REAL treats folks. Frank Gasking's Web site

address is - [www.fgasking.freeseerve.co.uk/](http://www.fgasking.freeseerve.co.uk/)

I was completely gutted not to talk to Vincenzo Mainolfi, I did see him but unfortunately didn't get time to speak to him ! In the afternoon I

noticed some different people coming in and looking round. While it's nice to see familiar faces at these events I feel its important that we introduce new blood to the scene too ! People from all round the world were there - Americans, an Australian, a Scottish guy with his girlfriend and some German sceners too, marvellous stuff - I was well pleased ! Anyway it was all (as these events usually are) over too soon. Me, Andrew and Mr

ORIC (hope he doesn't mind me calling him that !) went for fish and chippies (!) etc.

We all sat on a bench and talked like a bunch of loony geeks about Fanzines, creating / designing games and playing games. In no time at all we were headed back to the evening event. 7:00pm til late



Commodore games galore

(1:30am ish Sunday morning actually). This was held downstairs, tables and chairs were set up although by the time we got there they were all full so we had to stand. The evening do was hosted by Ben Daghish. During the night various people played - Press Play On Tape were excellent ! They came on wearing Red T-shirts and black trousers as they came on stage they moved like robots. Andrew Fisher explained that they were emulating Kraftwerk (and by the way I think the guitar player from PPOT looks like Andrew Fisher !). One particularly excellent touch was the way they projected Commodore 64 images relevant to what they were playing onto a giant screen behind the band.



Kenz &amp; Bouff



This neat touch really added atmosphere. Highlights of the night included a live 'unplugged' style performance from Rob Hubbard on keyboard who played an interesting choice of tracks.

Some were really obscure (Spectrum game titles etc), but I guess like Rob said 'Its my show and I'll play what I want'!

I really enjoyed the joint performance of Auf Weidersehn Monty (excuse my spelling folks!) with Press Play On Tape, Ben Daglish and Rob Hubbard all doing there bit. Unfortunately I went for a drink and missed most of the tune cos' I got talking to Fred Grey! Fred Grey was cool, he was really modest and said that there were other musicians in the 64 scene from that time whose work should be covered instead of his. Apparently someone very well known in the scene has been quoted as saying they don't know if they want to be in it any more because there are so many cover versions of Delta, Bubble Bobble etc being released on the internet they're sick of the repetition of it all... I mentioned to Fred that I still play on my 64 and that I find it escapism from the real world - He probably thought I was wacko! In between performances the big projection screen I mentioned previously also displayed T.V.adverts that had run in America advertising the Commodore 64 in the 1980's - Real Retro stuff that! Other people attending where the ZZAP crew who were still pushing copies of there most recent issue round. I did get to

talk to them and they did confirm another ZZAP will be released in 2005 - Hopefully with more game reviews and 64 website reviews etc. Ex ZZAP writer and 64 coder Gary Liddon was there along with David Whittaker and a lot of other sceners who have attended previous B.I.T.s The event ended with a 'break dancing' free style championship which to be honest was very 'tongue in cheek' stuff although the guy spinning on his back was excellent!! All said, a good event. Oops, nearly forgot there was an awesome version of 'Knucklebusters' with samples from 'Impossible Mission', it was a dance mix and if I hadn't felt so darn weak and poorly I would have exploded on the dance floor!!! Special Thanks finally to Andrew Fisher & family for letting me stay with them for the night and to Allan for taking me home (just over six

hours in a van!) and Shaun for listening to my waffle (ho ho!) on the way home, Cheers folks!

#### Personal note

I did discuss this with Allan, but I want to say here as well - It would have been nice to see -

**Richard Bowen**

**Richard Bayliss**

**Bob Stephenson**

**Peter Baron**

**Chris Butler**

**Martin Walker**

**Sensible Software**

**Stavros Fasoulas** attending the show, perhaps these are people that could be considered for a future Back In Time Event, I understand Chris Abbott is planning another such event next year. Could we have it in the north (Manchester or Leeds?) next year please Chris? Still, a Very big WELL DONE to everyone who attended and or was involved in the event.

**Let's keep the Commodore 64 alive party people!**

The photographs are credited to :  
**Allan Bairstow, Andrew Fisher, Frank Gasking and Paul Kubiszyn**  
thanks for your permission guys.

Please visit and support the following Commodore 64 & BIT4 related web sites.

<http://www.studiox64.com>

- + -

<http://cs.c64.org>

- + -

<http://c64audio.valuehost.co.uk/live/bit4/>



Wayne doing his bit for the Commodore

## BATMAN RETURNS

1992 Konami

Credits

**Code** - Roy Bannon

**Music** - Unknown

**Graphics** - Ally Noble, Roy Bannon

A successful film sequel and widely promoted game in both Commodore Format and Commodore Force magazines here in the UK. Konami, not often renowned for releasing their own C64 games at that time (You had to look way back to Nemesis and Jailbreak for that occurrence), decided that their computer licence of Batman Returns should be spread over to the C64 as well as the others.

Who better to recruit for the job, but a member of Denton Designs, Roy Bannon. Already producing the great World Class Rugby for Audiogenic the year before, Roy was given the job of the C64 conversion, along with Ally Noble helping with the graphics. To follow Roy's progress through the game, various previews



were spread over C-Format and C-Force, and even C-Force went to the extreme of starting up a Diary Of A Game. This showed a gradual process of the game, showing much promise and gorgeous main character animations, although much was ported from the Amiga.

The game followed similar suite to the Amiga conversion (And Roy tells that the C64 conversion was overtaking the Amiga version at one stage), and followed closely to the film. Even both magazines commented on how the game looked awesome from its previews. However, things seemed to turn weird in the last diary which appeared, where Roy didn't seem to do too much on the game and really the

whole article was strange (Which is probably due to the reason below). *Check the diaries coming soon on the web site.*

With the actual final state of the game, only two levels were ever really completed. The first level being fully completed and playable, and the second level half completed. The game's animations, graphics and general physics were all completed, so really it was just music and other levels to be finished. It has been confirmed by Roy himself that the game was canned by Konami, because they felt that it wasn't a viable project to continue with and money couldn't be made on it. I suppose that it was the sad truth as the C64 market crumbled away in 1992. A big shame with sadly the C64 version being therefore scrapped. The game is 50/50 on the chances of existing still in its final form. A series of demos were created for Konami, and these could still exist. Roy has currently not been able to find anything of the C64 conversion, but hopefully if he does, he may allow GTW to show you all the work done.

Other possible sources who





may have bits of the game, are John Heap and Ally Noble. GTW has been in contact with John as well as Roy, and hopefully more can be found out soon, and this review will ever be updated. Check out Roy's own account of Batman Returns below...

But the reason for Batman Return's C64 demise has finally been solved... A stunning conversion, sadly let down by the C64's demise...

**Frank Gasking**

**Additional source credits** - Roy Bannon, John Heap, Simon Scott, Jazzcat.



**Roy Bannon speaks to GTW about work on Batman Returns...**

*"Nice to know there's still an interest in the C64. This many years later the memory of details of Batman Returns is getting very blurred. To answer you're first point the game was canned for the basic reason that the powers that be decided Batman Returns on the C64 was no longer a commercially viable product. In other words no-one thought they could make any serious money out of it. The game itself never got past a couple of demos for Konami.*

*The game was basically a 'conversion' of the Amiga version although development was running in tandem (the C64 version was actually further ahead than the Amiga version for a while). If you've seen the Amiga version then the C64 version was complete to the first level and had a largely complete second level. Development never got beyond that point although of course a lot of groundwork had already been done in terms of animation systems and the rendering of Batman and baddies, missiles etc..*

*Over the years I've been in contact with some guy in Australia (sorry can't remember his name) and I've said to him I'd try and dig out any stuff I had for him. I recently had the chance to do this when Rage (who I worked for) went bust and I had a few weeks spare time. Unfortunately I couldn't find anything - although this is no guarantee that nothing is lurking about. John Heap (then joint owner of Denton Designs) may be able to help you more as he obviously knew more about the game from a commercial viewpoint.*

*He may have some bits and pieces as may Ally Noble (the other joint owner of Dentons). She was the main artist on the project and was a bit more conscientious about keeping bits than either myself or John."*



**Roy Bannon**

## WOR WIZARDS TOURNAMENT

*(This text has been translated from German - I hope it makes some sense ;-)*

### GENERAL TO THE GAME

In my for the time being last C64 play, I try to revive a true classical author. A goal of my effort is it to catch and provide with new idea the Flair of the Wizards OF Wor of 1983. One is to make the play for more than only 2 players accessible! My first planning originally led on 4 players out a Game, but had somehow still another few more player ago. Thus I started a call in the Forum-64 board whether someone is been versed with the programming of the serial haven (that is that, on which your floppy ones normally hang). Chester (Metal Dust more coder) had unfortunately already too much to do, therefore I hoped to come over the boards to someone, which understands about it something. First nobody seemed to have notion from the subject to, but I got a few good tips. After well a half year Franz Kottira (an industrious Forum-64 Member) announced itself, which was more near concerned in the meantime with the topic. After short time, then the network code for the new Game was finished and is meanwhile 100% functionally embodied in the main program. Therefore thanks go at Franz for its assistance from here again a giant! By the simple linking of two 64'er over standard the serial cable is possible it, which altogether 8 (!!!) players can play with Wor Wizards Tournament at the same time, if both are equipped with a Ptv-4 player adapter! If one possesses only one, or no adapter, one can play accordingly with 6 or 4 players around the bet.

Each combination is possible. One does not need only a second C64. amateur handicrafts is from emergencies! Further it is possible to store with a Spriteeditor drawn play figures on the Gamedisk to use and in the play as a personal hero. Perhaps did someone want to always play with the fiesen opponents from Wizard OF Wor? Must be considered during the self production of the Sprites only a few animation defaults, otherwise only your Fantasie sets the border.

By the fights in the arena, one gets points, which can be exchanged later against Upgrades of different abilities of the play figure. The improved or lost will strengthen in profile files on disk stored. Thus round a brought in figure is available with a new WWT. The control was had a feeling for to the original Wizard OF Wor to 100%, up to new shield, which protects the figure in a certain direction forwards shot. This sign is activated by longer to press the fire button, is however temporally limited.

### VIC - GRAPHICS

The Game, up to the frontispiece, is seen graphic which offers used Wizard OF Wor narrow food. To the Funfaktor should do however no abort. By the high number of players, however the playing field had to be increased, whereby the radar had to be void. JSL prepared a good frontispiece for the play.

### SID - SOUND FX

Welle:Erdball offered at that time, after the publication of team Patrol, its support to me, if I tried times again a classical author new life einzuhauen. Thus I inquired after a TRACK of sound of title, and I was erhoert.

Welle:Erdball composes thus at present the title music to the play. Information about Ingame sound & music cannot be given yet, since I have still no Composer for it at the

hand. I hope the GRG a further times the vertonung make.

### TECHNICAL FACTS & DEVELOPER TEAM

For playing one needs at least a C64, in order to dare with two human players a round. The play is appropriate for maximally 8 human players, whereby two C64 are interlaced over the serial cable, and additionally with PTV 4 Player adapters can be equipped. Each combination is possible thereby.

Host C64 = 2 players

Host C64 + host 4 Player adapter = 4 players

Host C64 + Client C64 = 4 players

Host C64 + host 4 Player adapters + Client C64 = 6 players

Host C64 + host 4 Player adapters + Client C64 + Client 4 Player adapter = 8 players.

A SCPU is not supported with this play, runs however if these is activated. Further the play can be loaded from all & Commodore CMD drive assemblies.

With questions you contact please [biguser@gmx.de](mailto:biguser@gmx.de)

PRODUCER : STEFAN GUTSCH

PROGRAM : STEFAN GUTSCH

NET CODE : FRANZ KOTTIRA

MUSIC WELLE : ERDBALL

GRAPHICS : JOHAN JANSSEN & STEFAN GUTSCH

DEVELOPED : ACME ASSEMBLER & RELAUNCH 64

### WOR WIZARDS TOURNAMENT NEWS OF 10.10.2003

Since the last Posting I whirled the SOURCE code of the play completely beautifully in disorder. Routines which one with the development of Games again and again needs, has I generalized and into individual SOURCE files stored. This Sourcen can be gotten then (similarly as with C++ programs of the Include) with "a!SOURCE" path/file name instruction into the Main SOURCE. This method arranges the -Main SOURCE clearer and shorter. It was not however only restructured, was also weitergecodet no it. The Setup menu, was connected now with the raw Game engine. It is now possible to adjust from the menu the number of fellow players to specify and its Joystickports. Have I it in such a way made, a player, even more like one figure at the same time to steer can. Ever after so many, as it put on its Joyport. If one plays only also a few people, that could be a nice feature. Johan already drew a small army of Charaktersprites in the meantime. Is a few ideas quite failed, like ex.s a shooting Commodore Logo or a disk. But no fear, it gives also more normal figures like a spirit, a witch, a queue and a Walker and is added there surely still in such a way some!

### WOR WIZARDS TOURNAMENT NEWS OF 01.10.2003

The project was taken up now by the PTV Preview side. The frontispiece of the play, was published directly with. Up to the completion of the play it is still another far way approximate 45% of the play is so far finished. 17.08.2003 was written the first code lines of the Games. Yesterday I cleared up first time the SOURCE code and inserted still many optimizations. Now is somewhat clearer and above all more flexible all. The main menu of the play progressed already quite far. It is now possible to fill an empty Gameslot (8 pieces altogether) with a player profile from the disk to. The level strength of the figure, is indicated in bar diagram, as well as their appearance. Diagrams from the menu gibts in one the next Posts. If someone liked to draw a few Heldensprites for the play, which can itself announce to me. With sufficient quality, these are also put to selling on the master disk and. A default Sprite can be requested with me by Mail [biguser@gmx.de](mailto:biguser@gmx.de)



## TWO ESSENTIAL INTERNET SITES ~ part 1



During the recent **BACK IN TIME EVENT** two websites came to my attention, I decided to check them out... (part 2 is on page 178)

O.K. I put my hand up, I often see things mentioned like web addresses, etc and don't go to them or have time to go to them. While off work with my lacerated fingers I thought it might be good to go to the library and check out ebay.

Whilst at the Back In Time Live event, Allan did actually mention ebay and also the fact that he'd seen some cartridge games for sale (**Donkey Kong** & another title for the 64). Upon going to ebay I was shocked, the amount of formats covered there is incredible!

I saw some awesome and possibly rare stuff for sale that I thought I'd mention here. For the Commodore 64 I saw the original tape version of **Paradroid**, and there was also the rare limited edition of **Last Ninja II** with suriken, mask, etc.

The cheeky so and so wanted 15 quid for it ~ in your dreams pal !!! I saw some VIC 20 software for sale, there were 2 cartridge games (I never even knew they'd done cartridge games for the VIC 20!). I also saw **A.C.E.** by Cascade Games for the VIC 20 (!). As well as a Commodore 16 computer, there were plenty of Commodore 16 games for sale too. With still having an AMIGA I had a root for some AMIGA stuff too!

I've seen some titles that will be relevant for a future Commodore Scene. Unfortunately I can't order or bid for any of these at the library so I rang Allan and he has very kindly put in a bid for me\*. Thanks Allan !!!

**GO TO E BAY - CHECK THIS SITE OUT NOW !!!**

The website address is - **www.ebay.co.uk**

*ED's note : Not all eBay sites are the same ! If you go to **ebay.com** then you are directed to the USA site. It is worth noting that many bargains can be had if you buy from abroad and I have done many deals throughout the USA and Europe. Some of my rarest stuff has come from the USA. \*I managed to get Wayne 3 of the 4 items he wanted :-)*



# C=64 ClassiX

## 2 c.d. ROM set

I had some time spare and took a browse of the Internet, there I found many companies selling commodore 64 games on c.d. ROM. The Classix 64 CD caught my eye. This is a 2 CD ROM set containing 15,000 all time classic commodore games and software titles, Sid tunes and utilities the disks are supplied in a DVD case with full cover sleeve with easy to follow instructions according to the website. Buy this set now for only £26.90 from [www.emulatorsunlimited.com](http://www.emulatorsunlimited.com).



Suddenly taken in by the marketing and the fact that actually downloading all those games and utilities would cost me more than £26.90 I decided that I would buy the set. I clicked on the buy now using paypal and it all went down hill from there.

***BE WARNED! Read this carefully before you make the same mistake.***

The disks arrived quite quickly, they were in a DVD case stuffed into an envelope with no receipt and no description of what the package contained. I thought with the slick website and fancy colour c.d. ROM's on display that this would be a superb menu driven disk all alphabetically sorted list of games and utilities accessed from one easy to use front end. How wrong could I have been? Very wrong that's how wrong. What the so-called "manufacturers" have done is mirror a couple of website and then dump the directory's to a CD and then stick an old emulator on the disk. How sick am I now after wasting £26.90, well lets not look at the bad points, I have bought it surely there must be something useful on these 2 disks full of titles.

Sigh ... Errrrrrrrr searching for something constructive to say, shovelware comes to mind!

We have a couple of different p.c. emulators on the first disk (very out of date) some ms dos tools! Sid play for DOS! Oh no this has gone from bad to worse and then back again!

Right found Two games folders these cunning folders were marked games one and games two no mistaking them then. Opening one of the "games" folders and looking inside we see that at least the games have been sorted alphabetically. There I found something nice to say! good so at least we can find the games easily.

What all cracked versions! Oh no very disappointed now. Ok might as well fire the emulator up and load a game at random oh game didn't run, ok lets try another oh that didn't work either. Right hit the Internet and download a newer emulator I downloaded Winvice from the Internet. Quick glance at the read me and FAQ's and load a game, oh it didn't run. Lets look in the disk two folder, ok some games repeated here and these don't all run either, who tested these games? Did someone test these games?

Finally managed to get some of the games to work, to be fair this is emulated software we are running and so you cant guarantee these titles will work as emulation isn't an exact science. I notice in the documents that they say the games are freeware? I wonder if the games owner agree with this decision. The "manufacturers" do say that if you have a problem with the game being on the disk then they will remove it. Don't want to enter any legal battles here but shouldn't these be cleared BEFORE they are put on disk. Moving on. Now very disheartened with the whole thing and looking for a drawer just to dump the set into and forget I ever bought it.

The disk is usable on a number of systems although you need to buy the emulators extra if your system isn't windows or an Amiga. I wonder if you are buying a shareware version that you would then have to register?

Let's try the set in an Amiga and see how we go on. I have an Amiga booted the system up and stuck the disk in there. Looking better I can now see an assign icon and an Amiga drawer. I ran the Assign and then opened the drawer. There are four Amiga emulators included all seem to be shareware versions, they are all again a little out of date! And also only two would run on my system possibly due to the emulators age.



I tried a version and loaded a supplied game. Some success and some failures as with the P.C. Emulators although looking at the disk images it would appear that some are corrupt, for example TETRIS is just a blank disk image with no actual program to load! There is also a Sid player that seemed to work all right with the supplied Sid tunes, although again this is very out of date. The Sid tunes directory is at least divided into alphabetically labeled drawers, with a special "HUBBARD" drawer.

My advice would be to avoid the package, I spent more time on the Internet looking for the games that wouldn't load or were corrupt than actually using the C.D wasn't the point of this so I didn't have to go on the internet? As I have said the c.d. looks to be compiled a number of years ago, and to the "manufacturers" I would say "Do some work for your money, update the c.d. New emulators new tools especially for Windows users, and at least check the tittles work! Then test the disks".

The best advice I can give you is to avoid this, I don't think I will ever be visiting emulators unlimited website again and I am thankful I didn't purchase any other emulation software or compilations from them.

We now turn our attention to disk two, how bad can it be now we have seen disk one. It's worse! We have a list of directories labeled with names like 02510500 and 05010750 full of zip files.

I will have to take a short break for five minutes just to cool off.

Ok I am back! Nicely chilled out from a chamomile tea with the CD's now at the bottom of a dark drawer never to be seen or used again I will finish with a couple of final points about the disks and the company.

My C.d's were labeled incorrectly I received a disk two labeled sound and GFX ultimate plugins with a web address of [www.inkernet.co.uk](http://www.inkernet.co.uk). I emailed emulators unlimited to ask them about this but they didn't even be bothered to reply customer service what service? The only phone number on the box is charged at £1 per minute, this is some sort of technical help line, if its anything like the C.D ROM's the telephone technical help line will be useless!

Finally I am not sure who has actually manufactured these items, I went to [www.emulatorsunlimited.com](http://www.emulatorsunlimited.com) but looking at the screen dump I did of the site it shows as <http://cd-r-direct.co.uk/c64games.htm>. On the back of the box is "emulators unlimited" then a copyright of Epic marketing 2000. The other thing is the disk two labeled from [www.inkernet.co.uk](http://www.inkernet.co.uk) Oh I give up avoid the all!

Reviewer Nigel Parker  
 Copyright Commodore Scene  
 Email [nigelp2k@yahoo.co.uk](mailto:nigelp2k@yahoo.co.uk)



## Metal Warrior 4

A quick look through by Richard Bayliss

2003 seem to be a bad year for quality C64 games, and there was a major lack in new C64 games, except for compo games. Well, this issue, Lasse Oorni kindly allowed Commodore Scene to have Metal Warrior 4 added to the cover disk.

What is the game like? Well, compared to Metal Warrior 1, 2 and 3, this one is even bigger. Side 1 of the disk, contains the loader (quite fast if you chose fastload option). Side 2 of the disk contains the whole data for the game. It should also work on REU devices and 3.5" cover disk.

The cast in this game star Ian, Goat and Phantasm. These are a group of friends who originally formed a heavy rock group called "Cyberpriest". They had a mission (in each series of the game) which was to save the world from domination, by an evil scientist (I think).

Ian gets shot after a power cut, at their rock hut, and he is sent to an agent HQ, where he becomes branded as an agent. He has a mission, which is to help locate a new villain, who is threatening to destroy the world. He has different missions to accomplish before he is too late.

This game features plenty of action, and violence. A good storyline and a bit of humour in between, making this game a good release for 2003.

Metal Warrior fans will be disappointed to hear that this will be the last ever episode in the series. Therefore there wont be any more sequels of this game.

I would like to congratulate Lasse for all the hard work put into this game, making it a great, tough and addictive game. Without Lasse around, we would not have seen anything like this.

I hope you enjoy this game, because it is really good ;)

Launched just in time for the "Back in time live 4" at Brighton, a Sid festival that features amongst other things live performances of classic Sid music from well know games music programmers but using up-to-date synthesis and drum machines .

What you will receive for your hard earned cash is a 2 cd set. This Cd set presents a snapshot of time, this was from an era when tunes were real tunes, computers were 8bit and you pretended to be sick to skip school for a day on your Commodore 64 while mom and dad went to work. This cd collection has been recorded "live" from Mr Galway's personal commodore128d, this machine being the very machine used he used to create the pieces of music while he worked for Ocean software house in Manchester. Mr Galway's machine also appeared on the "project Galway" stand in the Back in time exhibition hall, I couldn't help it I just had to touch it while no one was looking. Shhhhhhhhhhhhhhhhh this can be our little secret.

The cd uses no special fx or recording trickery, not even a splash of reverb has added! The only change to the sound is just a little graphic equalisation to keep the Sid hissing noise down to a minimum. I think personally this was a wise move although from a personal point of view I would have preferred to have the hissing left in!

It would seem the main idea of the cd set is to produce as near to accurate recordings of the original chip as is humanly possible. This idea has been successful, so how would someone go about recording music from a Commodore machine? Read on to find out.

Mr Galway's machine complete with source code and his original Sid chip were sent over to c64 Audio to recompile the code and record the sounds direct from his machine. Let me also add that Commodore scene's Alan Bairstow provided a working power supply for the 128 as Mr Galway's was to all intent and purpose "dead machine" Alan saved the day again! Full explanation of the problems this caused are



accompanied on the Cd sleeve so buy the cd if you want a full in depth history.

The question has to be asked, and indeed I have been "why not record the tunes yourself from your own machine?" The answer to this question as I am sure you all know is that no two sid chips sounded 100% the same! The noise of the machine circuitry can affect the sound; even the power supply and heat the machine is subject to can slightly alter the chips tone and classic characteristics of the sound. I personally feel this was a good buy for my collection even from the point of owning a piece of history.

Although some of you may claim it's a pricey cd set £14.99 (my copy was £10 from the c64audio stand at Back in time.) Just think for a minute of all the work that has actually gone into the production of this cd rom set. Just sit down (get a nice cup of warm tea) and think about the problems the team went to. You would have the problem of actually getting the original source code from Mr Galway to compile and run. Added to actually getting the code to run you would have the logistics problem of getting the machine and the source code in the first place! Then you would need to repair Mr Galway's machine. The other problem you would need to take into account is that some of the songs are actually copyrighted not to martin but other composers, so you would need to clear this with the copyright holder and pay them a royalty fee! A final point to the cd set is we also have the opportunity to listen to some snippets of sounds never used in a finished game.

**DISC 1:**

- 01:RAMBO LOADER
- 02:TERRA CRESTA
- 03:WIZBALL TITLE
- 04:GREEN BERET LOADER
- 05:HYPER SPORTS
- 06:COMIC BAKERY
- 07:PARALLAX TITLE
- 08:ARKANOID
- 09:RAMBO TITLE
- 10:WIZBALL BONUS LEVEL 1
- 11:HELIKOPTER JAGD
- 12:GREEN BERET TITLE
- 13:VIE AR KUNG FU
- 14:NEVERENDING STORY
- 15:STREET HAWK PROTOTYPE
- 16:PARALLAX HIGH SCORE

**DISC 2:**

- 01:OCEAN LOADER V2
- 02:VIE AR KUNG FU II
- 03:MIAMI VICE TITLE
- 04:RAMBO IN-GAME
- 05:STREET HAWK TITLE
- 06:WIZBALL BONUS LEVEL 2
- 07:HIGHLANDER
- 08:MICROPROSE SOCCER
- 09:INSECTS IN SPACE
- 10:SHORT CIRCUIT
- 11:PARALLAX WALKABOUT
- 12:MIKIE
- 13:GAME OVER
- 14:MIAMI VICE IN-GAME
- 15:COMBAT SCHOOL
- 16:WIZBALL HIGH SCORE
- 17:STREET HAWK HIGH SCORE
- 18:RAMBO HIGH SCORE

PROJECT: GALWAY compiled by Atteclair "Boz" Downes and Jason "Kenzi" Mackenzie.  
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 High Technology Publishing Ltd., PO Box 260, Bromley Kent, BR2 8ZG  
 Tel: +44 (0)20 8464 2295, email: ProjectGalway@c64audio.com

commodore disc DIGITAL MUSIC

commodore 64 <http://www.commodore64.com>

c64audio.com <http://www.c64audio.com>

BINARY ZONE Interactive <http://www.binaryzone.co.uk>

7 7753 05032 6



Mr Galway was a "Sonics sound expert" and as such exploited the Sid chip to its fullest potential and then stretched it some more than when it was stretched to the point of breaking he just kept on stretching. The consequence of this fantastic programming genius and stretching is that although the music will play on various Sid players and Commodore emulators, you would be missing some of his creative work, especially in the filtering of the sounds, the various Sid players and emulators are not capable of producing some of these filtering effects.

Listening to the music performed in the car or from a cd player is a strange delight for me. If I close my eyes I can actually picture the games the music comes from, the sounds used and the music for the games so well. Another extra to listening to the songs in this format is something that never hit me before, while listening to the songs on my Commodore. The fact is that on some of the songs it sounds more like 4 or 5 voices are actually playing. Now this isn't possible, the Commodore Sid chip is limited to 3 but does show how with clever use of melody, sound and arrangements 3 voices doesn't have to be limiting at all.

Without the game I seem to be more appreciative of the skills used on music. Ok let's face facts this won't be number 1 in the charts, (although stranger things have happened) with the "music" of today I would rather be listening to this; than the latest number 1 "FAD".

The cd also features previously unreleased pieces of game music from Street Hawk

Cd 1 has a track 17 claimed to be a "hidden track" this is not mentioned on the cd cover and features a voice over from "BOZ" introducing some snippets of code he found for parts of tunes and sound effects while compiling the source code, Mr Galway must have left these bits of code for testing or other sections in the game. "BOZ" also mentions there may be more when the DVD is released, interesting I wonder what thrills this will contain.

More more where is project Hubbard ...etc.....

Go on you owe it to the sheer amount of work that has gone in add this Classic to your Cd collection and while your there throw away all those "boy band ones" better still place them on eBay first to fund the purchase. Life doesn't get much better than this! Except for the time you first received your Commodore and the marriage to you partner this will be the best thing that ever did.

Wow pulse modulation overload

Track list

Disk 1: Rambo Loader, Terra Cresta, Wizball Title, Green Beret Loader, Hyper Sports, Comic Bakery, Parallax Title, Arkanoid, Rambo Title, Wizball Bonus Level 1, Helikopter Jagd, Green Beret Title, Yie Ar Kung Fu, Neverending Story, Street Hawk (Prototype)

Disk 2: Ocean Loader 2, Yie-Ar Kung Fu II, Miami Vice, Rambo In-game, Street Hawk Title, Wizball Bonus Level 2, Highlander, Microprose Soccer, Insects in Space, Short Circuit ("Who's Johnny?"), Parallax Stroll, Mikie Title, Game Over, Miami Vice In-game, Combat School, Wizball Hi-Score, Street Hawk Hi-score, Rambo Hi-Score

Reviewer Nigel Parker  
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## C64 BLANK SCREEN

Blank screen is the most common symptom, and a failing PLA chip is the most common reason. However, quite a few other failures can cause it as well, such as a bad power supply (check with a known good substitute), bad RAM chip(s), and in general, just about any other chip in there because many chips share multiple data lines. If any one of those lines is loaded down or missing a signal for whatever reason, it can produce that symptom. To narrow it down a bit:

Turn the computer off and back on rapidly about five times. If the screen ever comes up with flashing colors or all one color, the PLA is suspect. Replace it to check. Try a cartridge, such as a game. It essentially "replaces" some of the chips in the computer when it runs.

If a cart works, check the ROMs. The screen may have a normal border even if the CHARACTER or BASIC ROMs are bad. A bad Kernal ROM will produce no border.

The internal RF unit outputs a signal that goes to the antenna input of your TV. If the picture is snowy, suspect the RF modulator, assuming the direct video output of the 64 is normal. If the computer is "dead" but is getting power (red LED on), the modulator will produce a black screen... darker than the blank screen of a failing chip in the computer. A missing 9VAC (power supply problem) is a possibility. Note that the later C64C will still work without the 9VAC or if the internal fuse opens. However, you will have no sound, the cassette will not work, and the TOD clocks will not work.

See if any of the RAM chips (there are eight of them) get warm or hot... feel each one with the back of your finger after the computer has run for about 5 minutes. Shorted chips will get hotter than the others. Note: bad RAM doesn't always get hot. See if the computer resets the other components in the system like the drive and/or printer. If so, try a "blind" disk command and see if the drive responds.. try formatting a disk. If that works, you may have a bad VIC chip (no screen display). Sometimes a bad SID chip will produce a blank screen... pull it out and try the computer. It will run without it, although you will have no sound, and a proportional mouse will not work. The few large chips that normally run hot have a high failure rate: in rough order... the PLA, SID, MPU and the VIC. Static zaps usually take out chips like the CIAs. A shorted CIA can produce a blank screen. Note that you will get the startup screen with the CIA's removed. You can use that as a diagnostic. The smaller so-called "glue logic" chips (TTL) run cool and are pretty rugged. Although they rarely fail, I've had a few that drove me crazy by making me unsolder a dozen IC's until I found the bad one. With the above noted exceptions, removing a chip will not allow the computer to produce the startup screen. Removing a chip will in most cases produce a blank screen.

The only practical way to check chips is by substitution. The easiest way to do that is by inserting each suspected chip into a working computer that already has all chips socketed. (You can chase your tail doing it the other way around if you have more than one bad one.) I made a test board for just that purpose. Suspected chip(s) can be tested one at a time and only the bad ones need be replaced. At the very least, you need a source of known good chips for test purposes. Be careful... they are static sensitive. If you don't want to go to that much trouble to diagnose the problem, you will probably be better off hunting up another C64. Chips are hard to find and expensive. Keep a spare "breadbox" or two, even if only for parts.

Ray Carlsen

... a leader in trailing-edge technology

# MIDI Interface for beginners

I was inspired by the Back in time Live 4 from Brighton earlier this year and thought that I would share some "insider knowledge" with you on how to connect Synthesisers and computers together to produce the most amazing sounds ever, your own musical creations.

First this isn't a review of a midi interface! It is more of a beginner's tutorial into the world of MIDI that could be applied to any computer or sound device with a midi interface. I do not want to go into the design of midi or a full midi specification breakdown on the midi standard. Hopefully though at the end of the text you will be able to connect midi devices together and produce some sort of "OUTPUT", this may even end up being musical!

I thought it might be useful to have a brief look into the world of MIDI and synthesis control. I have already said that won't be going to "heavy" so for the advanced users sorry you may want to skip this section of the magazine. Advanced users can take five and make a nice cup of tea, oh yes don't forget to d turn the page.

Right now for all the beginners of you who are still reading and showing an interest or have just been to polite to turn the page lets get rocking. Ok so you may, or may not, be in for a delight depending on how well or how badly I get the information across to you. Remember thought we all started out as beginners and had to learn our way as we went, so if you get stuck somewhere I will do all I can to help you out.

Midi is a superb tool for music creation. Suppose you wanted to play in a band, the first thing you would need is some musicians, so what you would do is to go out to all our friends houses and to ask them how much fame, money and groupies they could stand. After this conversation you now have a band with the following members:

- Yourself
- One friend

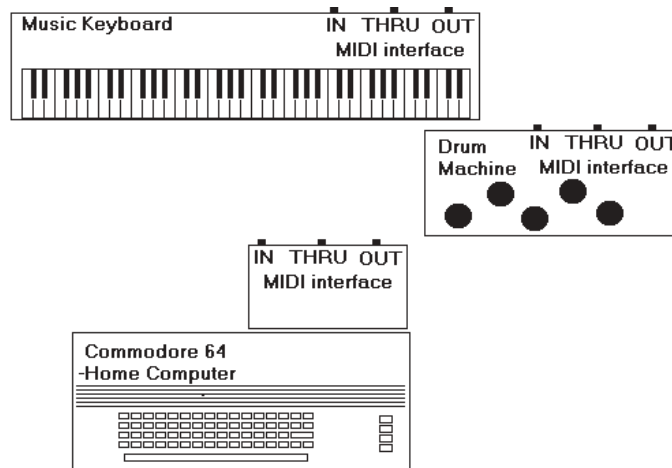
Not the biggest band in the world but at least it's better than being alone!

Right you look at your equipment and find that you both have between you, the following items a computer, a Midi interface and two synthesisers with midi in out and through puts. Using the power of Midi you could play the baselines on your synthesiser and have the computer controlling your synthesiser and playing chords. Your friend could play lead lines and have the computer that would be controlling your friend's synthesiser also playing the percussion or drum sections on his synthesiser. You now have a full band with only two members, that means when you are famous you can do a split 50 / 50 with the cash! Oh don't forget that it will

mean more work with only the two of you but you will also have a 50/50 split on the groupies.

Thinking way back or "back in time" when I bought my first midi keyboard I can remember the first time I connected the computer and a synthesiser together and recorded some music. When I then played the music back through the keyboard wow how good was that for a tune? It turned out it wasn't very good at all and in fact the music was total pants. Ok being honest it was worse than pants, the music was more like total pants with big holes and a broken fly zipper that were a little to short on the left leg. But at least I had a start and we all have to start somewhere!

I would just like to point out that MIDI is a "standard" so the theory goes any Midi device can talk or communicate to any other device that supports the 'Midi standard. This midi device could be a £50 Casio keyboard bought from a local electrical store or a £50,000 music synthesis dream machine. It doesn't relay matter they can both be controlled by you Commodore 64! You will of course need some software to playback and record via midi, this software is commonly known as software "sequencer". Do not feel that making music with midi needs an IBM p.c. and thousands of pounds of hardware and software it doesn't. Its also possibly better for it, the problem is that sequencer packages on the p.c. seems to be do it all. These can be confusing and full of features that a beginner and even some experts don't even need, I have yet to find a software package I would personally like to use on an IBM p.c. Midi can be for beginners and major recording studios alike.



easier the more you practise. Right HERE WE GO:

MIDI this is an acronym, and stands for "Musical Instrument Device Interface". As Midi's full name suggests MIDI is an interface device allowing the connection of either two or more MIDI devices together (these could be synthesisers or drum machines or even sound processing units). More commonly and the subject of this text is the use of MIDI for use as a controlling instruments from a computer a Commodore 64.

The midi interface is just a connection device or input and output controller just like a computers serial port. MIDI Information is sent via a cable to another device and is then decoded by the receiving device that would then carry out

I am going to take this at what I consider as slow a pace I can. I do hope that real beginners to MIDI and synthesis control will gain the most from this text. I have already said that MIDI is a standard so this is useful across all machines and sound making devices. Thinking caps may be needed later as we talk about cabling and plugging things together, but do not be put off hang in there it does become



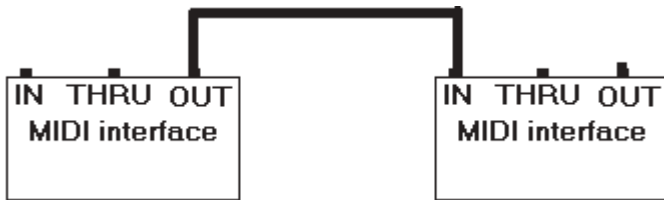
the instructions. The midi interface would be connected by a special MIDI cable at one end, and the on the other end of the cable would be connected to another midi interface or musical device. This MIDI interface could be "built in" to a synthesiser or drum machine or even be built into another computer.

Midi interfaces come in all different shapes, sizes and colours. One such MIDI interface devices I have for my Commodore 64 came from Datel Electronics and just plugs straight into the Expansion port on the back of the machine. The Datel Midi interface features the following ports or connection options:

- 1 midi in
- 1 midi out
- 1 midi through

More on these connections options later.

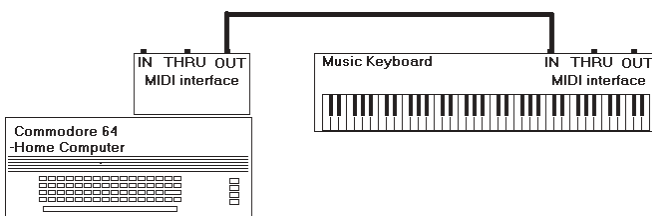
In the simplest form the MIDI out put are connected to MIDI input.



MIDI interfaces were made for a number of different machines. Some computers that come to mind are the Commodore Amiga, IBM PC and most notably the Atari 520. The Atari was one of the first home machines to have a midi interface built in, later the Commodore CD TV unit also contained a midi interface although for Commodore this was to little to late. The Atari with its built in midi interface this was one reason musicians used the machine in major recording studios.

Looking at the Datel Commodore 64 midi interface we can see three connectors these are marked IN OUT and the middle is Midi through. Midi is a serial protocol and so connection at its simplest could go a little like this.

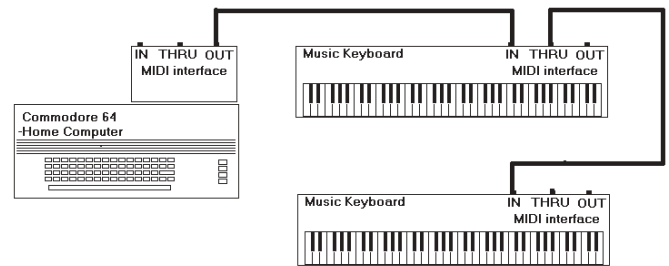
The Midi out put could be your commodore 64 so we would have a set-up like this:



Here information can be sent from the commodore to a synthesiser, for example the Commodore could issue the command play middle c and the keyboard would then play middle c as instructed. This would be the same effect as if someone was sat on the keyboard and actually pressing the notes or keys on the keyboard. One thing to point out is that the sound isn't recorded at all! We are only recording Data or information, so you could instruct the synthesiser to play

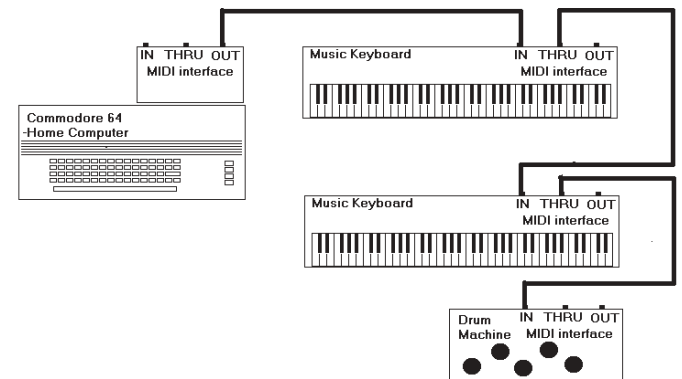
three notes c d e and change the sound on the keyboard in real time if needed. Midi also goes one better, we could for example send voice change commands. We could have the computer play c, then change to a flute sound play d, then change to a harp sound and play e. Now just think how good this is getting and why its important to remember note data or instructions are recorded and not the actual synthesisers sounds, this is way more powerful than just an electronic tape recorder.

Just as you would connect for example a commodore floppy drive to the serial port so we can connect midi devices but we need to make sure that a midi output goes to corresponding midi input. The midi through put is a little more complex, and described below.



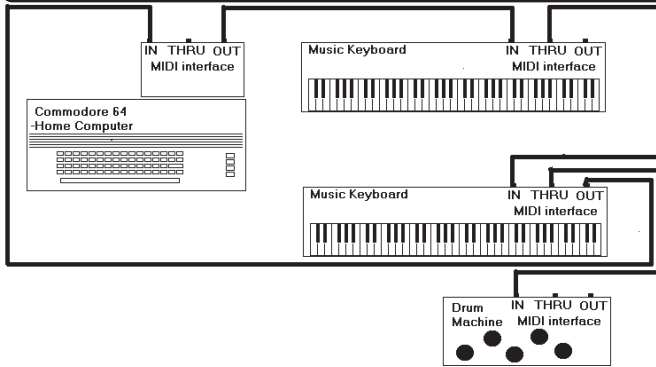
Here we have connected two synthesisers, we again took the output from our computer and connected to the midi input on the synthesiser, but this time we have taken a throughput from the synthesiser to the input on the drum machine. The midi Through is just sending the same information received from the synthesisers MIDI input and passing the information on to a second or third etc. .device.

Just as a way of clarification here are a computer two synthesisers and a drum machine all connected together.



Ok so we are well on the way now, this last example could be classed as a compete studio. What we have now is the computers MIDI OUT going to a drum machine, from the drum machines MIDI Through goes to a synthesiser MIDI INPUT. We also have from the synthesiser out a MIDI cable to the computers input. What's going on here then?

The set-up is similar to the previous one except a Midi cable that connects the synthesiser back to the computer. Just think of it like this: data from the synthesiser can be sent to the computer this would be useful for recording "live" the out put of the s synthesiser and have the note information stored in the computers software programme. Just to clarify the synthesisers Output is going to the computers IN put. Now we have a full studio set-up and we can start recording Back in time 99!



One important point to remember is that Sound doesn't travel via midi only the data or instructions, as has been stated previously. For this set up to work you would also need some kind of sound input mixer, unless all the instruments had "speakers on board". The mixer unit is required so that all the sound outputs could be connected together and then the output could be sent to one set of speakers. I

Midi originally catered for 16 channels each device needs to be set-up to receive or listen to a certain channel. This would allow 16 different sound devices to be connected and controlled by a computer. We could have in our example a drum machine listening for commands on channel 10 and the synthesiser listens for commands on channel 11. What channels you use is really up to your own discretion.

There you have a brief attempt from me to describe MIDI and connecting devices, I do hope this proved some use for you in the first steps of music production. Maybe it has inspired you to produce a shopping list of instruments. If you have a device that doesn't have a Midi through remember to place this device at the end of your midi chain, because obviously it has no through to connect to any other instrument. When I buy a midi device if two instruments are the same price and same sound quality if one has a midi through I would buy this instead of the device with only midi in and out.

I am always looking for Commodore Music related hardware and software if you have something I maybe interested in donating or selling then drop me a line!

Questions? If you have any question please feel free to use the email address below. Thanks for reading!

Text Nigel Parker  
 Email nigelp2k@yahoo.co.uk  
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# MUSIC SCENE

Last time in *Music Scene*, you were learning some of the basics with composing music, using the DMC player. This issue, we are going to check out the filtered voices for your sounds. Well, how is this done? It is nothing like DMC V4.0, DMC V5.0 uses a different method.

If you go to the sound editor, select your instrument, (Lead) place the cursor over the filter (FL) and do as follows:

```
01 0800
02 0000
03 0000
04 9001
```

Easy huh? Well, now, go back to the track editor, go to Track 3, then enter the sector editor adding the following:

```
00 DUR.03
02 SND.xx (Chose instrument you edited)
04 FLT.3F (Turn filter on)
06 FRQ.08
08 C-2
09 END
```

Have you any ideas what this does? That is correct, it changes your voice a bit. Press F1 to hear what you done so far.

Now let us try a bit more experimenting, and do some sort of filter mix. Using the same sector. After all this is pure experimentation.

```
00 DUR.03
02 SND.xx
04 FLT.3F
06 FRQ.08
08 C-2
09 FRQ.18
0B C-2
0C FRQ.28
0E C-2
0F FRQ.38
11 C-2
12 END
```

It is simple, but it sounds rather bad without any melody or rhythm, so let's try mixing instruments. You created a drum earlier on in *Music Scene*, so why not add the drum to the sound. Highlight your large cursor on to the FRQ08 and insert the sound for your drum (SND.yy) then where FRQ.18 is, add the sound for your main lead. See what happens. It sound like techo drums.

Well, that is all the experimenting over and done with. Try playing around with the filters more, and see what happens. Unfortunately that wraps *Music Scene* for today, but next time on *Music Scene*, we'll take a look at something else.

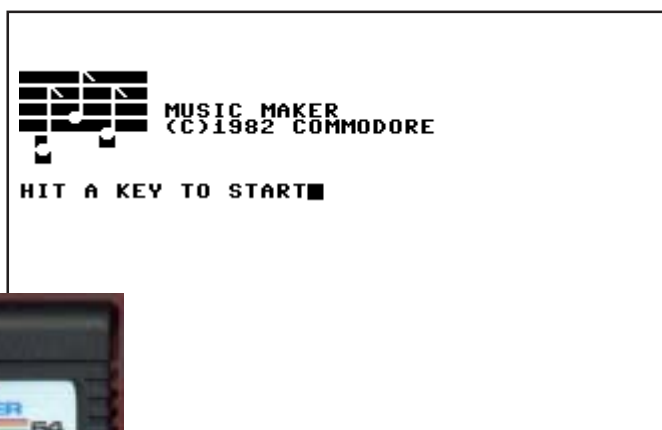


# Commodore Music Composer Cartridge

More music applications, this will delight your ears with sonically enhanced pleasures beyond the minds of our human hearing. We are talking S.I.D. playback devices here. time for some pants swinging action then.

"Are you tone deaf?  
"WHAT"

Do people cringe when you sing or play an instrument" Say Commodore on the first page of the documentation. I am not tone deaf and people don't cringe when I start to play, people do sometimes just leave the room though.



"PARDON"

Let us enter into the amazing world of music, sound and melody with the "Commodore Music composer cartridge". This is a Hardware device that plugs into the Expansion

port on you Commodore 64. The device would have been created in around 1982 according to the packaging and manufactured by Commodore themselves. The device is an effort by commodore to show off the sonic potential of the ground breaking computer system created by Commodore themselves, and as you have guessed it they called this system the (drum roll) "commodore 64."

Unfortunately I think Commodore failed to show any real potential of there computer system at all with this device either graphically or sonically. I personally think that the device is far too limited in what it can achieve. Although having put the device down, I will say that if you are new to music or enjoyed experimentation with sound, and had a yearning and wanting to "break into" composition of your own sounds and collection of notes loosely described as "songs or music" then this could be an ideal starter package for



you. You will gain an understanding of notational values timing and also could gain an understanding of the actual note names.

Setup of the device is easy just plug the cartridge in with the power switched off and then

power on your machine. No software is required as everything is held on the cartridge itself. This was the benefit of software distributed on a cartridge no long loading times and no bent disks. Once your machine has powered up you're greeted with the credits and asked to "hit a key to start" the whole process takes around two seconds.

Once the torture of deciding which key it is you have decided to press, and then actually depressed said key, you ready will be ready to rock and roll baby YEH.

You will be presented with the menu screen containing 7 menu items to choose from, as is usual with this

kind of review I will describe and breakdown these menu items as best as I can. Worry not because soon you will be creating sounds fit for the number 1 radio spot, or maybe they will be just some sounds with random collections of notes, here we go! Just before we start I think that now is a good time to start the pants swinging, just to ensure you have the correct procedure. I know that mine are already going like a mad mans pants.

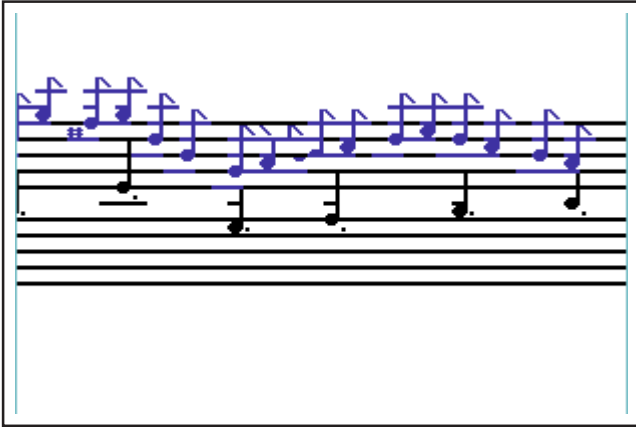
```

** MUSIC MAKER **
(0) CHOOSE INSTRUMENTS
(1) PLAY SAMPLE
(2) KEYBOARD PIANO
(3) SET EFFECTS
(4) EDIT SONG
(5) PLAY SONG
(6) LOAD SONG
(7) SAVE SONG

YOUR CHOICE ?
  
```

I will start if I may with the second menu item marked option (1) as they are numbered 0 to 6 for no other reason than to be different. Right option number 1 (menu item two) this second item is marked Play

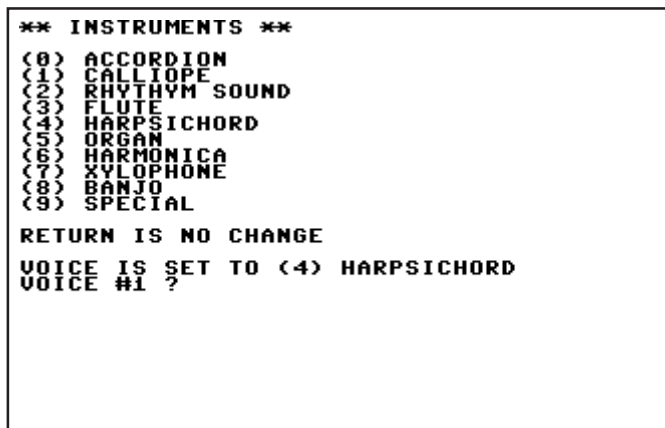
sample (can you guess what this does?) read on to find out more.



#### Option (1) Play Sample.

Pressing key 1 will play a sample tune, this is a pre compiled tune held on the cartridge, this is played for you to listen to while displaying the actual musical notes and there location on music stave. This option is good for checking that sound output is working from your machine. Selecting this option also gives an idea of what to expect from the program. I always like to start with a demo in any application. I feel that checking out the applications demo seems to build up my anticipation for creating my own results; also helps get a feel of the application. After looking and listening to the demo do you want to devote time to actually learning how to use the application? It is worth it honestly but only just in the case of this particular application.

#### Option (0) choose an instrument



Choose an instrument for your voice as shown in the picture

We will look at the special instrument later in this review; the other instruments are self explanatory so I will move on. Just select the required one and it will be assigned to your sid voice.

#### Option (2) Keyboard Piano

This option allows you to use the keyboard and play notes, as you depress a key and the sound is heard the

note is displayed on the music stave in its correct notational location. Various other keys can be used to alter the timing of the note (duration) some examples of these are

S for sixteenth note (semi quaver)  
E for Eight note (quaver)  
A for half note (minim)  
ETC....

I will list as many commands as I can remember as a foot note to this text. If you do get stuck just pressing Run/stop key will return you to the main menu.

#### Option (3) Set Effects

```

*** OPTIONS ***
(0) EFFECT VALUES
(1) SPECIAL INSTRUMENT
(2) FILTER CONTROLS
YOUR CHOICE ?0
VALUE= 3/DEPTH (1-8)=
  
```

This menu item would be used with the SPECIAL instrument selection, here you can set "special effects" on a per instrument voice. The Special instrument menu item permits you to setup voice parameters, to create a "custom synthesized voice" or musical instrument. The custom voice parameters are limited to Attack/Decay Sustain/release and selecting a waveform 1-4

1 white noise,  
2 Pulse wave,  
3 saw tooth wave,  
4 triangular wave

The final menu option permits you to setup filter controls for frequency cutoff and resonance and then finally select which of the three voices these filter settings will be applied to. Option (4) Edit song

This is a very basic step time note input system; the notes are entered as you would enter a sentence of text on screen or some strange programming language. Special characters or control numbers can be used to set the voice that will play the note and the note duration's etc. Here is an example from the booklet that accompanies the cartridge.

0010V1EV2#GV1EV2#GV1BV2DV1BV2D

I will help decipher this line for you.



0010 = Used as a line numbering system as in basic this is line 0010  
 V1 = Use voice 1  
 E = Play E  
 V2 = Voice 2  
 #G = Play G sharp  
 ETC...

Nearly forgot about the special effects these are

Vibrato  
 Pulse width modulation  
 Ring modulation  
 Sync modulation  
 Dynamic filter

These are added to your music with a z followed by a number from 0 to 8 these are listed at the end of the text. So its not rocket science although it getting very close. Once you have the music written down on paper or on manuscript it's just a case of transferring the paper or manuscript into this note translation language or should this be programming language? Over time this new musical language does become clearer (a little) to understand, as with all things there is a learning curve. This notation entry system to me seems a stumbling block of the whole package. There seems to be nowhere to just select a note and then place the note on the staff and set the notes duration. All the note data programming is done via this "musical language" Interesting but very time consuming.

#### Option (5) Play Song

This option is similar to the play sample we looked at earlier in the review option (1) but this time the music played is your own creation complete with notational data display. So after entering all your "musical language" or programming genius you would use this option to replay the "music language" back as a song.

#### Options 6 and 7 Load and save song

Now this is unfortunate and another down fall of the package, as the only chance you are given is to save your music to tape. No where is there an option to save all your hard work to disk. The software doesn't give you a chance to select anything else, after selecting save you are given the very friendly press play/record to save.

#### Conclusion

I mentioned this could be a good learning experience for someone new to music, its good fun but I feel nothing more, definitely not a professional /semi professional tool. Hope I haven't been too hard on this package, but it was I feel a missed opportunity from Commodore, (we all know how Commodore managed to miss opportunities) also what happened to the save to disk option, come on Commodore this really isn't good enough.

Because the cartridge is often found on its own but the manuals often get mislaid. Here as I said earlier are some useful key combinations for the application to help you on your way.

Good luck and happy Tune creation.

#### Z effects menu

0 Turn all effects off  
 1 Vibrato voice 1  
 2 Vibrato voice 2  
 3 Pulse modulation voice 1  
 4 Pulse modulation voice 2  
 5 Ring modulation voice 1  
 6 Ring modulation voice 2  
 7 Dynamic filtering on all voices using filters  
 8 Sustain for voice 1

#### Special Keys

F1 Turn sound in edit on off  
 F2 Change screen colour  
 F3 Turn note colours to black

#### Edit command

Entered as a single character followed by return  
 N Erase song  
 R Play song then return to edit  
 STOP Return to main menu  
 - play sample song with special effects selected in editor

#### Making music commands

A play note a with current voice  
 B play note b with current voice  
 C play note c with current voice  
 Etc  
 H set note to half value  
 I set note to eighth value  
 O (1-7) Octave  
 Q set note to quarter value  
 R play rest with current voice  
 S set note to sixteenth value  
 T tempo 0-3 0=slow 3=fast  
 V voice 1-3  
 W set note to whole  
 Z (0-8) special effects  
 # note will be sharpened  
 \$ note will be flattened  
 . all notes dotted until value changed  
 ( (0-9) repeat section  
 ) end section you cant nest sections !

If you have any Commodore music related hardware or software for donation, disposal or you may wish to sell on please contact me on the address below.

Copyright **Commodore Scene**  
 Reviewer **Nigel Parker**  
 Email **nigelp2k@yahoo.co.uk**

## TWO ESSENTIAL INTERNET SITES ~ part 2



Please note the letters - GTW are an abbreviation of **Games That Weren't!** This Website has been mentioned in an earlier issue of Commodore Scene. Its run by Frank Gasking, Also known as CYBER SYSTEMS. What's so special is that the mighty FRANK GASKING has returned and updated the site after a departure of two years !!! This site is basically a place to come to find out info on games that either never got released or never got completed. The site has the following things to check out -

### HOME

Straightforward really, this gives you access to all the other sections and is nicely displayed with some C64 sprites sat therefor you to admire (!?!). There's also the regular spot - GAME OF THE MONTH (that was never completed!) - This months feature (at time of writing this article - 23rd september 2003) is on the game 'BEAVERS' complete with screenshots etc.

### ABOUT

Info on the man himself - FRANK his girlfriend and daughter are all mentioned along with photos - nice! There's also a brief history on how Frank got into the 64 scene doing games etc. There's pictures of his vast archives of computer stuff too, like he says on the web site - "It's a cheap hobby"!

### E-MAIL

GUESS ? - Yes you can E-MAIL him, Will someone please E-MAIL him and let him know he's spelt my last name wrong in his BIT feature...

### UNKNOWNNS

Didn't really look at this section properly I think it's Frank asking for info on certain game titles...

### WANTED

Again didn't really have time to look, but it looks like Frank asking for Information regarding certain titles.

### INTERVIEWS

Excellent Work! The stuff dreams are made of - People interviewed are -

**ASHLEY ROUTLEDGE** ~ As in ASH & DAVE! They did tons of stuff, Compunet Demos and Games!).

**DAN PHILLIPS & ROBIN LEVY** ~ Programmer & Graphic Artist for ARMALYTE respectively.

**DAVID BRABEN** ~ Creator Of ELITE : Say no more!

**HAYDN DALTON** ~ Graphic Designer for ORCUS, GAUNTLET 3 and SOLAR JETMAN. This was one of my favourite interviews and has screenshots of ORCUS you won't have seen before!

**HUGH RILEY** ~ Did the Graphics for THE LAST NINJA 2, DOMINATOR, TUSKER, VENDETTA, PREDATOR, etc, etc. Another interesting interview!

**IAN BELL** ~ The other creator of ELITE.

More Interviews are promised soon!

### WHERE

This is just a section asking what happened to specific programmers I think, again I didn't really look too much at this section

### FORUM

This is a site that lets you discuss various 64 related topics and give your opinions on things like tape loading times etc...

Best of all though Frank has retained the 'LOOK FOR A GAME' section. This took up most of my time at the library hence the lack of me writing about FRANK'S other sections on his site! Most of the games here are just Previews/ Demos but there are one or two full game little gems to down-load!

The letters and # symbol are displayed at the top of the screen. Simply point and click on an appropriate letter to go to the relevant section. E.G. Want to know what happened to PENGUIN TOWER? Then click on 'P' and scroll down the screen until you come to it - Easy peasy! With each of the games you have the ability to read a review of the particular game, look at screenshot/s, look at the coders notes and download the demo/game. Not all features are supported by the games its a case of looking through and checking. This section alone contains tons of work and must have taken hours and hours of playing and typing up reviews. Games I recommend you look at - 'AIDON' An incomplete ARKANOID clone - Please RICHARD BAYLISS, finish this game off - it has incredible graphics!

'PROTOCOL' An unreleased, unfinished game by COM-MODORE ZONE contributor JASON KELK (COSINE SYSTEMS), he was actually trying to do this for software label FIREBIRD.

'POOL GAME'

Lovely graphics, I wonder how good it plays?

There were other titles but unfortunately I got booted off after 45 minutes at the library so I couldn't tell you any more - sorry !! This is definitely one site that can withstand repeated returns to it. One final word, Frank has done a feature on the recent B.I.T. EVENT this shocked me cos' I managed to go to the library the Wednesday



after the event to browse this site.

Upon entering the site I noticed a B.I.T. mention, I clicked on it and discovered Frank had typed up a feature on the event & he's also put some scanned some photos in too - Job Well Done Frank! There were people there at the BIT event that I didn't even realise were there! Check this section out for essential Back In Time Info! I for one hope he can track down some more of these 'lost' games. Perhaps Allan might consider putting the "lost game" - FLIPPIT that has been found and Uploaded on to this website on a future coverdisk with some relevant info - It looks ace !!!

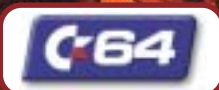
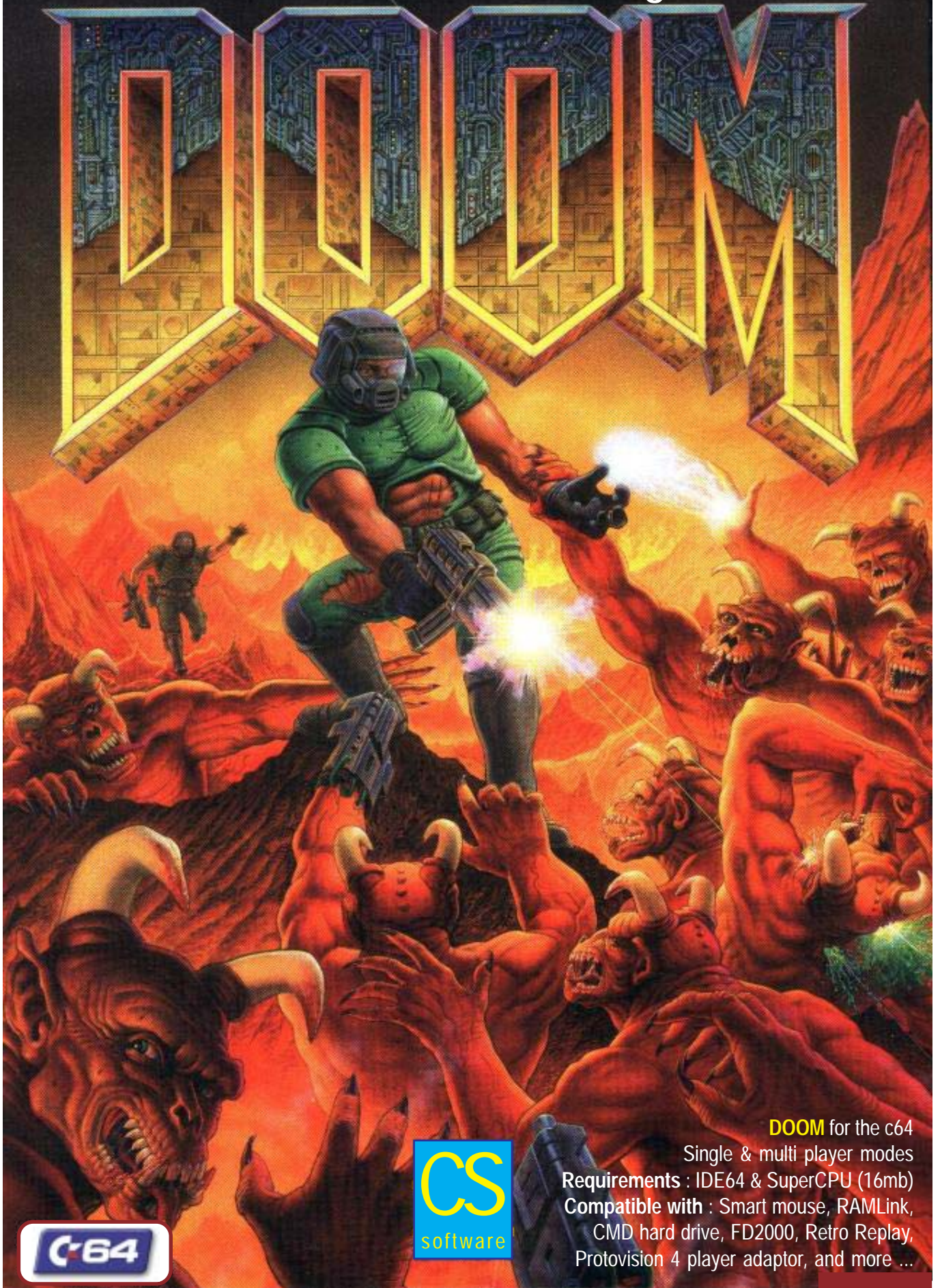
<http://cs.c64.org>

by Wayne Womersley





The countdown has begun !



**DOOM** for the c64

Single & multi player modes

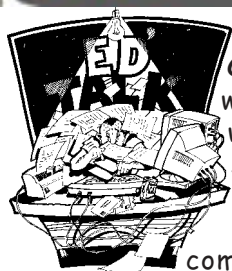
Requirements : IDE64 & SuperCPU (16mb)

Compatible with : Smart mouse, RAMLink,

CMD hard drive, FD2000, Retro Replay,

Protovision 4 player adaptor, and more ...





Well, there goes another year. **CS2003** has now drawn to a close with this issue and **CS2004** will be with you very soon (providing you re-subscribe).

Before we start, I know that this is coming to you in January and not Decemeber, yet again time over took me and it is late again. I have been swamped with articles from many different sources recently and **CS2004** looks good already with many and varied articles coming your way. Of course there will also be all the regular features too.

I end this year with very little 'spare' money in my 'computer bank balance' which means I will have to sideline the production of **CS2004** every once in a while to take on extra work to increase my funds. Obviously this will mean the irregular production of issues throughout the year but I hope it won't be too bad. Any extra money is good news for us all in the long run as it means I can put out some more new projects :-)

**Micro Mart Show** : Disasters do happen, some are big and some are small. On a global scale then mine has to be considered small. Imagine though, you are getting ready for a show at which you are a big part of, suddenly, with no warning, your **SCPU128** and **RAMLink** both die - completely and there is only one week to go ! I was left with the task of showing my Commodore's at the show without a **SCPU** (I have a spare **RAMLink**). I was absolutely beside myself with grief. Luckily, Shaun had the foresight to get in touch with Maurice Randall who shipped me a replacement via express mail - it arrived on the morning I was setting off so the show was saved - thanks Maurice. Quite why this happened is completely baffling and I still have no idea even now !

**Labels** : The new labels are now in use. Would you please check your details and let me know of any alterations. The 'special' box is for those of you who use (or own) **GEOS**, **SCPU** or an **IDE64**. Please let me know if you have any of those, thanks.

**C=VGA** : Still no further progress unfortunately (see 'Low points' below).

**CSIS** : There are some new items coming for 2004 but the stalwart **CMD** devices are still unavailable just for now unfortunately.

**High points for 2003** : The recent Micro Mart fair was a great day out and very interesting. **Page 187**

**Low points for 2003** : Well, there are bound to be low points for all of us but the continued lack of progress from my outstanding orders from Maurice is giving me a real headache but I have Maurice's word that my orders are now being dealt with. Another problem that has reared

its ugly head was the strange disappearance of Neil Jenson who is building the **C=VGA** boards. I was unable to contact him since my last correspondence on 6th August 2003. I have now had answers to both of these situations and hopefully 2004 will see normal service resumed.

**Retro Gamer** : January 2004 sees the first ever truly retro computer magazine hitting the high street shelves. I had the good fortune to meet the editor (**Martyn Carroll**) at the recent **Micro Mart Show**, we discussed many topics including how to appeal to a wide retro audience. Hopefully he has heeded our words and **Retro Gamer** will be a shining jewel throughout 2004.

**To retro or not to retro ?** : Some people (myself and Shaun included) are not particularly happy with the term **retro** when describing our computers. To me, retro means 'old' or 'backward' and then you have to assume this then leads you to think that it is limited in some way or unworkable in the modern environment. This is simply not the case because as we know, the **c64** is very much a modern computer with modern hardware and software, hence, the term retro does not really apply in this case.

This is the same for many other formats too.

The term retro is now beginning to mean so much more than that though and it appears to be encompassing a whole new meaning for everybody. We need to make sure that people get to know more about what we are doing with our retro machines, so write in to **Retro Gamer** (for example) and ask them to do features on modern uses for retro machines, what's available now, etc, etc. People power will work if we dig our heels in.

Lastly, I think we have to take the term retro to our hearts and accept that it is here to stay. Maybe, if we pick up and use the term retro enough, we might even be able to bring a whole new meaning to the word as has happened in recent times with other words. I have become accustomed to the term retro now and I enjoy telling people about my retro computing hobby - I hope you will too, after all, it's a damn site better than **geek** !

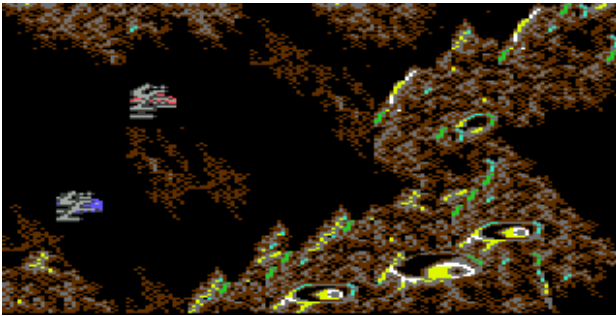
Okay then, thats enough for now, enjoy this issue and I look forward to bringing you **CS2004** very soon, seeing you at shows in 2004 and also bringing you some good gear for your Commodore in 2004.

*Keep it Commodore in 2004 !*

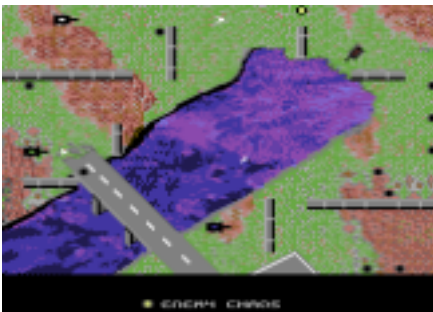
The **CS2003** readership stands at

~ 59 ~





**DATA** : Things are looking good over at **Protovision**. It appears that the **SuperCPU** game **Metal Dust** is now ready and is being tested in its final incarnation.



**DATA** : Also from **Protovision** are another two 4 player games. **Tanks 3000** and **Hockey Mania**. More



details and prices will be available when news is available in English.

**DATA** : Many of you may know of **Live Publishing's** new **Retro** magazine, which it's editor (**Martyn Carroll**) announced to many of us at the **Micro Mart** computer fair back in November. The publication will be **Retro Gamer**, and the first issue to hit the shelves at **WHSmiths**. by the time you read this. The publication will be available every three months. When speaking with **Martyn**, it appears that he isn't exactly knowledgeable on all the old formats, and so will know very little of the new items for such machines, i.e., +3e IDE

project for the Spectrum +2a/+3, etc.. Unfortunately, the powers that be seem to have decided that the publication should be a games magazine (primarily), and not a computing magazine covering

games (as many of us would have liked it). We all need to submit news, reviews, etc.. on new games, and certainly those that take advantages of the upgrades available when possible. Send all ideas, news etc....to

**Martyn.Carroll@Livepublishing.co.uk**  
Let's hope that they do a better job than **gamesTM!**

**DATA** : If you pop along to <http://www.zyx.com/chris/misc.html> you can download programs that will allow you to play NES Music on the Commodore-64!

**NESSIDPlay**, plays music from Nintendo games on the Commie. It really works, albeit in a really hacked way. Some songs sound a little burbly, but others, like the Super Mario Bros. theme song sounds pretty good. Also, the programmer has experimented with playing C-64 music on the NES. So, he made a simple program that plays SID register dumps on the NES.

**DATA** : At <http://www.petscii.com/> you will find news of a project about turning an old Pentium system into a 1581 for use with a PET.

**DATA** : **Loadstar 227** is now out.

**DATA** : On the shelves of **WHSmith** from the 15th Jauary 2004 you will find the first edition of the new quarterly **RETRO GAMER**. The editor,

**Martyn Carroll**, was at the recent **Micro Mart Show** where we had a good long chat. This edition was nearly finished when we talked but **Martyn** did get to mention us (page 6) in the first issue briefly - thanks **Martyn**. We will be watching this magazine closely to ensure it covers a wider variety of topics other than just games related stuff. It's yours for **£5.99** (gulp!) with a CD-ROM on the cover. More news later. <http://www.livepublishing.co.uk/content/retro.shtml>

**DATA** : Things are starting to move again on the **CSIS** front. I hope to have all the items in the **CSIS** listing available again very soon. There will also be some new items from **Maurice Randall** too!

**DATA** : Still no news from **Ironstone Partners** over their involvement in the Commodore 64. It has gone very quiet indeed.

**DATA** : After much testing and gnashing of teeth by several active c64 users in the UK, it appears that the **Retro Replay & RRnet** adaptor will not access an intranet directly. This is bad news for many people who bought this device (myself included). It is possible to gain access to a broadband service via the **RRnet** but a more detailed article will appear soon on the topic.

**DATA** : Fancy another show? Pop along to <http://www.cgexpo-uk.com/> to see what is happening at the **CGE UK Show** on 24th & 25th July in London.

**DATA** : Here at **CS** I get quite a lot of questions about repairing Commodore's. The simple answer is that I don't - but I do give out advice on how to do the simpler tasks yourself. **CS2004** will start a new series of self help repair guides.



# ME, ME, ME, ME, ME !

An interview with Allan Bairstow by Nigel Parker

\* Allan would you please formally introduce yourself to all of your readers

Most of you probably already know this but here goes: Born 1965, married to Liz and we have two children, Faye (6) and Sabrina (3). I am in full-time employment as a fire-fighter for the West Yorkshire Fire Service and I have been doing this since 1989. Most of my free time is taken up with being a dad but what little extra time I have goes into CS. I took over production of CS in May 1995 with issue 21.

\* Would you say your two girls are Commodore Fanatics ?

Not really and I prefer it that way. Imagine having to keep them away from my beloved rare machines - I shudder just thinking about it. Both my girls are quite happy with their computer that daddy built them so they can play Noddy and access the Cbeebies web site to play Balamory. If they are then so am I!

\* What machines other than the commodore 64 do you own ?

(Quick look around), Atari Lynx II, Atari Jaguar, Atari 2600, (3x) PC's, (4x) PC/laptop (3 of them are Commodore machines), Nintendo 64, Pocket PC, c64gs,



c128/uk, c128/german, c128dcr/german, c128/ntsc, c128d/uk, c128d/german, sx64/ntsc, c64/german, vic20, Pet8296

\* Wow that's an interesting and varied array of machines, what does your wife think about your obsessive hobby ?

Hmmm. Lets say we have an 'understanding' ;-) As long as it doesn't cost too much and I don't fill the house up with my 'junk' then she is quite happy to mildly ridicule me over my hobby. Like most wives, I don't think she really understands why I do it and I certainly can't explain it so she just lets me get on with it. As long as I can fix 'her' PC when it breaks down, she is quite happy!

\* Thinking back how did you first get into "home computing?"

The year is 1979, 'Are 'friends' electric' (Tubeway

## One word Answers

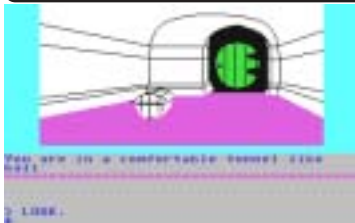
- \* Personal Computer - **hell**
- \* Commodore - **heaven**
- \* Demo Scene - **impressive**
- \* Computer Games - **fun**
- \* World Peace - **please**
- \* Subscription - **necessity**
- \* Copyright - **restrictive**
- \* The future - **rosy**



My main desk area with most things to hand

Army/Gary Numan) is no.1 in the music charts and my school has just started their first ever computer classes. Originally we only had a terminal machine (no screen, just a teleprinter) and a punch card reader that had been donated to us. Shortly after this we received our first two Commodore PET's (PET 2001N-32), I was hooked! After that it was several years before I could afford to buy my own Commodore. By the time I was working and could afford it, I had missed the VIC-20 and the C64 was out. I bought my first c64 for £299.99 from Dixons and for that price you didn't even get a datasette unit. I had to go back a week later to buy a datasette for





£55.

\* What were the first memories you have of the commodore 64 ?

Waiting 15 minutes

for the tape version of The Hobbit (I still have it) to load and then crashing - god preserve us ! I can now load the same program in under 1 second, now that 'is' progress. However, when the first screen appears with it's little green door it brings memories flooding back - great times !

\* I am sure some people would wonder why you still produce Commodore Scene ?

Originally I just didn't want CS to be consigned to history so I agreed to keep it going, at the moment I do it because I still enjoy it. I always said that once I stopped enjoying it I would not do it anymore. That also goes for other things in my life too, not just CS. Also, there is still lots going on in the Commodore world and not everybody has access to the internet to read about it, CS is here for those people.

\* We know you have to be committed to produce such a magazine tell me how many hours does it take of your time to produce Commodore Scene magazine ?

Good question, unfortunately it is very hard to say for certain. If we say about 2 hours per night for two months, less the time I am at work or doing fatherly duties then it averages out at about 60 'ish hours over roughly a two month period. 60 hours (2.5 days) might not sound a lot but believe me it does get tiring at times !

\* If you could ask your readers 1 question what would it be ?

Why do you still use datasettes ? Even I (a die hard C= user) simply can not justify such a useless piece of hardware. I hated it in 1982 and a I hate it now ! How people can wait so long for software to load is completely beyond me.

\* The magazine subscription is very low do you think this forces you to produce a better magazine, in the hope this will increase subscriber numbers ?

Not really. I produce the magazine to a high standard (I hope ?) because I want to and I want to read a decent magazine myself. So, I try to make it

something that 'I' would like to receive. I look back on CS2003 and I am very pleased with the way it has progressed and I enjoy reading through it again and again. The subscription stands at about 60 but I feel that I would be wasting my time if the subscriber base dropped below 30. So, for the moment, we are safe ;-)

\* If a reader wanted to help Commodore scene publication but wasn't sure of what to do what would you suggest to them ?

As you know we accept all input to the magazine. Even if they are only supplying simple text, everything counts. I'd say write about something you like or an experience you've had regarding the C=. Everything is

relevant so please share it with us. Your experience will make interesting reading to someone, somewhere. Oh, keep it clean ;-) If somebody wants to help but doesn't know how then just get in touch as there are several areas that we (I) simply don't have time to organise and

This is my testing area



maybe one or two of those areas will suit you ?

\* Computing is often seen as a Male dominated pastime. Does Commodore Scene have any female readers ?

Yes it does, several actually. As far as I am concerned though, sex, race, creed, colour or religion don't have a place in the Commodore world and I certainly will not entertain and of those topics in CS, not even in the letters pages. We all share an interest in Commodore and that is what I want to promote, there are other magazines for those topics. Having said that, I do wonder if the husbands/boy-friends of the ladies give them as hard a time like some of our wives do ;-)

\* Please would you explain the commodore Scene import service, and its function within the magazine ?

The CSIS and CS are really separate entities. With me taking over CS I have sort of merged them together but they don't need each other to survive. CS subs pay for the magazine production and items from the CSIS pay for themselves. I don't use money from one to pay for the other (although sometimes I do get a bit confused). The CSIS listing in CS2003 is there as an 'extra' and is not



really part of the magazine page count. The CSIS is a non profit making venture to bring hardware and software from around the world to everybody who reads CS. When you order an item it is processed, ordered and paid for by me 'on mass'. I await delivery and repackage the goods onto you. Sometimes it is necessary to supplement what you get with manuals & disks (as with the IDE64) which I do for free. Some people find it hard to believe that I actually do it for nothing and that those extra items come out of my own pocket. I can assure that this 'is' the case. Again, I do it because I want to do it to help people with their commodores. I also try to give a friendly and helpful back up service should anything go wrong.

\* What is your favourite piece of software (on any platform?)

GEOS. Without an shadow of a doubt. That also includes the excellent Wheels upgrade and all the application software that runs under GEOS too!

\* Would you consider yourself a Games Guru if not do you consider yourself a guru of anything else?

Definitely not. I rarely get time to play games on the CS cover disk let alone have free time to play anything else. I do play Super Mario Cart 64 at work sometimes as it has a 4 player option which is great fun. Guru in anything else? How about 'going to bed very late after staying up to produce CS'. Does that count?

\* When you look at the amount of work it takes you to produce the magazine do you ever think "what's the point!"

Sadly, yes I do. When things get that bad though I really have to take a break for a few weeks! I have learnt to predict when this might happen so I can break off before the 'hard rot' sets in. But, like most hobbies, I 'need' to get back eventually and I fall straight back into it again.

\* What would you say really upsets you?

Not much really. There aren't many things in life that are worth getting 'hot and bothered' about. In my line of work I see an awful lot of wasted life and lost opportunities. It makes you realise that if you are overdrawn at the bank - who cares? It's not the end of the world and it will sort itself out eventually, and

if a guy 'cuts you up' on the road then let him get on with it. It really isn't worth getting upset about. Maybe I am too laid back? My wife thinks so!

\* Who in the world do you most admire and why?

Not a 'who' but 'whom'. I admire those people who fought (and died) for our country so we could be free, such as my grandparents. It sickens me to see the vermin and low-life in society today who have no morals and no regard for others. I wonder if those people who died for us would still have done it if they had known what a dire state our country would eventually be in?

\* Do you ever run out of ideas for the magazine?

Yep, all the time :-). Luckily there is an internet where I can steal other peoples work :-). Seriously, I always ask permission first, even then, it still needs editing and laying out for the printed page.

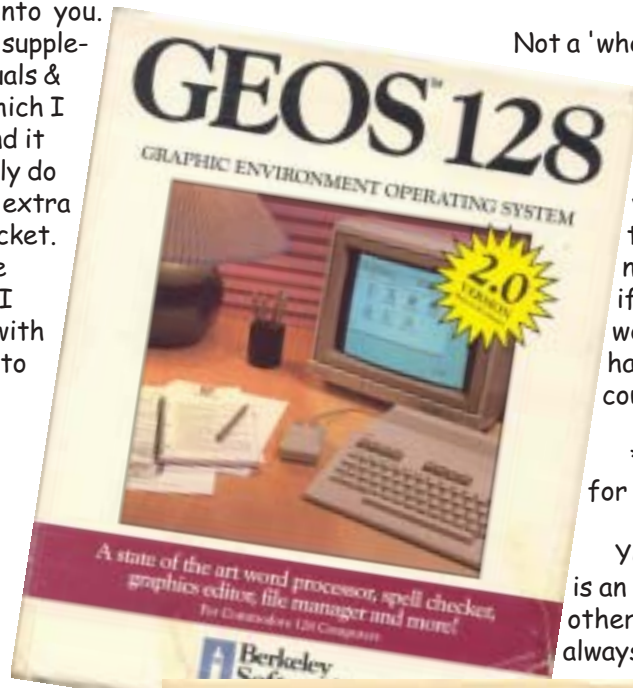
\* So, come on honestly, the Commodore 64, why does this machine refuse to die? Hasn't the technology been replaced by superior machines, surely a high-class Pentium IBM clone would be more fun to work on?

Its still here because it has evolved into a high-spec 8-bit computer! Had it not done so then my own interest would have died out in 1992! I have several high powered IBM clones and believe me

they are NO fun to work on. Who needs a PC that crashes everyday when a c64 will run everyday without fail (well, almost). I love the fact that GEOS boots and runs in under 5 seconds (at 20Mhz) unlike Windoze, which takes about 4 minutes on a 1Ghz processor with all the bloatware hanging around its neck.

\* Would you say that with the introduction of the "commodore one" or more accurately the C=1 computer that the commodore community will be split and fractured, can the scene stand such torture?

It will not make a blind bit of difference, honestly. The machine will sell well because Jeri has made a great product and I will certainly have one, possibly more. The c=1 will get a place in CS as do the SCPU, IDE and all those other devices. The C= scene is not





split yet despite all the enhancements so another enhancement will just add to its strength.

\* Wouldn't you just like to produce IBM clone Scene magazine ?

No, never. I simply wouldn't enjoy it at all.

\* What keeps you going ?

Draught real ale and a nice curry ;-)  
 Seriously, I have gained too many friends, too much stuff and a whole heap of knowledge in the last ten years to just let it all go to waste - what else would I do with my spare time ? A hobby is a hard thing to quantify, no matter what it happens to be, so it comes down to the fact that you want to be useful in some way - I hope I am ?

\* Do you ever find some piece of commodore software and or hardware and think WOW this is absolutely amazing (if so could you give an example)

All the time ! I never cease to be amazed at the ingenuity of Commodore users and developers. I recently got my RR-net adapter for my c64 - I can now use a cat5 broadband connection with my stock c64, absolutely amazing (providing I can ever get the damned thing to work). Another time is when you get hold of a rare item that you thought you'd never have. Over the last year or so I have come across several items that have made my heart beat faster (literally), these are a complete boxed c64gs machine with everything in it, some still sealed. Also I got a boxed



music keyboard overlay for the c128 - who else has ever even seen one of those ? I certainly hadn't. Another one was the original Commodore Magic Voice

cartridge - I'd been after one of those since 1984ish. I have no doubt that I will be amazed again in the near future.

\* Why do you think subscription is so low to the magazine ?

Some people are lazy. They don't really think things will ever die and leave it to everybody else to keep it going. They won't miss it until its gone - its the same old story. Even though the subs stand at about 60, I have over 350+ active users on my database. Some of the people regularly ask for help and advice but still won't subscribe - very frustrating.

\* I am sure you would appreciate more of the Commodore readers to be Proactive to promote commo-

dore machines would you say this is the case.

Definitely ! We all need to do our bit. You can't just leave it up to a few dedicated individuals to do all the work, it isn't fair.



\* The magazine is called "Commodore Scene" but is mainly focused on the commodore 64 and 128 was this a conscious move on your part or would you like to cover all commodore machines.

Originally the name was 'Computer Scene' but this changed after the readers voted on it. We do 'occasionally' cover other formats and I would love to cover a wider range of C= machines but as I don't have that sort of



knowledge then it would have to be other peoples work. We did briefly have an Amiga section, but to be honest, there are already Amiga magazines that cover that area. I would genuinely love to know more about the plus 4, Vic 20, c16 and all the others. If anybody out there wants to write something then get in touch. I don't mind covering other formats rare machines such as the JUPITER ACE or AQUARIUS, etc. They are rarely heard of computers from the glory days of UK home computing and should make nice features.



\* What were your personal feelings of the Back In Time event from Brighton earlier this year and do you think the event went well ?

I'll probably get into trouble for this. I don't think that Chris Abbot really understood the nature of mine and Shaun's commitment to the commodore nor the amount of hardware we would be bringing to show (although he did ask if we had enough table space). These things take a lot of setting up and testing before they are ready for showing. Unfortunately, due to several circumstances, we only had half an hour to set up, usually we have 2 to 3 hours, sometimes the whole night before ! Having the display area on the first floor didn't help, nor did having to park on double yellow lines. On the up side, all the C= people helped carry our gear upstairs which was great of them - thanks guys and girls. Having genuine C= people talking to us all day makes the whole event worthwhile and very enjoyable. The evening event was where

Chris really did well, it was superb and 'Press play on tape' were fantastic, as was everybody else who performed. All in all, it was a pretty good event for visitors.

\* What magazines do you enjoy reading ?

Computer Active is a good read for the readers section and I like the no nonsense approach they take. I also enjoy the Retro editions of EDGE. Apart from that I don't get anything regularly anymore. I used to get GamesTM but they did what all the other magazines with a retro section did ~ they concentrated on re-hashing old news, they needed to focus more on the here and now to keep the retro reader interested.

\* Interesting question here "If there was life after death what would you hope to come back as ?"

Yes there is. A woman - that way I would understand their logic thought processes ;-)

\* Allan we both have something in common our ability to not recognise famous people in the flesh, I have spoken to people and a friend said "that's XXX" then I have to say drat I wished I asked for his autograph.

Tell me about it, I have to refer to photos (were possible). I have a terrible memory for names and faces and sometimes it comes across as being a bit ignorant. Please forgive me everybody.

\* I see from Commodore Scene Import Service that Maurice Randall (Click Here Software) has a lot of orders outstanding would you like to comment on this ?

These back orders are causing me real headaches. The one thing I am 100% confident of is that these orders WILL be delivered and they WILL be quality items. Having said that, some of my items 18 months overdue and I do understand peoples concerns. I am also concerned too as some of the items are mine. The main reason they have been so patient is that they know that 'I' am not going anywhere and they can get hold of me if they need to ;-)

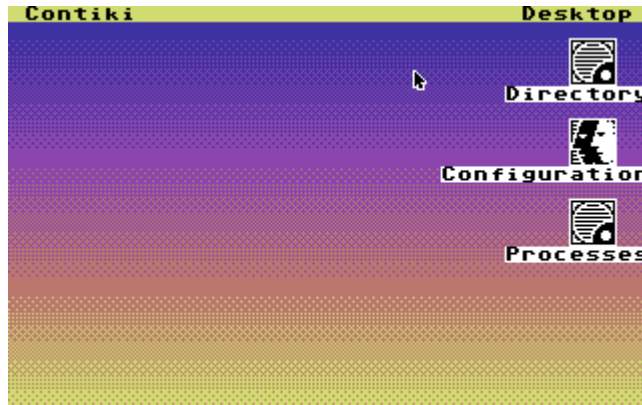
\* Alan thank you for your dedication and commitment, both to Commodore Scene and to the Commodore machines. It seems from your comments that we are all equally needed for the magazine. Although information is available from other sources like for example the internet, sometimes that information is hard to find or inconvenient to read. Commodore Scene can be taken to work or even read on the bus. The subscription is for what you receive a bit of a bargain, with various

options for its delivery. The magazine accompanying cover disk or disks are well produced and contain software and utilities that are useful to all users new old male female. I think Commodore users owe it to you for your commitment and to themselves to keep up to date on developments to subscribe to the magazine. Before we end the interview

\*Do you have any other comments you may like to add ?

Yeah. We all need to do our bit to make the Commodore continue to succeed in the modern age. There are some fantastic hardware add-ons coming up but people need to support them by buying them and using them. You can't just sit back and revel in the 'old days' - they have gone.

With the advent of Contiki, the internet is now within the grasp of every C64 user. All



you need is the Contiki program (which will be free on a future cover disk) and a Retro Reply cartridge with a net adapter plugged into the back of your c64 and away you go - no SuperCPU is required and no other enhancements are needed.

I 'know' there are more things on the horizon but I can't say anything just yet ;-)

Watch this space.

*Allan*

And for the final note !

Looking back over the text, Allan says there are 350+ active users in the database who often ask for help and advice, I ask them this: if there were no subscribers and the magazine had to be terminated who would they ask for help and support ?

*I would just like to add that since this interview was done, the CS database has been streamlined and only current subscribers are now listed there. The original 350 names have now been reduced to approximately 60 names and addresses - ED*



# MICRO MART SHOW 2004

by Shaun Bebbington

For use by Commodore Scene

Before I start my rant, I'd like to personally thanks the following people and organizations: 1632systems.co.uk, MyAtari.net, the UK-TI user group, Micheal Bebbington (my cousin who was a dogs-body for the weekend), Michelle, Allan (for driving, organizing the arcades and generally being a great guy), Dave Elliot, Nigel Parker, Andrew Fisher (for beating me at Commodore's International Soccer), Simon Brew, Colin Woodcock and his friend, the representatives of Quanta, the people at Arcade Warehouse and anyone else who I have forgotten. If I have forgotten you then your help/input etc... is greatly appreciated.

Right, now for "my bit"...

It all started after the Micro Mart computer fair 2002. Talk was of another, perhaps even 4 a year, and presumably the Micro Mart team kept talking for a long while. A few dates were spoken about, which never actually happened. Then, some time in the summer Simon gave me a date which was almost set in stone, being Sunday 7th December 2003. Apparently this date was leaked to one of Micro Mart's rivals (it wasn't me, honest), and so was bought forward to the last Sunday in November. Finally, after getting this confirmed, the ball started rolling, and it was time for me to start planning.

I duly contacted everyone in my address book that looked to be even remotely interested in retro-computing, and some of the usual suspects replied. Unfortunately, the Oric gang couldn't make it this time around, which was a great shame as they really did themselves proud last year. Anyway, the Bit-live came and went, and so I could now concentrate all my remaining energy on the Retro area for the Micro Mart computer fair. I did think about attending the ORSAM show in Norwich, but it would have basically been too much for one year. Maybe next time, I hope.

I feel that I'm becoming a bit of a veteran of the computer fair/show. Apart from the two I organised independantly, I've attended the JagFest, last years Micro Mart computer fair, one Bit Live and this one. Experience, it appears, is paying off. So Allan arrived, and looked almost shocked to hear that I was ready other than loading the items into his van. Allan was not feeling too well, so I tried to find some suitable pain-relief tablets before we set off. With the help of Mike and Allan, the van was soon loaded and we were on our way to the NEC. I had two mobile phones, and with the exception of one break it was a straight journey to the NEC.

When we arrived, we were told that we had been expected at 2pm, although the information I had was "not before 3pm" or something like that. We pulled into the hall, parked up and started to unload the few items we had bought with us. Simon then made a quick appearance, went to speak with Lisa from the magazine and then came back to see where we were up to. "Bloody hell.... Have you bought enough stuff ? ?" he enquired. "Hmm.. Probably less than 1/5 of my entire collection" I answered. I then showed Simon and Lisa a few prized items in my collection. "This is an eight-octave music keyboard for the C64, never used..." I said. "No way" replied Simon, and on opening it up, it was clear that it was as I had described. Simon looked around a few of the items I was setting up, instantly recognising the Commodore PET, and telling me about a feature Micro Mart was starting. The Arcade machines arrives, which were promptly set up. Simon then had





to go, and I was left to talk to Lisa, who was politely curious. I got around to the Arcade machines and Dragon's lair, the first ever Laser-Disk arcade game, slickly animated by Don Bluth and still looking extremely attractive for 20 years old. I then tried to play it, and realised that I'm a little bit crap with this title. Luckily it was preset to freeplay.

We then had the task of working out how much each credit was for the machines not on freeplay, and seemed to get stuck on playing a Simpson's game. By this time, Ian (from Retro Review), Nick Harlow (1632Systems) and a few others had arrived. Hunger started to strike, and we were soon off to find the Hotel. We arrived at the hotel, booked in and then joined the queue for a meal. We toasted the weekend, and talk was soon of computing and the usual moans about modern platforms arose. The fact that games seemed so limited today even with the fantastic specs, and how some computer magazines were biased so that even the worst games found themselves with a good rating. I said how different Micro Mart is, IE, the new Hulk game only receiving something like a four out of ten, compared to the mid-eighty-ish rating given by some other computer magazines. I know which one I'd trust, don't you ?

After several Southern Comforts, and friendly chat, it was finally time to call it a night, safe in the

knowledge that it won't be a McDonald's (correct spelling ? Who cares ? ?) for breakfast. Allan had brought some card board just in case we were tempted. It was going to be an early start, and for me it was. 4.21am - that's right, around an hour and a half before I needed to be up, and I was wide awake. Could I get back to sleep ? No. Absolutely not. So, I decided to get ready, taking care not to wake up our Michael just yet anyway. Eventually, it was getting on for time I should have been waking up, and had to wake up Michael. Did he not like me ! It was around 6am and Michael needed to be awake. As it turned out, it was the earliest he'd been up for about 10 years. I got photos on my digital camera to prove to

everyone that I'd actually managed this feat, which were lost unfortunately.

When we got to the NEC (Hall 17), after confusion over parking, it appeared that we had a lot to do. No time like the present, and we got right on it working out how best to utilise the insufficient power points that we had been given. Soon, the Commodore Scene area was set up, and so was all others. Hurrah, my Commodore 4032 (PET) was working after a few attempts. So, soon after the fair started. Nigel Parker turned up with yet another SX-64 (we had three already in the area) and his music gear. Sadly, I was too busy to talk with him properly. Dave Elliot also turned up with a 128d with internal 1581 drive. How cool is that ? I then got chatting with Andrew Fisher, who was interested in my C64gs/TIB-drive combination. I explained the obvious limitations of not having a keyboard, so that only games that do not require any keyboard inputs would work. There is a system I've seen consisting of a C64gs, SuperCPU, RAMLink and hacked keyboard, but I don't have the technical knowledge or time to do that, and I like my gs the way it is anyway.

I then put on International Soccer by Commodore, which Andrew beat me at. (Only 1-0 I must add). Simon came over and introduced none other than Ian Osbourne, ex-writer for ZZap !64 and Commodore Force. Two ex-Commodore Force writers in one





place, who would have thought that ? Ian seemed surprised to see Tunnel Vision running on 4032 as it appeared to be the world's first ever "first person perspective" 3d game, from 1978 (at least for a home system). It's nice to see ex-writers still showing such an interest. I also spoke with some of the other Micro Mart writers during the day, and even found out about fuser oil for the Lexmark Optra C colour laser printers. We spoke about cheesy jokes for the magazine, and was tempted to share with them my "how do you get rid of an editor" joke, but thought better of it as Simon was sat next to me.

I also had the chance to speak with Colin Woodcock of the online publication ZXF. He's a very knowledgeable and intelligent chap, and somewhat of a Spectrum guru. Once things started to quieten down, I finally had a chance to walk around. Nothing much was there. Shell was on her way, and I arranged to meet her. Apparently there was some confusion about how to get to hall 17, and so what should have been a 5 minute journey was more like 20 minutes. Once she had finally arrived, it was time to look for a new PC for Michelle's mum. I also found a rather nice looking external SCSI-CD Rom. I spoke with Mark and others from the magazine. Other than that, I was generally mulling around, chatting with people and trying my best to look busy.

The day ended too soon, and so to pack everything away. It was great to meet so many people showing at least a passive interest in the Retro Zone. I went around and thanked everyone, ending the day being beaten at Bombmania by my cousin, Allan and Nigel's wife. Once packing everything away, we were setting off north. Allan, Michael and I were talking about the weekend. Mike felt like a fish out of water as he doesn't know that much about computers and wanted to learn. Then to the most important point about the whole experience - at least it wasn't the BIT Live 4. What a busy weekend, and yet it felt like complete luxury when compared to BIT Live. We arrived in Crewe, and after a quick stop at Bargain Booze, we unloaded the van and I was finally home. A

short time later, I had fallen asleep on the sofa. Hopefully, we have once again managed to bring the C64 back to people's minds which should have a knock-on effect on subscriptions to this great publication. My only real complaint was the price of the food there. I'll hopefully see you at the next MM computer fair ? ?

### A photo diary

by Shiuming Lai

*(edited highlights - for the full article please refer to ~ <http://www.myatari.net/issues/dec2003/jfm.htm> )*

We hopped on a bus to Peter West's house, where he was backing up his Falcon's hard disk to DDS-2 tape before carting his system up to Birmingham with us in his estate car. Our destination was the Micro Mart computer fair, yes, one of those places that is like a huge Sunday market, not a glamorous exhibition with major manufacturers having a presence. Specifically, we were to be manning the Atari section of the retro computing feature area. Strictly speaking it wasn't a JagFest like the one earlier this year in Rochester, but more of a historical attraction among the modern PC-oriented event. However, many familiar faces from the first UK JagFest would be there, not to mention some of the MyAtari team.

I dug out my borrowed notebook PC to show Tyrant the last-minute slideshow presentation I received from Lars of Starcat Developments, showing his latest Jaguar game, Eerievale. A preview of the game and its soundtrack were demonstrated just a week earlier at the Euro JagFest in Germany, it would be great to show everyone over here the exclusive screens and game information. Unfortunately we weren't able to obtain permission to have the soundtrack in its current state, so we had to make do with Michael Jackson's Thriller!

By the time we finished lunch it was already getting close to mid-afternoon, though we didn't want to arrive in Birmingham too early (and neither did most of the PC exhibitors, as we later found) because nobody else would be

there, perhaps not even to let us in. The way to Malvern was a rather uneventful affair through the beautiful Cotswolds, save for a very near head-on and high-speed collision, averted only by Peter's Formula 1 driving reflexes.

Upon arrival at the Birmingham NEC at 17:00, we had a tough time trying to locate Hall 17 and ended up driving back out of the gargantuan complex and in again. Once inside, the first thing we saw was a van of a company providing the arcade cabinets for the retro section.

Behind the long partition in the loading area was the exhibition area. Shaun Bebbington of Micro Mart magazine was already there, setting up the Commodore section with Allan Bairstow of Commodore Scene magazine, together with a small group of helpers. The Sinclair/SAM corner was also taking shape. Overall it was easy to spot the retro area as it was marked out by a large overhead banner suspended from the roof, and a nice orange felt covering on the floor, something shared by the other main feature area, the Micro Mart magazine stand.



I consider myself reasonably aware of alternative retro computers but can honestly say I had no idea the SAM Coupé ever made it to market.



Peter set up his Falcon in almost no time at all and the Atari section was looking quite bare, especially compared to the incredible amount of

machines, tools and other bits the Commodore section had. I wondered how they'd manage to cram it all into the available space (later it was shown that they couldn't!). I didn't really have anything with me to show, just my six-switch 2600 which still needed its cartridge slot re-aligned. This turned out to be far easier than I thought, so I was left twiddling my thumbs wondering what to do next, as the rest of the hall was empty, and Nick Harlow of 16/32 Systems hadn't arrived yet.

Meanwhile, there was a chap loitering around the Atari section with a number of interesting items, such as a "Darth Vader" 2600 with home-brew composite video output, and a "pirate" version of the VCS that had many games built-in. It looked almost identical to Atari's classic 2600 except for the omission of Atari logos, and the name of the system was slightly changed. I found out the chap in question was Ian Gledhill, co-editor of *Retro Review*, an A5 printed magazine covering all retro platforms (and henceforth pestered him about the much delayed issue 5). From reading it, I always thought Ian was mainly an Amiga man, but he had loads of Atari stuff, including some of the new generation home-brew games released in collaboration with AtariAge. The quality of these games and their presentation is very professional indeed. *Marble Craze* was one that I always wanted to play, but we were having technical problems. My 2600 only had RF output, and nobody (yet) had a television set, we had to use Ian's modified 2600 with his Philips RGB monitor, but it wasn't playing ball.

Other members of the MyAtari team would be coming the next day. Matthew Preston was still at home and getting ready, transferring nearly all of his Atari XL/XE software onto an old laptop. It was pretty funny, he had a fear of not managing to finish this task because he kept getting side-tracked by playing all those great old Atari games! By this time Peter was going through various software he could demonstrate on his Falcon, mainly some CD-ROMs of old and well-known demos, but nothing that really stretched the power of the machine. I hadn't given much thought to it, not having

brought anything significant to show myself, but then I had an idea and asked Matthew to download New Beat's ACE Tracker and bring it with him on Sunday. Cool idea, because he was also bringing a secret weapon to make sure the Atari section would be heard as well as seen: his guitar practice amplifier! Oh yes...



***Commodore Scene had this cool kiosk style stand complete with Commodore branded monitor. From left to right: Shaun Bebbington (Micro Mart), Ian Gledhill (Retro Review) and Allan Bairstow (Commodore Scene). Come on, lads, you've got an exhibition to prepare and you're standing around playing games?!***

Nick Harlow finally arrived at 20:30, with Richard Stevens who'd brought his Milan 060 for demonstrating the elusive Papyrus X, itself only having arrived in the last 24 hours. Although Nick didn't have the cool Jaguar kiosk from the previous JagFest to match the Commodore guys, he did have four large Sony Profeel CRT video monitors for the Jaguar competitions - we quickly stacked them up into an impressive looking video wall, which later had to be cut down to two screens due to insufficient power outlets! Finally the Atari section was looking healthier. We all lent a hand to unload the last bits from Nick's van as it was getting late and we were all rather hungry. Even at this late time, there were no more than five other exhibitors present and setting up! Either we were there on the wrong day, or those other guys

were cutting it very fine.

I had hoped to find a nice curry house but none of us really knew the area (local lad Gary Taylor was not to arrive until Sunday). Peter led the convoy of starving retro computing people to our hotel, from where we'd decide what to do next. We'd all been booked at a Premier Lodge hotel many, many miles from the Birmingham NEC. I noticed there were Premier Lodge hotels on the NEC site itself, but our one was a much nicer country pub affair, rather than the concrete monoliths back at the NEC. In the end we stayed for dinner at the hotel, because it had a very warm and busy atmosphere. Everyone with a room booked got a complimentary shot of whiskey and by the end of the evening we were all well and truly fed. Those crispy mushroom thingies were simply delicious.

While everyone else went to bed, the night had just begun for me. Months earlier, I took delivery of Matthew Preston's Jaguar to do a paint job on it. Unfortunately I got bogged down with other things and only had the idea to show it at JagFest Micro within a couple of weeks of the event. It would have gone exactly to plan but a last-minute glitch required me to re-work the final coat. This meant I was up into the small hours in my hotel room with a 1,600 W paint stripper, desperately trying to heat up (without getting too close otherwise it would start melting) and accelerate the hardening of the last coat of paint! If only I had a way to suspend the Jaguar above the heater in the room, because that was quite intense, then I could have enjoyed a good night's sleep.

Nick and Richard left for the NEC very early, as Nick was understandably paranoid about leaving all his stock unattended while







the other exhibitors and unknown people started to populate the hall. Peter and I arrived shortly before opening time, skipping breakfast at the hotel.

Matthew Preston arrived early, he'd even got his dad to come along, and friend Malcolm, who worked at Texas Instruments back in the '70s, in the pioneering days of home computing. He brought a 1200XL and mint condition 800XL, all in their packaging, and his XE Game System with modified Nintendo lightgun. During the course of the day, Matthew re-arranged his stuff so many times I gave up trying to get a definitive photograph of it!

I managed to get Matthew's Jaguar into a reasonable state for display, together with MyAtari's silver Jaguar. The idea was to make Matthew's one the inverse, so it would have a blue body, white LED (a very bright one, it turned out) and the Jaguar logo painted in silver. Unfortunately all attempts to paint silver onto the much darker blue were not successful as the blue showed through, so I left it off for the "stealth" look. Yes, everybody, this is a special developers' de-bugging Jaguar! What you can't see in the photo below (and that horrible, horrible NEC lighting) is that the pearlescent blue paint shows funky hints of purple when viewed from certain angles!



Once settled into the pace of things, I fired up my PC notebook

and started showing Starcat's Eerievale presentation. Some visitors were surprised that development is still going on for the Jaguar, can you imagine what they'd make of the games still coming out for the 2600?!

Mark Branson of Cheshunt Computer Club also arrived early, with his CT60 super-Falcon tower. The Atari section was already full to bursting and he had to take residence on the next table, in the Texas Instruments corner, which had space to spare.

Mark explained some of the problems he'd had with the temperature monitoring software reporting strange values, but was very pleased now with the speed at which he can view MyAtari pages in CAB. There was a large diameter exhaust fan in the rear of the case but Mark didn't have an adapter to connect it to any of the power supply standard drive power plugs. The exhibition hall electricians had left off-cuts of bare copper wire all over the floor and that gave me an idea. I trimmed a couple of short lengths to insert between the fan's plug and a floppy drive power plug. It didn't work because I had thoughtlessly connected the red wire on the fan (+ve) to the same colour on the floppy drive plug, where red is only 5 V not the 12 V the fan requires (that'll be the yellow wire!). Well at least now we know!

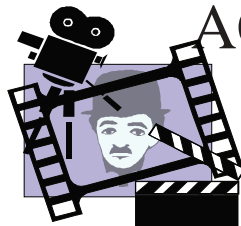
All day long, people were asking Mark about his CT60 Falcon, mainly for all the wrong reasons! In particular, one gentleman was highly impressed by the case and wanted one to build a PC server, all talk of a 68060 powered Atari inside went into one ear and came out of the other. Eventually tired of this, Mark slapped a notice on the side of the tower so people would be left in no doubt as to what was inside!



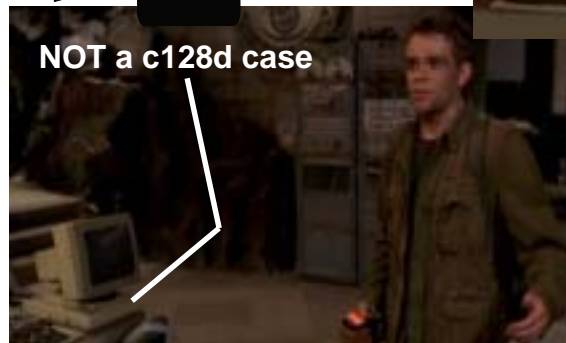
It reminded me of a conversation I had with Thomas Göttisch of Milan Computer years ago, about the then-radical appearance of the Milan II case. "If you make it look like a PC, people think it's a PC", logically enough. Right from the beginning, I've been on Mark's case (no pun intended) to remember to pay attention to the external appearance. At the moment, the priority is, quite rightly, to get the internals all working like clockwork.

*Watch out for more shows soon ..... ED*

## Lights, Camera, ACTION!



### Commodore PET



NOT a c128d case

Many rumors are about regarding just how many Commodore's made it to the latest T3 flick! The answer is just one unfortunately. Some that that the other computer pictured was a c128d casing - it isn't, its just another IBM box!

**TERMINATOR 3  
RISE OF THE MACHINES**



Interview with

## Russ Michaels

(c) 2003 Commodore Scene

*CS - Firstly, would you like to introduce yourself to Commodore Scene readers for those who might not know or remember you?*

RM - I used to run Electric Boys Entertainment Software. As far as I know I was the first and only distributor of CMD products (In the UK? - Shaun.) We also published a number of import games purchased from CP Verlag in Germany, plus all the usual odds and sods like disks, printers, computers. It was quite a workload for just one person.

*CS - What are your first memories of home computing and the C64?*

RM - Compunet. This was one of the first things I got into when I got my first c64. I think this was before I was evening coding even.

*CS - How did you learn assembly language on the C64? Did you learn 6502 on another machine first?*

RM - I dived straight in. Got myself an Expert Cartridge (they were great) and just started hacking away. I basically just had a programmers reference guide and would go through other code, such as games and what not and just learnt what everything did, what all the addresses were for etc. From there I started cracking games a bit, writing demos and intros.

*CS - What is the first game that you were involved in? I seem to remember you saying something about International Karate.*

RM - Yes. IK+ was the first bit of commercial code I ever did. I knew this guy down in Southampton, I forget his name, but he was a total tw\*t anyhow. Anyway he obviously had a contact at Activision who

had called him with this job. They needed the Loader and intro system for IK+ written in like 48 hrs. The only way I could get the code to them in time was to upload it onto compunet for them to download. But I had just been kicked off compunet because I had a version of their chat program that I had hacked and improved and added extra features to, and because I uploaded it to compunet, they got in a strop with me, and banned me. Anyway, I ended up having to borrow a mates compunet modem (the account details were built into the modem) and upload the IK+ stuff form there. I had one hell of a time getting paid by Activision and they finally sent the cheque to the tw\*t in Southampton, who took half the money for himself.

*CS - How did you get involved in the "scene", what groups were you involved with and what was your handle/nickname?*

RM - My first ever group was "Laser cracking Service", my nick was always ironfist. Since I started coding I had a thing about intros, and did loads of crack intros, cheat intros (and a tool for adding cheat screens to games). I wasn't so much into the cracking, but I did a few. Probably the best thing for me was adding extra features to games along with the crack. These were things likes more sprites on screen, adding in-game music, level maps etc.

I was also the inventor of "in game" cheats. So instead of having a cheat screen where you just choose infinite lives yes or no, I would build a little menu into the game, usually with icons down in the corner of the screen showing current status, and hitting certain keys would toggle certain cheats on and off. e.g "CTRL" toggled sprite collision on/off, "runstop" kill everything on screen.

The reason for doing this is that a) it doesn't ruin the game so much, you can just use the cheat when you get really stuck and frustrated with a certain part of the game. b) certain cheats stop you from completing a game or cause it to screw up when enabled permanently.

After Laser, there was ZENITH. We were the top group for quite a long time, a brief stint in Public Enemy, then I gave it all up. Then Laser came back again doing re-releases of old games, often with enhancements.

*CS - When and how did Electric Boys (EBES) start?*

RM - The final group I started was Electric Boys, which I then turned into a shareware biz, selling disks of demos and whatnot like Binary Zone. I then started a bit of games development and started looking into releasing some of the German software that never got seen over here (in the UK).

I did leave it rather late in the day for the c64 to start a business. Had I done it a few years before things would have been a lot different. But I think it





really happened when I came across CMD and realised their cool stuff was not available in the UK and that people had not even heard of such things as a HD or ram expansion for a C64. (Tell me about it - Shaun) What with there only being a couple of C64 mags left and the lack of suppliers of CBM stuff, I actually thought I might be able to give the C64 another boost of life by bringing all these things to the UK, giving those mags something new to write about, getting the users interested again, and making some sales in the process.

Well, all that I can say now is OOOOPS! (Well thanks Russ for the RAMLink, JiffyDOS, Walkerz, Sword of Honour and all those great RARE items anyway! - Shaun.)

*CS - When and how did you get involved with Commodore Format?*

RM - As soon as I had made deals with CP Verlag and CMD I needed some way to advertise this stuff. Obviously I couldn't afford advertising, so I made deals with Commodore Format that I would write some articles for them in exchange for a full page advert. The advert did no good at all. So I started to write reviews and features on all the CMD hardware and games that I was importing, hoping this might work better, as it was more content for the magazine as well.

*CS - What was your first release through EBES, and how well did it sell?*

RM - The first game I actually published was Heavenbound, made nice full-colour tape inlays and disk sleeves etc. I don't remember the actual figures, but I don't think much more than 100 copies were sold of any game. (It didn't. Last sales for this game was around the mid-eighties mark. You also had to cancel the colour packaging because of a lack of sales. Sad but true! - Shaun.)

*CS - What is your opinion of Commodore Format (CF)/Future Publishing?*

RM - Well it was a good magazine once, I guess they suffered the same way any magazine would when trying to support a dead computer. Lack of content and products to review just made it a joke in the end. A commercial glossy shelf magazine can't really get away with the sort of content that Commodore Scene has. This would be meaningless to any reader who hasn't been in the scene. But then C64 hasn't had any new users for quite some time, so that

is a moot point really. (Actually, the UK user-base seems to be slowly growing in numbers, right Allan?? - Shaun.) FP do lots of other good mags though :-)

(Hmmm.. Edge is glossy but often don't seem to care about the finer details of the C64. - Shaun.)

*CS - Do you subscribe to the theory that CF killed off the games market with their constant plugging of a certain "Apex Computer Productions" game? What is your opinion of Mayhem in Monsterland?*

RM - I agree they plugged that game excessively, I wondered if the editor was in bed with the Apex boys or something. but at that time was there really much



Heavenbound

else to plug? (Lions of the Universe and Heavenbound were cool! - Shaun.) I certainly wish I could have got that sort of publicity for my games. It's probably only that amount of good publicity that allow them to sell a decent number of copies to make some profit. Without that they probably would have done as bad as I did with my game sales. So good luck to 'em, they were probably the last ones to ever make any money from the Commodore. I certainly cannot believe it killed the games market or anything else. The market was already stale and users were just not interested to spend money on their old Commodores anymore, not even a game.

Personally I didn't like Mayhem, not my type of game at all, very sonic the hedgehog. But it did look nice and worked very well. I'm not too much of a games player in general, I get bored, I like to code :-)

*CS - Was there anytime that you thought things were picking up and looking better? Or did the C64 UK games scene basically die with "The Perfect Game" being released?*



Walkerz

RM - I can't say there was any point that things looked like they were improving or picking up, it was always a steady downward decline and it sometimes steadied out a bit. My credit-card balance was never cleared anyway :-)

*CS - What do you make of Protovision, CovertBitOps and other*

*current C64 supporters?*

RM - Hey it's great that people are still doing stuff like this, but I have to ask WHY? Who buys it? It's one thing to do coding for fun, write a demo or a game in your spare time as this doesn't cost you anything

except your time.

But producing hardware costs you money, and I can't see how they would be able to recover that cost now, especially as it wasn't even possible 6 years ago. (There must be some money in it even if only to break even, IE, Protovision - Shaun.)

*CS - Have you heard anything about Ironstone Partners plans for the future?*

RM - I do occasionally visit c64 sites and do a search on google to see whats new. But I really doubt anything will come of this Ironstone claim. If anything at all is ever done with the c64, it will probably just be included in the next generation of mobile phones for games, or released on pocketPC as an emulator or something. (Good guess - Shaun.) Have you seen those games consoles in a joystick recently. You can buy an Atari joystick that has 20 Atari games built into it, there is also one for intellivision. They may well do something like with with C64, but at the end of the day it has a limited entertainment factor. Kids want the latest and best 3D graphics and surround sound and special effects (That's probably why people like me are more likely to buy these devices! - Shaun.) Even though I am not especially into games, although I do own a PS2, I can't really look at an old 8bit game anymore and think it looks good.

*CS - Are you surprised at any current activities?*

RM - I can't say I have seen anything new or surprising. Although I did like the C64 emulator I was shown running on a Compaq Ipaq. At that resolution the games still look quite neat, I may have to install it myself just to entertain myself while on the train.

*CS - Is there anything you could have done differently, or was the C64 in the UK basically a sinking ship during the early-mid nineties?*

RM - If I had started EBES a few years earlier, or perhaps even just before the magazines went down the toilet, things may have been better. But it really was just a sinking ship from that point onwards, and there really is nothing that could have changed that. It's the natural progression of technology. Betamax was a great format, but who really cares?

*CS - Other than lots of money and a guaranteed income, what would persuade you to come back to the C64?*

RM - Ha! If I actually had time to do anything like

that. I am a workaholic, I own a web hosting/development company, run a community, several mailing lists, several web sites and I still do a bit of programming. I don't get much free time :-). But I do miss my old 6502 code sometimes though. I really wish I had been able to release Flashback for the C64, that would have been such an awesome game, even though I know no-one would ever pay for it, lets say I got a petition of people asking for it and I knew enough people would appreciate it and actually play it, I would probably just write it now for the hell of it.

*CS - Is there anything that you would like to say about the C64 scene during the EBES days?*

RM - It probably wouldn't be very nice :-). Remember I went bankrupt, I don't have particularly fond memories of those days. To be honest I just didn't get it. I can understand not too many people being able to fork out for CMD hardware, I couldn't even afford a lot of it myself. But buying new games here and there was within peoples budgets, surely? (I seem to remember that not even Cash Man compilation for just a couple of quid not selling! Why?? - Shaun.)

*CS - Would you like to say anything to the Commodore Scene readers?*

RM - The other thing that bemuses me still to this day, is that all those people that do own CMD hardware, and there are a lot of them, don't even bother making use of it (Hmm, Wheels, MP3, WINGS, Freescape games etc... - Shaun.) Where is all the software written to make use of RAMLINK, superCPU, or even nice big multiloop programs that run from a 3.5 floppy. It just seems like such a waste. OK I

realise the c64 scene don't spend money anymore, but surely at least those people with ramlinks would fork out a bit of cash for software that supports this bit of hardware they spent so much money on. All these clever programmers should stop wasting their time on demos and write something useful. (VERY good advice. Do you agree Allan? - Shaun)

*Many thanks Russ. EBES had a great potential that was just never realised. Perhaps the tide is slowly turning with Ironstone and others jumping on the*

*C64/retro bandwagon. Who knows what the future will hold? It looks like ex-programmers will take a lot of persuading to return.*

Shaun Bebbington

### One Filers

**C64** - Cool classic machine, kicks the ass of just about anything else.

**C128** - the business model.

**CMD** - they rock.

**1980's** - glamrock, hair spray, loud music

**1990's** - memory erased

**Now** - out of memory error!!! Too much to learn, not enough hours in the day

**Microsoft** - the corporate machine, they will take over the world.

**Windows** - can't live with it, can't live without it.

**GEOS** - windows little brother, awww.....

**Commodore Format** - toilet paper.

**Commodore Scene** - it's like the queen mum. Just keeps on going :-)



# ONE Vision "protovision"

You know the feeling you suddenly find yourself flushed with cash! You need to get rid of this evil cash as soon as possible. The reason for relieving yourself of this evil is the fear of it burning a hole through your pocket. Or the money may even fall from your wallet down your leg and into a drain never to be seen again, why trouble yourself with such a burden of pure evil.

The cure to this problem is easy just visit the "protovision website" <http://www.protovision-online.de> then relieving yourself of the burden of money and all its evils just click on the link to the online store, and then after all money has gone you are free from all stress and cares.

The Protovision web site is available in both German and English versions being the latter nationality and having no German skills this

the project and a link to download the operating system.

Next is a link to the Metal dust super cpu game, although this is not finished yet they will accept pre orders, on this links you can find out further information about the game and in game music with information to the band behind the music.

Next we find a link to an assembler application, with a chance to download it, not knowing anything about assembler I will leave this for you to discover.

The next picture is a link to protovision retailed hardware like the four-player adaptor and the IDE 64 project; some brief information on all the hardware is given on this page as well as pictures of the hardware and a link to ORDER the items on line.

Online ordering

I took the plunge and clicked to go to the online shop, shipping is free within Europe so I just need to decide which items I like and order. The actual ordering process is painless just a case of clicking on a buy now icon.

Next I received a thank you for your purchase email with confirmation of my order. I decided to email the protovision staff to ask about payment methods because this wasn't clearly stated on the website. Within days I received a reply that protovision can only accept cash or bank transfer. I decided to contact my bank and arrange for the transfer of money to a Germany bank, and my bank decided to charge me £20 for the privilege of transferring the cash! So I am now in the process of looking for a new bank.

The email correspondence was very quick and curious, and within days I received my goods nicely packed with a hand written thank you note. So what! Well just think for a minute and then count how many shops you have visited that have :

- 1/ Said thank you and meant it
- 2/ Write out thank you note by hand
- 3/ Reply to email
- 4/ Sell Commodore 64 goods ☺

This is a superb company and I suggest you support their efforts with your hard earned cash. I can't complement these guys enough both for their games and commitment to the commodore 64. I will be visiting this store on a regular basis, my only criticism it the lack of pay pal or credit card transaction.

I devised this application formula to help you

Spare cash=yes  
Goto protovision store  
Spend cash  
END

Reviewer Nigel parker  
Copyright Commodore Scene 2003  
Email [Nigelp2k@yahoo.co.uk](mailto:Nigelp2k@yahoo.co.uk)



proved very useful to me. The site seems to be set out for viewing in very high resolution, with text links down the page bottom, also clicking on the images will take you to various parts of the site just like the text links.

The main site has six images, these images relate to:

The wings project for the Commodore 64 with information on

Next along is the Entertainment link this takes you to some of protovisions games split into three categories freeware middle ware and full priced games. Yes the freeware games are downloadable for free!

The next Icon link is to a magazine link this lists magazine that Protovision can sell you, of course amongst them is Commodore Scene.

## RETRO WARS

Make no mistake, Retro Wars was a real labour of love. This and UNIQUE are the best games I've done with SEUCK so far !!!

Like UNIQUE, I had a plan of what I wanted, but when I began I knew I would have to push myself and SEUCK to new limits... Its no secret for those that know me that I always admired CHRIS BUTLER from when I first saw his games, he always did some fine arcade conversions. While creating my sixth game I had an idea about doing the game 'PONG' within SEUCK - If this worked then I'd do some other levels with other games I told myself. So I spent 30 minutes knocking up a single static screen with all the bits of the original game 'PONG' and it worked ! I finished UNIQEST a couple or so months later and then went back to this. Talk about doing things back to front !

Anyway I'd got the main sprite and one level static screen, I decided to add authenticity and set about having the PONG 'bats' and 'ball' move as they would within the original game. This took a while, the hardest part was the movement of the ball on the 'PONG' screen, if you've played UNIQUE you notice it's a similar technique to the pool balls bouncing / moving round the pool tables on the first level. Hmmm, what to do next ? Well seen as how I wanted to do an arcade games tribute (do you see the connection with CHRIS BUTLER now ?) it made sense to have the game levels ascending up through the relevant years. PONG to the best of my knowledge is 1974 so the next one to follow I thought would be 1978's release - SPACE INVADERS. I decided to link the two levels with a 'bonus level' which was quickly knocked up but looks quite nice ! I'm not telling you what it is, you'll have to play the game for yourself to see ! Nothing stunning about the Space Invader level, I basically drew a few waves of stationery aliens in the character set and had the moving alien and player ship as sprites. The clever thing I did do is, if you try to shoot the bases which you hid behind in the original your bullets stop on impact - try it yourself ! I've overlaid green sprites on the bases so when you shoot them they absorb your shots, clever! You can also hear the 'DUH', 'DUH' sound this is done with an invisible enemy sprite firing invisible bullets - An easy but great trick, it actually took quite a while to get just right though. I would have loved to have the Invaders moving like in the original arcade game but it just wasn't practical. I nearly compromised and had thought about putting the status panel in with a few invaders drawn as sprites so I could move them but it kinda' works o.k. so I'm happy. After another bonus round (once again you'll have to play the game to see what I've done) you encounter a level I'm proud of - ASTEROIDS.

This was a problem for me in several ways, I initially intended to do the rocks from the background blocks, this was quickly abandoned due to the limited nature of movement. If you recall ASTEROIDS has 'ASTEROIDS' that move in one of 8 possible ways, anything you draw in the character set of SEUCK can only be moved down the screen when it scrolls or be stationery. Neither of these methods would have been any good to me, hence I drew them as sprites. My next problem was destroying the asteroids, in the arcade version they split up when destroyed, once again this proved impossible with SEUCK so I tried to create a death sequence that would seem relevant. I also drew the main player ship from the original too and animated through 8 frames. I was going to have it sit there on screen rotating and spitting bullets out, but that wouldnt have been faithful to the original game - See the trouble I go to, to do these games for you folks !!! Actually creating the ASTEROIDS LEVEL took a little over half an hour positioning and moving everything, I had to make sure that nothing crossed paths with anything else and that everything had different movements. I created 3 different asteroids from the 1 sprite - so they all look the same but all move at different speeds and require different shots to kill (fastest take 1 bullet to die, slowest take 3 bullets to die !).

After this comes a bonus level, this was quite a late addition to the game and caused a lot of problems. I based this bonus bit on the game SNAKE (There's a two player version on the game ARCADE CLASSICS). I took some artistic liberties with the graphics, they actually look more like the graphics in the game 'NIBBLLY 92' but hey its my game so I can do what I want O.K. ? Moving the 'Snakes' was not an easy task - I decided to make each snake 3 sprites big, every sprite had to be moved and positioned independently. I worked out the snake movements roughly beforehand on paper ! I then had to move the 'snakes' according to those coordinates. I must admit I put coloured blocks at certain points on the screen to help me line up where the snake needed to go. Once everything was done and smooth (ish) I deleted the blocks leaving a blank screen. I then decided I wasn't happy and re-installed the blocks and added a sprite to every snake making the 'Snakes' 4 sprites big. Then I deleted the blocks again ! But still something was missing - the original 'SNAKE' game has bonuses that appear randomly, if you run your snake through them according to the



number present on the box you get a relevant bonus. I knocked up a big box with a number in the sprite editor and used this to make copies so I had the full set of numbers from 1 to 9.

There's also a special explosion effect I made for this one sprite - collect it and see... PAC MAN level was a pain in the behind to do - We've discussed in the Arcade Special about the conversion problems with PAC MAN (screen dimensions basically). After several attempts I struggled to come up with a decent maze that 1. looked like the original PAC MAN design & shape and 2. Did'nt take up too much room in the background block editor. I managed to get all the ghosts on screen with individual movement patterns and old PAC MAN himself (try shooting him, you get a nice surprise !). I also got the 'ready' message that appeared on the original and there's a bonus fruit that appears for a brief time if you can get to it ! It took a long time to get the movement of all the sprites on this level right - I dread to think how long it would have taken someone to do all this from scratch and I was using SEUCK ! Next you get the classic game DEFENDER, This wasn't too hard to do, I worked from screenshots again. I did actually load up the original to try and get a feel for the shooting noises of the aliens. I almost forgot the radar scope (top of the screen) present in the original - I've also included mini versions of the aliens that move in that part - try and spot 'em folks, they were a pig to move !! I always find the end sequence on SEUCK games a swine to do - trying to do something different and not take up so much space is so difficult. I decided to do a little homage to the 'good old days' again anyone who remembers when 24 hour did'nt exist will 'get' the ending, then you get another part done with blocky graphics in a Jeff Minter style and finally a little message awaits you in the third and final part of the end sequence - ENJOY !

## Techie Trivia

My seventh SEUCK game just in case you folks aren't sure !

Right from the beginning I decided to do a 'Time and Motion' study (!) to see how long the game would take to complete. I can officially reveal here that it took me 15 hours and 30 minutes to do the game - strange but true ! At the beginning when planning the game I'd decided to have two players - One was going to be 'Jonny Joystick' and the other was going to be 'Paula Paddle', each shaped according to there name. When I came to drawing the game graphics I decided drawing a paddle would look silly and might not fit in with the game. I drew an ATARI 2600 joystick (its a rubber, sort of stubby looking joystick !) and thought it looked pretty good.

As the game progressed I realised it would be better for technical reasons to just have one player due to sprite restrictions. I still would have liked to get more sprites onscreen in certain parts but I've had to work within the restrictions of SEUCK and I'm pleased with the end result !

I wasn't going to have enhancements in this game, but decided very near completion the game would benefit from a bit of extra 'spit and polish'. Although I finished this After 'UNIQUEST' ANDREW FISHER and RICHARD BAYLISS have finished the additional presentation for this game first ! In there defence UNIQUEST is going to take a LOT more work than this did to improve, its a different sort of game though... One unfortunate 'side effect' of adding a title screen is the in-game status panel becomes inverted, you will have seen this in the previous coverdisk game 'Zyntax III' which RICHARD BAYLISS also did the intro and music for. There is a simple way to get round the inverted score routine problem - Invert the numbers for the score beforehand, this will cause a reverse action when the game is enhanced !!! Thanks to Andrew Fisher for that tip - You'll see it in UNIQUEST !!! Anyway as regards the intro, You get a 'fake' NOVA LOAD for all you C64 veterans out there who remember the 'Good old days'. Allan's gonna' be well pleased now - I actually used the COMMODORE SCENE ARCADE SPECIAL for most of the required screenshots. I did have to ask Craig Lightowler (the guy who drew the STAR WARS 'COMMODORE ZONE mag-cover) for a picture of a large Space Invader - Thanks Craig !!!

I am seriously considering a sequel to this - There's so many ideas / game levels I could put in a second game. I should also mention that I had intended to have bonus points for the player collect, I actually drew some sprites in the sprite editor but could'nt fit them in the final game cos' there was no room left in the 'Object Editor' in SEUCK ! I'll try to reuse them for a future project... Fingers crossed ALLAN will bob this on the coverdisk for you nice Commodore 64 owners. If so, I do not ask much, just this one thing -

YOUR FEEDBACK ABOUT THIS GAME - What did you like about it ? What would you like to see in a Sequel ? Is there any improvements you'd like to see put in the Sequel ? I have to say this was an interesting project for me and very experimental, it's worked out very well though as you'll see when you play it. I'm surprised no one has done anything like this with SEUCK before - it was such an obvious and simple idea. Consider this a gift from Myself, Andrew Fisher and of course the marvellous RICHARD BAYLISS for all the Commodore 64 Community !!!

# Commodore Scene Cover Disk #99

Compiled by Richard Bayliss

This issue we bring you yet another Christmas turkey, stuffed with loads of software, mainly old, and a few new :). This disk features a balanced Christmas diet, known as games, demos, utilities and music. Sadly this will be the last cover disk I compile in 2003. But what about 2004? Well, if Commodore Scene carries on throughout 2004, then yes. I be happy to continue the support for the Commodore Scene cover disk.

Anyway, before you get started. Be sure to load the disk menu as usual. 1581 users can select which menu they like to listen to. 1541 users also have the two tunes, one on side 1 menu and the other on side 2 menu. Anyway, let us see what is in store for you this issue. We start with:



**Washout**

(C)The New Dimension 2003

This is a simple game, where you have to control Poppy to safety from those falling boulders. There is one problem that awaits you though. You cannot reach the top of the water surface, unless you collect enough gems. So using a Joystick in port #2, carefully move Poppy's boat left and right, collecting the randomly falling gems, dodging those falling boulders that come towards you.

Once you have collected enough gems, the current of the water rises, therefore you come closer and closer to the surface. Dodge those falling boulders and also avoid colliding into those bricks.

The game is over if you lose all your health, due to those deadly rocks. If you bump into a wall or block, you will fall out your boat and yet again game is over. If time runs out, you will also lose the game. Take great care.

**Collapsar**

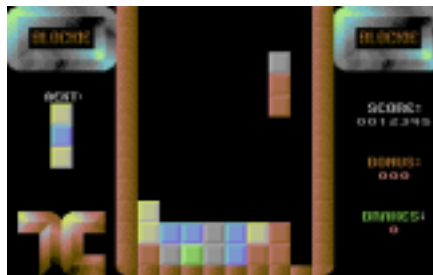
(C)1988 Quantum Logic Systems



Fasten your seatbelt and plug a joystick into port 2, because you're in for a bumpy ride. Well, almost. In this 'Uridium' style blaster, your mission is to fly through all the time zones, zapping all those deadly enemies that approach you. Although those enemies cannot harm, it does not mean that your spaceship is indestructible. This is because if you bump into a wall or anything deadly, you lose a ship.

After enough aliens have been zapped, you will take a journey through the galaxy warp. A sort of bonus round, where you have to dodge aliens. If you collide, you lose the bonus round.

The next stage is the space corridor. If you fly through the corridor watch where you're going. Don't bump into the background, else you lose that bonus round, and also a life. After losing a life or completing a round, you move on to the next level.



**Blockie**

(C)Public Domain Software

This is an unfinished columns clone, which I found on an old PD disk called "Action Games" from Megatronix PD. The idea of this game is to move your falling blocks and place them on to the playing board. You can use the firebutton to rotate those falling blocks and pull down to drop them. Place your blocks in different positions on the board, matching three colours in a row.

Warning, when playing Blockie, the game does not end. If you get yourself into a tight spot, press spacebar to restart the game and you're ready to play again :)



**Antifriction**

(C)Public Domain Software

Is this a demo, or is it really a game? This would be hard to identify, and it is superb. This was released on Megatronix PD library disk 'PD Games Mix #7'. And what a game/demo this one really is.

Using a joystick in port 2. Fly through the space city, attacking all those aliens that approach the city. The only problem is that you have to avoid contact with them, so dodge any aliens that get in your way, if you cannot blast them that is. Once you blast all the aliens on each stage, a power-up box will appear. All you need to do there is go shoot it and collect a power up.

**Aefro**

(C)1991 by Noice

This is a smart digitized demo, which I had to dig out an put on to this issue's cover disk. You are first presented with a 'Noice' intro. Simply press the spacebar and you'll move on to the demo itself, after a short decrunch. Turn up the volume loud and listen to the sampled voices. Oh, and watch the demo :)

**Give A Try 3**

(C) 1998 by Crest

Here we have a smart single-file old-school demo from Crossbow/Crest. This demo features a nice interlaced picture, moving and also a simple scroll-text. If that is not enough, then check out the music by Drax/Vibrants. A nice demo, bringing memories back to the C64 era.



**Twirled Minds**

(C)2003 Laze Ristoski

This is a demo, which entered the 2003 programming compo. You are presented with a yellow split screen, fading to black, then you get a cool effect. Watch how the effect is timed by the music by Tracker :)

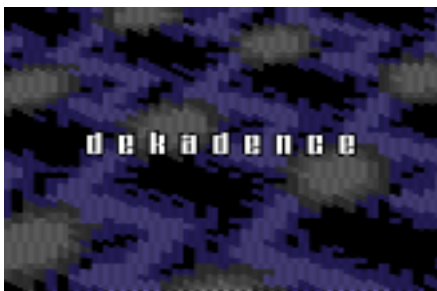




**Amebas Preview**  
(C)2003 by Dosoo/Herring Line

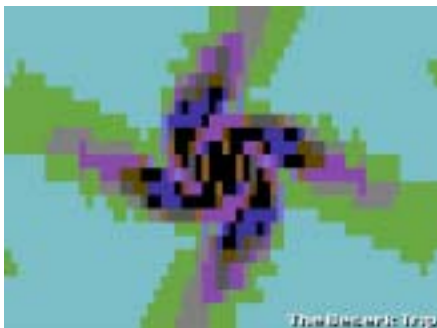
If you like worms on the PC, you might be interested to hear that Dosoo/Herring Line is currently working on a new game production called 'Amebas'. This is a playable preview featuring some of the work that has been done so far.

Select how many players to play this game from the options screen. Using a joystick in port 2, guide your Ameba (moving left & right), and then using, up & down aim your target the direction you wish to chuck the cross. Once you have selected the direction, hold fire and let go when you think the speed is fast enough. Knock your opponents out and enjoy this preview.



**Pikku-G-Force**  
(C)2003 Dekadence

This demo was written this year. As the demo scene gets quiet. We still get new demos coming out of old disks. This demo features some really nice effects, and some more techno music. Blow your C64 with amazing effects :)



**The Beserk Trip**  
(C)1994 Wrath Designs

This is a demo, which consist of colour blending and weird effects. All done by the talents of Ed/Wrath designs. This demo features some thumping techno music, also done by Ed. Load and watch.



**Globber**  
(C)1992 Crest

Crest done another old demo. Globber is a simple scroll demo with a spinning planet. Select the music you want and then watch the demo :)

**Extreme Demo Maker V1.0**  
(C)2003 The New Dimension



Fancy a go at making your own demo? Do you not have any programming knowledge? Got the right tools (1x2 font editor, sprite editor, music editor, Koalapaint, etc?) then this is the perfect tool for you.

EDS is a single-file utility that allows you to create your own classic-style demos, and gives you the ability to edit various routines. For example, you can edit your own scroll-text, colours, and sprite movements. Full instructions included with the program (see separated docs file). This program is exclusive to Commodore Scene magazine. It is not on my website.

**Sun Fli Shower**  
(C)199x Sunrise



This utility is also a demo maker, but this one can deal with FLI pictures. Show your FLI, edit the wobble effect your sprites, add some music, write a scroll-text and then pack save the

finished demo. There's a help section in the main program, for those who have any difficulties using this program.

**FLI Editor V2.2**  
(C)1990 Blackmail

Want some FLI pictures to use Sun FLI Shower? Well, how about drawing something :) FLI Editor V2.2 can do exactly that. Draw your own FLI images, using a joystick. A FLI pic only uses pixelling, so if you mix enough pixels like FLI artists of today, you'll amaze your friends :)

**Trident's Music Collection**  
(C)1996 Active

This is a nice collection of tunes composed by Trident/Active. From the menu, select the song, which you wish to play and then jump around the room, grooving to the beats :)

**Musical Expertise**  
(C)1990 Silicon Limited

You have a selection of ten different tunes, which were composed by Harlequin of Silicon Limited. All songs were composed using the Voicetracker. Listen to the music, and enjoy :)

*Please note. Some programs, for example, demos, on this disk may consist of some harsh language. This is mainly because the demo scene usually express their words using this sort of language. Commodore Scene, nor I will be held responsible for any harsh language or content used on the cover disk. Many thanks.*

Finally if you have anything you would like to add to a future Commodore Scene cover disk, then please email your submission to [tnd64@ukonline.co.uk](mailto:tnd64@ukonline.co.uk) as a .D64 image, or post your disks to Allan Birstow to pass to me.

Enjoy this issue's cover disk :)

Richard

Okay, so the front cover is not real - yet. That doesn't mean it couldn't be reality soon though. Those of you who attended the recent Micro Mart Retro Area would have been treated to a preview of this project and some of the current advances in programming that will allow this to become a reality.

Our ideas for DOOM64 will mark a new standard in C64 gaming, surpassing almost everything that has been possible to date.

### What do we want ?

My goal for 2004 is to have a Doom game running on the c64 and I intend to kick start some of those demo coders to do something truly unique with their vast amount of programming talent. To do this I am going to offer hard cash, as much of it as we can muster!



### What do you have to do ?

Programmers can contact Commodore Scene to express their desire to get involved. Basically, a PayPal account has already been set up, and this will form your eventual payment. You will need to supply me with a full working copy one level (must be as close to the original as possible) in order to start the ball rolling. Once we know you are serious, work can then begin, and agreements made.

### Whats the catch ?

Unfortunately, we do not have the original Doom for the PC yet but it is on it's way, however, I do have a version for the Atari Jaguar and I will be using this as a basis for comparison. You will have to utilise some specific hardware and meet some basic game criteria, and you must aim to be a faithful to the original (PC) DOOM as possible. The Jaguar version, for instance, contains 24 levels, so try to aim for at least 16 levels as a guide.

### What hardware will be required as a minimum ?

- \* Mouse and keyboard control (joystick can be an option)
- \* SuperCPU
- \* SuperRAM/REU option



The CS

D O O M

P r o j e c t

2 0 0 4

\* Compatibility with all popular drives where appropriate (ie, 1541 disks may not have sufficient storage space).

\* Large storage devices (RAMLink, CMD HD or IDE64, etc).

### What is the programing criteria ?

The first stage of the development would be to recreate the first level of the original (PC) DOOM as close as possible. I will be very strict about the finished product and no money will be handed out until I am satisfied, as described above.

Once programming is underway it might be worthwhile to remember the following points :

\* NTSC compatibility would be beneficial but not a necessity for the first version.

\* The original (PC) DOOM is able to increase/change levels with the option of installing different .WAD files. This would be a great option for the Commodore version too. It would also make it easier to create a follow up version (DOOM2).

\* Interlace those graphics - lets get some real colour and defenition on the screen !!



## 64k VDC GLORY



Extra money will be made available if you can utilise the c128's extra graphic capabilities. If you take a look at the 'Risen From Oblivion' demo by Crest to see what can be achieved - it is truly superb. Pop along to <http://www.demodungeon.com/dungeon.htm> to download your copy.

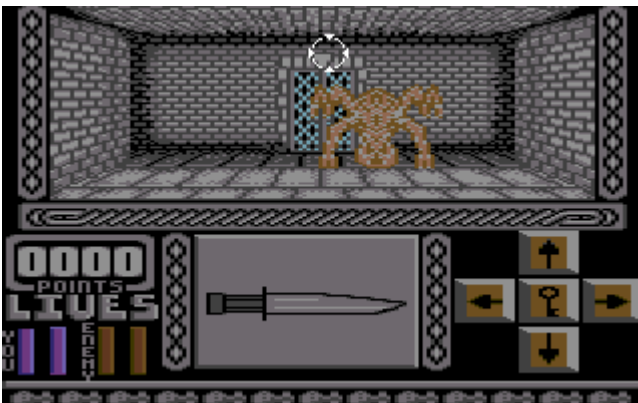
Any other hardware that may be added (but not essential) ?

- \* The Protovision 4-player adaptor
- \* Stereo-SID option, ie, from CMD, for the IDE64 or the StereoINSid soon to be available from Protovision
- \* A 64kVDC option or version for the C128 + SCPU (see the box on the right).
- \* Networking capability.
- \* What ever you fancy!

What makes the original DOOM so great ?

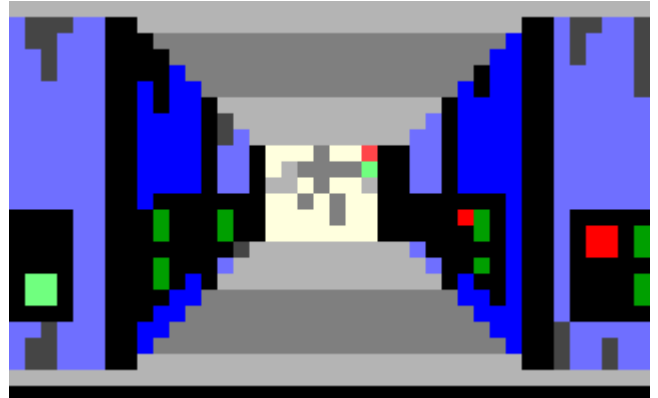
- \* Eerie music
- \* Minimal but effective sound effects
- \* Fast action
- \* Good environments
- \* Slightly claustrophobic
- \* Simplistic gameplay
- \* Practically no rules

What have we got on the c64 so far ?



Doom P-1 (Above) - Due to its very 'static in play' (ie: the screens don't move and you just jump from one screen to the next) method it is not really a contender here and I don't believe it ever got passed the advanced demo stage.

Nether (Alpha 0.9 - below) - One the best so far and is currently still underdevelopment by Cameron Kaiser. Unfortunately, because it runs on a stock c64 only, the graphical redraw is slow and the 'action' is lost somewhat.



Mood/Mood3 (below) - These have to be the best versions in existanceso far for the Commodore. It has many good features such as - fast moving colourfull graphics, 3 different guns (the shotgun actually 'cocks' and there's even a 'mini gun'), some sound effects. Like most stock c64 games though, the graphics are limited to simple maze type environments but having said that, the movement is incremental, that means you can turn through degrees of movement and not just 'left', 'right', etc.

I am unsure if this is still underdevelopment as the web site has not been updated for some time however, there is a sneak pek at some new 'snow' levels and the uprated firepower of plasma gun & rocket launcher,



see the picture below. This is a very good version considering the limitations of the stock Commodore machine, now if we could interlace those graphics, add a few backgrounds and SuperCPU support .....



3D Construction Kit (below) - Allows you to create your own freespace environment. Although compatible with the SCPU, it will be far too limited to re-create Doom faithfully. A whole new 3D engine will be needed for the SuperCPU and perhaps it will include some sort of generic coding 'add-ons' to allow new levels to be added later.



Baccy's Nightmare (no screenshot) - A very good but limited demo. However, it does use the 2mhz increased speed when used on a c128. It is also IDE64 compatible.

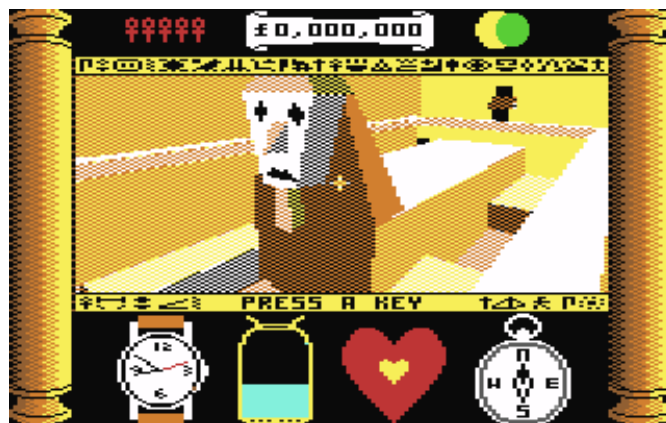
Encounter (top of next page) - To see this level of graphic capability on a stock c64 in 1984 was simply



outstanding - we are now 20 years down the line - surely we can astound people again ?



Stellar 7 (above) - Lined-vector graphics. A fun game, but very eighties ! It does however show complex shapes moving around smoothly (well, with an accelerator upgrade anyway !) - now if they were filled in vector graphics .....



Freespace (Pictured above, below and on the next page) - Very complex shapes and has a very nice 3D engine. Some of the later Freespace games are truly





superb with a SCPU attached, you can even rotate the screen off the horizontal !! Many Freespace were made and are now regarded as Commodore classics by many people. The only limitation is that the screen playing area is restricted in size.

\* **Pre-ordering** : Send £25 for the game (estimated top price). If the game is never finished, you will be refunded.

\* **Deposit** : A deposit (anything below £25) will allow you to part pay for the game in advance.

**The CSDOOM64 wish list.**

I know that there are some superb DOOM type ventures underway (Nether, Mood and Doom64) but they are using the stock c64 as a base for programming and the simple truth is that this limits what can be achieved with today's c64's. I have seen what can be done with the IDE64 and SCPU, etc with standard programs and demos and it is simply outstanding. No longer are we tied to a few measly K of memory for data, gameplay and graphics/sound but we have unlimited storage capacity (but we'll limit ourselves to 16MB - a la SCPU, RAMLink or IDE64 for simplicity).



\* Donations of items that you no longer need. These will be sold on eBay, and the money will be paid into the CSDOOM64 PayPal account.

\* A demo version will be available for just £5. This will be free to all CS subscribers or on all orders of hardware items.

\* The game will need play-testers, although you will have to at least pre-order to become involved here.

\* You can tell all of your friends, work colleagues, etc. about Commodore Scene, the C64 and this great project !

Although we have a huge 16mb to play with I am not suggesting for a minute that we could possibly use all this for each level. A more optimistic idea would be to utilise a RAMCard loading system and have all the data on the SCPU ready for instant use. This, I hope, would mean much smoother gameplay with higher definition graphics than a stock c64 could handle. As I am not a programmer then I would have to bow down to the knowledge of the programmers doing the coding to let me know if this is even possible at all.



**The final product & cost ?**

Eventually, I would like to supply a fully finished game for around £15-25 (still to be decided). As well as paying the programmer for the finished game, a fee will need to be paid for each copy sold. It will be in a box, on disk, (disk only, not tape), a manual will be included and it will also may have a keyboard overlay. I want this to be a superb software title for the c64 in 2004/5 and, perhaps, the last of its kind.

All boxes will be numbered (from 00011 onwards) and issued out on a first come first served basis. Additional to this, there will be ten 'gold edition' packs for those ten people who have donated the most

**I'm not a programmer. Can I get involved?**

Yes, Commodore Scene has set up a PayPal account ([csdoom64@btopenworld.com](mailto:csdoom64@btopenworld.com)), and donations can therefore be accepted that way, you can send cash if you wish and I will enter it into the PayPal account for you.

You can therefore help out by any of the following methods :

\* **Donations** : Any spare cash you may have will be gratefully accepted. Any donation above £25 will be considered a pre-order.



to the project when it is considered complete.

**Gold edition features :**

- \* Numbered from 00001 ~ 00010
- \* Gold packaging ~ tastefully done ;-)
- \* Signed by the programmer(s)
- \* Special certificate
- \* Further details will be confirmed later

You can keep track of the 'top ten' on the web page.

All items will be printed in colour where possible.

**Update**

There already seems to be several interested parties to this project, so if you are a programmer with a SuperCPU, and you think you can recreate Doom (PC) faithfully, then please get in touch either via email ([commodorescene@btopenworld.com](mailto:commodorescene@btopenworld.com)) or phone (UK 0113 2861573). A full update will appear in the next issue of Commodore Scene.

### Pre-Orders, Donations & Updates

On the CS website there is a dedicated page for updates and current status on the cash available for this project.

**PayPal**: Do not use my normal PayPal account as I don't want the cash getting mixed up! There is a unique account for this project - [csdoom64@btopenworld.com](mailto:csdoom64@btopenworld.com)

Paying by credit card via PayPal will incur a 3.4% + 20p charge (ie: a donation of £150 will actually put £144.70 into the fund, the rest is lost to PayPal).

Direct PayPal account transfers are done free of charge.

We are also accepting donations of items for sale through eBay, you can donate items directly for sale to me or you can sell them yourself and donate the proceeds to the account. To go along with this, there will be a 'whos donated' list where those people who donate cash amounts will be listed in order of their contribution amount (the amount won't be shown though for obvious reasons).

Lets hope this is the start of something great for our Commodore's in 2004.

**Allan Bairstow, Shaun Bebbington  
and other sources**

Although the original source code is believed to now be free in the public domain. I am still in talks with DOOM's licensee about the legalities of using the genuine DOOM name, DOOM logo, DOOM artwork, etc. I certainly don't want to get a slap on the wrist. I hope they will take this conversion seriously enough to allow us the use of their original products.

Even if this is refused (I don't think it will be), there is always the option of calling it something else ;-)



Shaun's "Bit".

Finally we have a game on the verge of release that specifically requires a SuperCPU, and Allan sets a challenge to create another! How good is that?

I have expressed my views in the past regarding the current UK-C64 "Scene". For instance, I heard at the last BIT Live that certain people (mentioning no names) are getting bored with the C64. Well, guess what? These are the same sort of people who either don't want to upgrade their C64's, or simply haven't bothered. I therefore wasn't surprised to hear such comments. I mean, years of loading from the sluggish 1541, even I would be bored by now.

Luckily, I have virtually instant access from my RAMLink and IDE64, as well as those old freespace games, which used to "send you the screen updates through the post", have more than a new lease of life thanks to the SuperCPU! You can imagine my excitement of the prospect of Doom gracing the 64. Best of all, those people who are "bored" can only watch as they see something that is not possible on their system. That is, of course, providing that someone will rise to the challenge.

One other thing that has got me thinking; if Doom can be recreated faithfully, and the project turns out to be a success, would it not be possible to set another programming challenge, and once again raise the standard? I've played several driving games that are compatible with the C64+SCPU, which has improved, faster and smoother scrolling. I completed the original Out Run, for instance, with something like 5 minutes remaining on the timer, and I hadn't even used the hi gear as this made the game completely unplayable, as I don't have Jedi reflexes. Perhaps a Rally-style challenge for 2005/06. Hmm... Something close to "Sega Rally Championship", or am I dreaming?