

JAM-PACKED FROM COVER TO COVER WITH C64 INFO

100%
C64
INFO

COMMODORE

If you've got a C64 then get this **FORMAT**

ISSUE 54 • £3.95 • MARCH 1995

BARGAIN HUNTER

Hit the trail and track down those sub-price C64 deals...



When you buy this computer then the magazine is your choice to be able to read this & you can also choose to get the complete set of your favourite C64 magazines!

Tap to disk SMART!
Time to go!

PLUS!
£75 worth of C64 software must be won!

LET'S GET TECHNICAL

Discover how ROMs and the Action Replay Cartridge could change your life... probably.

future
MAGAZINES

Your guarantee of value





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Open sessions on bargains is here! We tell you where to go for the best deals, and how to make sure that

second-hand doesn't mean sub-standard. This feature could seriously improve your bank balance.

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We have over 170 results of games to give away!



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Like Christmas to the stars, five games guide before the remaining night of Andy Roberts.

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Spaghetti Western Simulator

Strangely devoid of female leads, but bursting with bandits. And this town ain't big enough for any of 'em.



Antifricion

Shoot 'em up action with a difference - the further you get, the less you score. But who cares when you've got a vast range of ship-blasting weapons at your disposal? Not us, really, that's for sure.

Amorphous Demo

Forget the rainforest - save the world! It's in a deadly maze.



Overload

The game with a critical mass. Explosive puzzle action in a fight for complete domination.



your research techniques (there are console games a whole lot better than yours, Mr. videogame). Rise by, though.

4. They don't.

5. I told you so. You, your very self, the *PlayStation*. Didn't you realize that when you asked question 4? **TMB**



WHERE, WHERE, WHERE?

Dear Brian,
I live in Texas. What is the nearest shop to me that sells CD-i games?
Andy Fellers, Texas

I am getting more and more letters like this, so I have combined the latest *CD-i* to run a feature listing as many CD-i software retailers as possible. But we need your help. If you know of a shop, or indeed work in one, that sells CD-i software, please get in touch with us at the usual CD-i address, printed in the CD-i Magazine 500-505. Help us to help other readers. You know it makes sense. **TMB**

ONE IN A MILLION

Dear Mighty Brian,
1. What has happened to the problem page?
2. How about

**PS
OF THE
MONTH**

PS if you print this letter home I will be in a fix with my other brother, Keith Smith. Care?

Well, you're going to have to expect it and straighten yourselves whether you receive this month. **TMB**

putting some more *PlayStation 2* games on the cover of *TM*, go on.

2. Jacobs, Bellinger

3. Oh, if you're referring to *SOE*, have no fear. It will, in fact, be on a regular basis. The crew is planning another *StarCraft* special issue which will include a heap of *SOE* notes. But you know what they say about the best set of pants of men and men... and that Andy Roberts is both.

4. Good god. Another *PlayStation*. The last dual has doubted. **TMB**

LEADERS OF THE PACK

- Dear Sir **TMB**,
1. Why don't you put a football management game on the Power Pack as I love football management stuff?
 2. The new leading system is smart, but rather the leading stick in the bottom corner.
 3. How many people work on *CP*?
 4. How are my top-five and bottom-five games that have been on the Power Pack?

Top:

1. *Magnum Demos*
2. *Demons*
3. *Hammerhead*
4. *(X) Puff*
5. *SublimeAge*

Bottom:

1. *Stop the Stop*
2. *PlayStation 2*
3. *Proddy Harder*
4. *Merganser*
5. *Storvey*

Most of the best 10 Power Packs have been excellent. My favourite utility is *Hammerhead* which I used to write this letter.

David Frawley, Jamaica

1. Actually, there has been a mounting number of requests for football management sites on the magazine, so if one does appear on a Power Pack soon, a list of the quality names will be available on request.

2. Ah, well, go... sorry about this, but the book *CD-i* will be making a comeback... it's by popular demand. **Honest.**

ODE TO A CD-I

Dear Francesco Modugno Brando,

Time I have taken,
To write, for you,
The tale of a boy,
With a tag he got new,
For birthday, a present,
When he was but nine,
Yet also was to last him,
A very long time.

She gave him each passion,
For life every day,
She was a much loved,
Who would always stay,
The things she could do,
Filled him with awe,
As he loved her new toy,
His CD-i.

At this point in time,
Games were substantial,
Magazines scarce,
Like *CD International*,
But he chosen to have brought,
To his journal,
A magazine called,
Commodore Format.

It was quite brilliant,
A gemstone jewel,
All other magazines,
Became obsolete,
Good things seemed to last,
Years and years past,
Computer and boy,
Were growing up fast.

But many moons later,
A cloud and a comet,

Bigger and better things,
Had now begun,
The things they could do,
Were beyond one's dreams,
Better than night-time,
They had dreamed.

Slowly the *Commodore's*
Games market dried,
For since large appeal
Had commercialised,
After packaged,
Users of this era,
But something held our boy,
Not to give in.

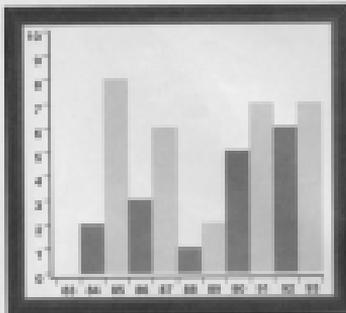
Besides, *Commodore Format*
Had survived the test,
Proving its commitment
Was better than the rest.

In fact the decline
Was a little overstated,
You might be surprised,
At how little that is dated.

The CD-i,
Is eternal, you see,
How do I know?
'Cos that boy was me,
Francisco Modugno Brando.

There was a young Brian called
Bright, oh oh - 500
Who moved from *TM*, *CD-i* to *TM*,
He joined the crew,
On *CP* was he new.

That these memories were fondly
Of... but I, before we get another
year from Stephen Johnson - **TMB**



4. In *PlayStation's* multibillion-dollar search.

5. Oh, Mr. Nobody also does any work around here, so far as I can tell.

6. *PlayStation 2* is back to its usual reputation, I see. **TMB**

TOP OF THE POPS

Dear Mighty Brian,
I have drawn this chart (above), it relates to your Top 50 in issue 50, and shows which years had the most popular games.

What I want to know is, what happened to *Hammerhead*, *The Blue Brothers*, *Delta*, *California Games* and loads of other games that are better than *Street Fighter 2*, *SNES*, *Treasure Island*, *Disney* and *PlayStation Western Simulator*? Oh, and surely *PlayStation 2* wasn't the best, was it? A *CD-i* Original, *Western*.

Yet another *PlayStation 2* fan? What is that? Do kind to unquote games month? **TMB**

HONOURS LIST

Dear **TMB**,
Well done for all those years of devotion the CD-i, you all at *CP* deserve to be honoured by your country. Thank you.
Mark Hughes, Plymouth

Well, yes, like the sound of Sir Brian. **TMB**

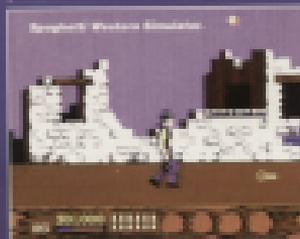


POWER PACK

What's on the jolly old covertape this month, then, Bob?

Spaghetti Western Simulator

The dust. The sudden chain-ups. The gun shots presented 30 minutes of wireless stering. The



gameplay (don't mind). These are just some of the Spaghetti Western clichés that you don't find in Spaghetti Western Simulator. This is a gem in the bestest possible use of the term.

You play a Sheriff who has to rid a town of their lawless bandits again. You can't tell their cowboys because they throw knives and bombs at you. They also leave things lying around which you can pick up and put in your generously sized target pockets.

The lower half of the screen shows you your strength/health, how many bullets you have left and what you're up to in your pockets. There are also some bullets and bombs of your, pop firing around which will represent your strength low and health pockets.

The horses in the buildings are holding hostages as well as shooting their different way.

energy will take a drag. The controls are a bit tricky, but with a bit of practice you'll be an expert gun-slinger in no time. **Rated**

Blood Up and Fire
Colorful Icons Game and Fire
Use Icons in Pocket P1-P2 (depending on pocket)

Antifriction

Antifriction was originally going to be part of a demo, but the author decided to release it on its own - quite rightly so. It's a great little game.

It's a PD conversion of the classic game Jezzball. You guide your ship through the levels (beating the obstacles and popping up the jacks up, but there's an ingenious twist. The further you get, and the better the weapons you get, the faster you score.

The weapons are shown along the top of the screen, and the one you're currently got is highlighted. From left to right they are:

- Normal shot - 50 points for each ship destroyed.
- Double shot - 80 points per enemy, but it destroys them true till hit more quickly.
- Laser beam - shoots through enemies but only gives you 10 points for a kill.
- Cruise shot - Follows enemies but only gets 20 points for every enemy destroyed.
- Bomb shot - Very effective, but only low scoring, unfortunately.
- Grenade - You can't be killed, but you can't score either.
- 100 points (and you keep your current weapons).
- Extra life (and you keep your current weapons).



NO LOAD ZONE

If you're having trouble loading this month's Power Pack, then please do not forget to try the tip on the top cover of the tape and read in the 1993 Top 100 magazine. Also visit our website, www.commodore.co.uk, for more information.

Overload

Like trying to fit 31 different electrical appliances from one socket, overloading things in this game leads to explosions. It's a tricky puzzle game for two players: the computer will play with you in a social and intelligent way on a grid of squares.

As the used the game simply. You control a cursor using the joystick. Move the cursor to an empty square, hit fire and a 'P' will appear there in your colour. If you hit into a square that already has a number in it, then the value will increase by one. The path a wire, each square has a field to the value it can contain. The corner that is low, the edges are three and the rest of the board is four.

So what happens when you try to overload a square by being on it when it's at its limit? An explosion! First of all the squares around the exploding square will increase in value by one (with a cap, of course, each to a max of 31). Then the exploding square itself. Then all the surrounding squares will turn blue.

The winner is the player who manages to completely dominate the entire board. Good luck.



Overload

TAPE TO DISK

This month's Power Pack is also available on disk. It's got the usual version already out on the bottom on the tape - you'll need, with your name and full address on a piece of paper, plus two 5.25-inch or equivalent-size 5.25-inch floppy disks (with labels) made out to disks Audio/Video for £1.50 (no cover duplication needed) and second for £0.95. Tape To Disk, 2000 South Wales Ltd, 108 West Haverford Rd, Haverford, Somerset TA9 9BQ.

Amorphous Demo

Usually, all the instructions you'll need for Amorphous are included in the game journal. So all we'll say here is that it's an ingeniously tricky puzzle game featuring a 16th century grand a number of mazes. You have to guide him around the mazes, making his job as hard as you want (as long as the only truly getting him to the exit. The problem is, he's a bit thick and doesn't always go the way you want him to...



There are three levels in this exclusive CD-ROM, but most of them are new.

TRUE ROM-ANTICS



Getting your head around ROM routines is the key to really powerful C64 programming. And when it comes to ROMance, Jason Finch is your man...

(GETA and KEYE) if a match was found. If the value read is does not match either of the two comparisons, no branching will take place and the routine will simply jump back to the JBR GETA instruction at the top.

```

1  GET
2  JBR GETA
3  OR  A1
4  JBR GETT
5  OR  A2
6  JBR GETB
7  OR  A3
8  JBR GETC
9  JBR GETT
    
```



CHROUT

Routine name: CHROUT
Parameter: Outputs a character to a channel.
Call address: \$FF00 (\$FA0)

Parameter passing: Accumulator
Peripheral routines: CHROUT, OPEN
Error reports: As READST
Stack requirements: At least eight registers used; Accumulator

Description: This routine outputs a character to a channel. Unless you are outputting to the screen, you should call the CHROUT and OPEN routines first to set up the channel. To load the accumulator with the ASCII value of the byte to be output and then call the routine. If you have more than one output channel open, the routine sends the byte to all open channels, so be warned. To start with you will only be using the routine to send stuff to the screen, though, so that's not a problem.

Example: To put the letters CF on the screen at the current cursor location, you would load the accumulator with the ASCII value for C (67) and then call the routine, then load it with the value for F (70), and call the routine again.

```

146  67
147  CHROUT
148  70
149  CHROUT
    
```

COMING SOON

Right, so going positively with those two routines, and make sure you're ready to read month's column issued on your C64's ROM. Save power, guys and until then will be yours. It's, well the know how to get a bit a more-power but if your C64, anyway. Not much else, sorry!

After last month's gentle introduction to ROM routines, it's time to get our hands dirty with the nitty, nitty forgetting that gilly, so we take deeper into the heart of the C64. All the ROM routines that I present will be given in a standard format with some examples afterwards. This month we'll take a look at just two GETTAs and CHROUT.

GETIN

Routine name: GETIN
Parameter: Get a character from a channel.
Call address: \$FF04 (\$FA4)

Parameter passing: Accumulator
Peripheral routines: CHROUT, OPEN
Error reports: As READST
Stack requirements: At least seven registers used; Accumulator (A and Y index registers)

Description: This routine gets a character from a channel. The channel could be the keyboard, the cassette or the serial port. If the channel is the keyboard, you should not call the CHROUT and OPEN routines. In that case the routine

will remove one character from the keyboard buffer and return to ASCII value in the accumulator. If the buffer is empty, the routine returns a zero. Similarly you should keep looping back to the JBR GETIN instruction until the routine returns a non-zero ASCII value. Then you can do what you like with that, maybe send it to another ROM routine for printing on the screen, or keep using CHROUT and CHROUT instructions to jump to different pieces of code depending on which key was pressed.

Example: A small loop waits for a key to be pressed. The value is then compared with the ASCII values for the letters A (65) and E (69). The code uses BEQ instructions to then jump to the relevant routine.



JARGON BUSTING

So you understand what all the lingo means, here's a brief run-down of some of the terms I'll be using in this series.

Call address: The address you use in your JBR instruction to call the ROM routine.
Description and Example: I could explain what these are for if you really need me to, but if that's the case perhaps you should be thinking more along the lines of turning the page than reading this.
Error reports: If the warning flag has been set by the

kernel ROM routine then an error has occurred. Test for this with a simple BEQ ERROR after the JBR to the routine. The value of the error will be stored in the accumulator. I'll tell you all about those when we get to the READST routine, because that is related to error too.
Flowline: A reasonably plain English overview of the routine's purpose.
Parameter passing: Some ROM routines require you to give them certain data before they can do anything. This is a list of the registers that are used to pass parameters to and from the ROM routine.

Free registers: Some complicated operations need you to call one or more other ROM routines before the one that you want. This is a list of the other routines that you'll need.
Registers used: Most ROM routines change at least one of the three main registers. This is a list of all registers affected by the routine.
Routine name: The standard reference name of the kernel ROM routine.
Stack requirements: The number of bytes of the C64's stack that will be used by the routine. If that's not too



ACTION PACK

Datel's Action Replay cartridge is a wonder of modern technology, with all manner of technical tricks built-in. It also happens to be a rather handy gadget if you fancy cheating your way through a game. If you have the cartridge, Andy Roberts has the info...

THE SPRITE KILLER

This is by far the easiest way to cheat using the Action Replay, but it has a limited use on most recent games. Basically, the C64 has built-in hardware collision detection, which programmers use to detect sprite-to-sprite and sprite-to-background collisions. This is a very inefficient system, and most modern games don't use the hardware detector — in most cases the programmer will write his (or her) own.

Every (C)ovet (E)m (i)g (C)onstruction Kit however, uses the built-in collision detector, and is the perfect prey for the notorious Sprite Killer (you will see more). Load up any SELEX game, such as the PowerRank games *Fire Fight*, *Chameleon*, *Alien Shoot*, *Sub Borne*, *Chain Pistol*, *Real & Crazy*, *Build 'n' Test* *Spire*. Start playing the game, then prod the freeze button and/or use 'N' to enter the Sprite Killer.

Now you can press 'A' to disable sprite-to-sprite collision, 'B' to disable sprite-to-background collision, or 'C' to disable both of these (in general, it's best to select C). After a short pause, a number will appear on screen. If it's zero, the game doesn't use the in-built collision and the sprite killer won't work, if, however, it comes up with a value of one or above, then the sprite-killer has worked, and you can now restart the game without the added hassle of collision detection (in the case of SELEX games, the sprite killer will always work).

ACTION REPLAY POKES

The Action Replay's versatile, all-singing, all-dancing Poke Finder is by far the best system for cheating, and if you use it regularly you can build up a good collection of POKEs. It's a fairly painless procedure, and in an approximate success rate of 75-85 per cent, so it's often worth a try.

First, load up the game you want to find POKEs in, and start playing. Take a quick look at the lives indicator, hit the freeze button and then press 'X' to

enter the Poke Finder. Enter the amount of lives, and the computer will produce a list of the possible POKEs for this life for the entire screen, the Poke Finder has probably failed.

Sometimes, however, the Poke Finder will only find one POKE (which is usually the correct one), and will 'freeze' it straight away. If not, the Poke Finder will ask you to 'LOSE A LIFE AND RE-ENTER', in which case press 'Y' to restart the game and lose a life. Wait for any death sequence to finish, or any inactivity to wear off, then press the freeze button again and press 'X'

SEND US YOUR POKES!

It's all very well building up a collection of handy Action Replay POKEs, but wouldn't you rather put them in better use? We'd like to start a regular POKE directory, but it needs input. So, if you have any POKEs, bring them into an envelope and send them to: Andy Roberts, Commodore, Commodore Format, 10 Monmouth Street, Bath, Avon, BA1 1JH. We may also award a special prize to the holder of the best POKE each month, so get your

ones ready. With any luck, the Poke Finder will show you the correct POKEs and install them into the game, and you should write these down for any future use.

If not, it might be worth trying again. For instance, although the lives counter might have shown five lives, the actual number of lives remaining might be four instead of that particular game also you should have three — sounds stupid, but it does happen. Simply re-enter the game and start again. In the worst instance, as the Poke Finder may install incorrect POKEs which corrupt the game — in many cases, it's often necessary to re-load the game after several attempts.

With a bit of practice and patience, you'll soon get the hang of the Poke Finder, as well as if it's really

easy. Don't overlook the fact that commodities such as shields, bombs, and time limits can all be POKEd using the Action Replay, so off down with a stack of games and experiment.

CHEAT MODES

This isn't the most efficient method of searching for cheats, considering that approximately only 1% per cent of games have a cheat mode, and even less actually have a cheat mode which can be found using this method. So what's the point?

Well, if you've had no luck with the POKER FINDER or SPRITE KILLER, anything is worth a try. Cheat modes usually involve typing a word or phrase into the computer, either on the title screen or high-score table. The text which you type is stored in memory somewhere, and is usually sixty to fifty (even though some programmers tend to stretch this) characters.

First, load up the game you wish to cheat on, then press the freeze button when the title screen appears. Press 'M' to go into the MEMORY EDITOR, then press 'F' followed by 'RE' (RAM). The whole of the C64's memory will now scroll before your very eyes in ASCII text, and you can search/replace text by pressing space. Now 'M', in some cases, it may be necessary to switch the C64 into lower case mode (by pressing 'SHIFT' and the COMMA/QUOTE KEY simultaneously) in order to read the text in memory.

If you come across some text which is a little unusual (and doesn't normally appear in the game), note it down. If the search through-memory reveals you with little more than blurred vision, however, then the game probably doesn't have a (game) cheat mode (but let's say you have found some interesting text — press POKER FINDER to halt the search, type 'X' followed by 'RE' (RAM) to exit the memory, then press 'Y' to restart the game. Now by typing the text you found, on both the title screen and high-score table, hopefully, the cheat will work. If it doesn't, tough. Such is the life of the professional cheater.

BARGAIN HUNTER

Every deal has a short life, so they say, and it's certainly true of the CD-ROM scene at the moment. Sure, certain other computers (and consoles) are enjoying equally brief stays from the CD but the list opened up a brilliant new opportunity for the buyer — loads of these goodies just waiting to be snapped up. Yeah, these people who are upgrading want to make more outboard space, so they're selling off their old CD stuff. And you can reap the benefits.

So, if you're ready for a bit of bargain hunting, the best thing you need to know is where to look.

SECOND-HAND SOURCES

If you've got your eyes open (and to a good one because it stops you bumping into things) you'll probably have noticed CFI's monthly Buy-A-Rama page (or peeked every month with free reader info — the really is the Mirror with a CD-ROM hunting).

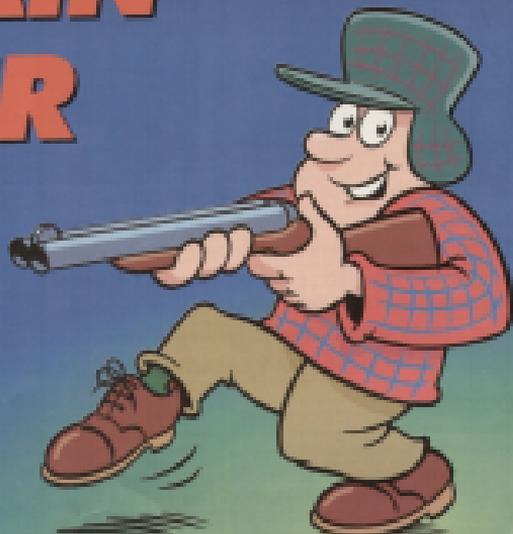
Other sources include the ICPLUS and GeoClub newsletters (more about them later), your local paper and even specialist magazines like Micro Computer World. What you will see is something like this:

Commodore 64 computer, tape deck,
32Kb RAM, 1.2M games, books, magazines,
£299.000. Telephone 043 330 9999.

Is this a bargain? Sure is. You won't find many others that good. (By the way, one means "no local offer", not "no no" I must be fool to call it at this price.) So what should you be paying for second-hand stuff?

Prices are very variable, and

The best source of C64 bargains you'll ever find.



Hunting season's open. Bargain hunting season, that is. If you want to expand your C64 set-up with the minimum financial outlay, then top car-boot salesman, Andy Fisher, is here with the ultimate guide to buying your kit second-hand...

BE SENSIBLE

There can be a number of reasons for this (don't worry — all will be revealed) but here's a rough guide to what you can expect to pay for. Indeed, charge if you're enjoying some dash yourself!

Top games: 50p-£10

Actually, for the vast majority of tape games, pay no more than about £1.50, and then only if it comes in its proper packaging. In





HOW TO RECOGNISE A DISK DRIVE FROM A DISTANCE



The Lexon-Specified 3387 disk 1. Notice the distinctive design colouring on this rare item. The floppy built-in powerpack and the collection of things

that are associated with it: a manual, lead disk and two cables - the power cable with fitted plug and the serial cable.

The Greater 3387 disk 2. A smaller, more compact light grey box, with attractive electrical powerpack (which should come with a plug of one amp) and also clearly framed with its manual, a lead disk and matching grey box.



■ **Send payment.** Most people will prefer cheques or postal orders - do not send cash unless there is no other alternative. Sending cash in the post is always a risky business.

something missing, get in touch. Any reasonable person will help you out.

If items are damaged in the post, contact your local post office and talk them about making a claim. Regulating a parcel can make sure that you or the seller are satisfied.

If you buy second-hand software, you are taking a risk that it is not in working condition, or that it is, in fact, a pirate copy. You should first of all check the packaging for the following:

- 1 Is it in the proper packaging? If it is without packaging or has no instructions, contact the person who sold you.
- 2 Is the topically labelled properly? If you have a plain disk or tape without company logos you have probably got a pirate copy.
- 3 Is the software working properly? This can take some time, but the basic steps are as follows:

With software

Use the command menu (F1, F2, F3) and press RETURN. With the majority of games, you will get a short program loaded in first, and then the loading loader or a menu will appear.

If this does not work, details of the machine, switch it back on and use the following command: MEMO" or when READY appears, type 100. This should see of most old formats appear in the directory. If nothing appears or the disk fails to load the directory (you get the red-on-light control drive flashing) there is a problem with the disk. This same applies if the game stops loading and the error light flashes (note that some games use a red light which makes the power 'bug' light flash on and off quickly - there is nothing wrong). Some disks may have errors put on them to stop illegal copying, so don't worry if you hear you drive heads knocking, it might be a protection system.

With hardware

Check that the write protect switches on the top of the cassette have been locked out and that there is no sign that someone has stuck tape over the gaps. This could mean that it is a pirate copy, or that someone has tampered with the tape.

By loading the game directly onto the tape you can take it to check whether it is the game or the machine at fault.

- 1 Switch off, and disconnect everything except the tape, power and TV lead. Switch on and try again.
- 2 Use a tape head cleaner (after a cleaning cassette, or cleaning fluid designed for such tape players - check your local hi-fi and record shops).
- 3 Check the alignment of your tape heads. Contact Tapes For and ask for their Tape Alignment Kit (sorry to hear some people think tape alignment kits cannot fix your cassette).

If all these efforts fail to work then the tape is probably faulty. Time to get on the phone...

10 THINGS THAT RARELY GET SOLD SECOND-HAND

- Total sets
- Sticking plasters
- Christmas cracker
- Hats and Pina ples (because no-one ever buys them in the first place)
- Grandchildren
- Agreements with none of the above missing
- Anonymous work bags
- The Box of the Command
- Original CD Vinyl records
- A CD-ROM

USEFUL ADDRESSES

As mentioned earlier, two of the many clubs that cater for the CD are CDPlus (The Independent Commodore Products User Group) and geoClub, both of who regularly publish advertisements for second-hand items. In fact, both clubs offer free advertisements to members.

CDPlus has been running for over 10 years, and its members with every machine from a Commodore PET to Macintosh (as opposed to Amstruc, I suppose). All the work is done by volunteers, including the production of an excellent bimonthly newsletter and huge PD and software library (free to members - just send them a bank disk and a list of what you want - a catalogue is a good start). They can be contacted at The Area, CDPlus Membership Secretary, 11 Gains Grove, Dagen, Essex, CM11 3LZ. geoClub is aimed at CD and Commodore users who use the BBCS suite of programs. With another huge software library, a monthly newsletter produced using BBCS and help and advice from around the world, geoClub can be contacted at geoClub, 39 High Barn Road, Broydley, Manchester, M20 9PS.

LEGAL EAGLE

Buying second-hand is a private transaction and therefore it is difficult for the law to govern any possible occurrence. Your first point of contact in the case of any problems should always be the person selling to you (that's why you should keep the address). If software or hardware does not work, or there is

GO HUNTING

So if you want to enter in the big dog of second-hand items, make sure you follow the safety code we outlined, wrap up nicely and avoid the sharks.

ALL THE FUN OF THE FAIR FOR FREE!

If you're looking for bargains, check out an All-Format Computer Fair - they're bursting with top-quality goodies - both second-hand and new.

The Fairs take place all over the UK and they're jam-packed with every sort of computer hardware and software for everything from 8-bit machines to the latest CD-ROM technology.

And CDPlus struck a deal with the Fairs' organizers, Bruce Events, so that you can get into one for free. And out too the accompanying coupon (photocopies are not allowed) and head it is at the door of the Fair of your choice. Dates for upcoming Fairs until the end of May are on the list. Here Sun, we know you will

ALL FORMAT COMPUTER FAIR - FREE ENTRY FORM WORTH £4

March

13 South East
13 Eastern
13 North East
13 North West
13 London

Westminster Centre, Washington, 100 St
Westminster Hall, St George's Hospital
Regent Park, Manchester, 101 St
SMB (South Manchester, Birmingham)
George Park, Birmingham, 100 St
Telford, Shropshire, 100 St

10 Western
10 Midlands
10 London

Westminster Centre, Birmingham, 100 St
Westminster Centre, Birmingham, 100 St
Westminster Centre, Birmingham, 100 St

May

13 North East
13 Eastern
13 North West
13 London

Westminster Centre, Washington, 100 St
Westminster Hall, St George's Hospital
SMB (South Manchester, Birmingham)
George Park, Birmingham, 100 St
Telford, Shropshire, 100 St

April

13 South East
13 Eastern
13 North East

Westminster Centre, Washington, 100 St
Westminster Hall, St George's Hospital
Regent Park, Manchester, 101 St

ALL FORMATS COMPUTER FAIRS LISTED

All Fairs 10am-4pm.

Redemption value 0.00331p



GETTING TO KNOW YOU

Times change, and so do magazines. And so do you. And that's why we want to find out exactly what you're like and what you'd like to see in CF. Oh yeah, and you could win bundles of games as well...

Things change rapidly in the CF scene and so every now and then we need to shake up on what you'd want from CF. This is, indeed, one of those times, and so it were, then, it's need to know all about you so that we can make sure that CF is providing you with what you want. Obviously the magazine is far smaller than it used to be, so it's more important than ever that every page counts. That's why it's vital you take part in this survey.

So if that wasn't excitement enough, we're encouraging you even further with the promise of prizes! Yes, these survey replies placed randomly from some cool rewards by the B&N will win their readers 10 games each from our cash collection.

So, what are you waiting for? Play your part in the CF revolution. Send your answers to: You know it, Commodore Format Future Publishing, 20 Marlborough Street, Bath, Avon, BA1 3BN.

PART 1: WHO ARE YOU?

1 How old are you? _____

2 Are you male (M) or female (F)? _____

3 In which part of the country (or world) do you live?

South-East	_____	South-West	_____
Midlands	_____	East Angles	_____
Wales	_____	North-East	_____
North-West	_____	Scotland	_____
Northern Ireland	_____		

Other (please specify): _____

4 What do you do with your days?

At school	_____
At college/university	_____
At work	_____
Unemployed	_____
Retired	_____
Full time mother (or father)	_____
Is a Majesty's pleasure	_____

PART 3: MACHINE SPECIFICS

5 What flavour of Commodore have you got?
 C64 C128 C128D

6 How long have you had it? _____

7 Do you use it for anything other than playing games? If yes, please, specify _____

8 How many hours roughly do you spend using your C64 per week on average? _____

9 What other computers or consoles do you own? _____

PART 3: SOFTWARE

10 How many games do you own?
 Under 10 _____
 10-20 _____
 20-50 _____
 50-100 _____
 Over 100 _____

11 Do you own software mainly on:
 Tape _____
 Disk _____
 Cartridge _____

12 Other than games what software do you use regularly? Please specify particular titles _____

13 Where do you get your software from? _____

PART 4: HARD FACTS

14 How much money do think you will spend on your C64 (hardware and software) in the next six months, estimate to the nearest £10? _____

14 What other hardware do you own?
 Disk drive _____
 Spreadsheet _____
 Scanner _____
 Action Replay Card _____
 Printer _____
 Modem _____
 Hard drive _____
 Other (please specify) _____

15 Are you planning to buy any of the above in the near future? If yes, please specify _____

PART 5: THE MAGAZINE

17 How interested are you in the various sections of the mag? Please give a mark from 0-10.

Coverage	_____
Letters	_____
Questions	_____
Coverage	_____
Competition	_____
Techy Tips	_____
Q&A Special	_____
FD Format	_____
Game reviews	_____
Serious features (ie, sound)	_____
Game features (ie, round-ups)	_____
Buy-A-Rama	_____

18 What would you like to see in the coverage? _____

19 What would you like to see features on? _____

20 Do you ever order software/hardware from the adverts you see in CF (if so, by)? _____

And finally, your name and address, please (otherwise we can't send you a prize! You will) _____

TELL US A STORY

What do get up to with your C64? Do you use it to run a business? Do to choose National Lottery numbers? Do to trace the family tree of your pet guinea? Or something just downright odd? Tell us what is best from you.

Yes, we're going to publish a series of featuring you in. Yes, YOU are the stars (and we're turning into Jeremy Beckett), and we want to hear from you and tell your stories.

Maybe you are the one person in the country with a C64 in a 66001! Then we want to see you! Or perhaps you've met a C64 machine through the Buy-A-Rama pages? That should be worth telling the world about.

Have your 15 minutes of fame, send your stuff to: Stories, Commodore Format, 20 Marlborough Street, Bath, Avon, BA1 3BN. Enclose an SAE if you want postage returned, please.

GAMES ARENA

New games have been pouring in this month like cats and dogs. Andy Roberts opens his review umbrella and faces the deluge with a smile...

THE ZINJ COMPLEX

(LNTCS)

The first production from Look What The Cat Dragged In! software comes all the way from Denmark (Denmark, really becoming home of some of the strongest-sounding software companies in the world).

If you're a fan of Michael Jackson's *Thriller*, you might well have read the equally stunning novel called *Congo* which focuses on an expedition to the Lost City of Zinj. Well, the



Opening scenes and exciting scenes with a short visit to what Zinj is all about.



anonymous Zinj complex in this particular game is based underneath the Angora Desert, and bears no resemblance to the legendary African city of the same name.

After a team of exploratory scientists are wiped out exploring the city by poisonous gas which came through the walls, you're sent in with your safety cloak and Super Blum-O-Matic M30 weapons to rid the complex of hostile bacteria and aquatic blobs.

The game itself is a very simple top-screen arcade adventure, based

in a number of startlingly similar (and equally generic) rooms. Along the way you'll need to open crates, some of which are lousy traps (and most of the others empty). You'll also have to locate the key-card to open any Steam-Zoin and a lift pass to gain access the other floor.

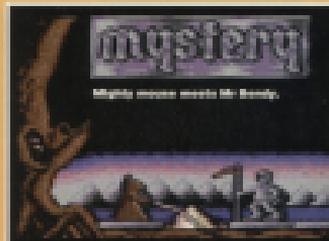
The Zinj Complex is far from stunning. In fact, it's a little on the boring side. The non-descript enemy sprites move slowly and seductively, the action is sparse and the whole experience is about as interesting as a boring holiday in Vienna with a group of insurance salesmen. There might just be an element of excitement in there (paradoxically), and if you enjoy mapping out featureless terrain then you'll probably love it.

POWER RATING: 65%

PRICE: £ 5

FORMAT: DOS ONLY

CONTACT: LNTCS Software, Ap. Lene Schmidt, Hovedgade 13, 8000 Randers, Denmark.



Mighty mouse meets Mr. Bondy.

MYSTERY

(B&B ENT)

Another debut product from a foreign software company, which has recruited some of the best

CHICKEN

(ELECTRIC BOYS)

A few months ago, Buzz Machine (B&B) had finally revealed that former BBC Software Mountain in Torquay, with over eight



Yes, look at the pick-ups on that.

years' worth of unimpressive C64 games just waiting to be released over 'here in flight'.

One of the best games to arrive is a rather strange title: two-player game called *Chicken*, which, despite what the title would have you believe, has nothing to do with small, domesticated, feathered farm animals which are bred for their eggs and succulent white flesh.

The game is based on a number of different levels, each of which is a maze screen (that's static as it's still, not electrically-charged). Each player controls a car of some description, which may have to sweep around a Pac-Man style maze, collecting any coins that have their fancy

to where does the chicken come into this? Basically, the cars are constantly moving forward, and the players can only deviate which way to steer the car when it comes to a junction. At regular intervals, the status panel at the bottom of the screen will alternate between red and blue, effectively switching 'you're' between the red and blue cars. If the red car is currently indicated and it collides with the blue car, the blue car will

be damaged. Likewise, the red car will sustain damage if it collides with the blue car when it's in control.



You can appreciate the smooth with such a sensitive mouse and joystick.

Each car can only take a certain amount of damage before it is destroyed, so you need to be very cautious before ramming your opponent (hence the title 'Chicken' - do you dare take the risk that you'll come off worse?). Various pick-ups can be collected along the way, ranging from simple bonuses to essential power-ups and helpful handouts (see the screenshot) we're lovingly reproduced here. Later levels also introduce foggy elements, which can cause all manner of problems.

Chicken is an extraordinary game, and is probably one of the best two-player games I've encountered in a long while. It lacks the vibrant genius of *Mystery*, but makes up for this with some hilarious graphics.

If you want a game to play again and again, give *Chicken* a try... or don't you have the guts?

POWER RATING: 85%

PRICE: £84

FORMAT: DOS ONLY

CONTACT: Electric Boys Entertainment Software, 200/20, 9178 Doughton Road, Purley, Surrey, CR8 3BP.

PUBLIC IMAGE

The intrepid explorer Andy Roberts searches deep into the deepest of deep caverns to bring us the lowdown on the latest productions from within the Public Domain. Is he brave or just stupid? Yes, we thought that too...

DYSTOPIA 2

PREVIEW

Way back in the mists of time, or three years to be precise, the chaos of nuclear reversion Dystopia 1 rather badly negated the best of Public Domain's (ie of V2) fans.

Well, the same community follows on sequels (and sequels, and sequels...), so it should come as no surprise to learn that Dystopia 2 followed soon afterwards. This particular production had absolute for some time... until now, that is.

Now, nobody is perfect (except the editor), and I'm a bit of a sucker for slick programming — know how hard it can be to produce smooth, glitch-free effects to enlighten the senses, and that's why I love Dystopia 2 so much. The new video starts off



Flying boats and more messages — always useful.

Music is also the theme — as put intended — of the new section, which is a rather daily selection of 14 different tunes to listen to (al of which, incidentally, were composed by the near-legendary Chris 'TUP' Lightfoot). It also includes the music from the game

Taxen, which is a beautiful, relaxing piece of music.

Put these features no less than three separate writing messages (just in case you want) something to read, as well as some mountains (just in case you wanted something to look at), and some wacky DMSIP effects (just in case you wanted to feel it). The whole lot is tied with some very vibrant sounds. The latter part of this section finds a variety of different writing font patterns (for want of a better description), and is so relaxing it could almost induce hypnosis.

Put far too many more logos and two scrolling messages, more DMSIP effects, and yet another superb piece of music — it seems as though the quality is getting better (but the imagination is running hot).

The next part, as well as the obligatory scrolling message, also features a superbly clever version of Justice Fobbs, easy star of the film who Framed Roger Rabbit. Unless you have a passion for hard-core messiness, you



It makes Day's the Capabilities.



This is Justice Fobbs... where's her car, huh?

might as well let space to load the final part, which again features logos, the obligatory scrolling messages, and even more atmospheric music.

As I mentioned above, I really enjoy demos which are imaginative and well-programmed, rather than just heavily colourful and awe-inspiring. Dystopia 2 has been put together by a true OS4 devotee, and it shows. Some of the sections are, admittedly, a little boring, but I have to say that I've enjoyed this demo more than any other piece of software recently.

Oh, and note that Dystopia 2/3/4/5 are only available from Binary Zone. So there.

RATING

85%

LUNACY 6

PREVIEW

Another month, another format, and yet another self-running magazine to stock up on — well, that's the plan anyway. As you'd expect, Lunacy 6 is one of a long line of



Let's get cultured, yeah?

Lunacy demos and/or, in fact, the sixth one in the series, so you'd expect something pretty special, right? Well, almost.

Self-running demos seem to be in vogue at the moment. Just look-up the list, then sit back and enjoy the show.

This does raise problems if you get bored with a section of a demo and you can't just flick to the next one. Thankfully the programmers of Lunacy 6 have included a feature which will allow you to skip the current



These demo codes just love scrolling.

section... but it's completely redundant unless you mean an Amiga. Ah well, it's not to be.

The demo kicks off with a pleasing effect, in which a pair of eyes in a dark room peer around curiously (this may might like to know that an identical effect was planned for inclusion in Dystopia 4/Manchester). This leads on to the main intro to the



It references to Fobbs's Demo?

with some great music, along with a split-colour window and a split-screen scrolling logo. Neither of the effects are technically astounding, they're just clever and imaginative — and that makes such a refreshing change.

The last part's rather lack-lustre, and it's merely an opportunity for those who wish to view the relevant credits and information about the demo. To compensate for this, however,

TECHIE TIPS

As Judgement Day nears one man stands proud and tall, safe in the knowledge that years of helping poor, suffering C64 users with their technical problems has saved him from eternal damnation. That man, my friends, is Jason Finch...

SPEAKING MY LANGUAGE

Dear Techie Tip,

1 How do I make machine language DATA for creating sprites? What's the 80L equivalent of the DATA statement in Basic?

2 How do I print a word or sentence or, instead, a whole paragraph, at a particular place on the screen in machine language?

3 How would I go about changing complex maths in Basic into machine code?

4 Another Techie Tip has been published by one page. One third of my favourite section is gone. Please tell me that this was only for C64.

A Ray, Dublin.



TO PRINT OR NOT TO PRINT?

Dear Techie Tip,

1 How can I print large amounts of text from the longhand screen (you know - the one you get when you first turn the C64 on)?

2 Is it possible to print from Seasonal Print?

3 How good is the Citizen 1200 printer?

4 Why are disk drives so expensive?

Michael Perry, Ipswich.

1 I confess to being slightly confused. Do you mean you want to print out the screen, or do you just want to print some text to your printer? Printing text is done in Basic anyway.

The first thing you have to do is set up a channel for communication. In plain English this means you are telling the computer, "Hey, I want to send something to the printer". The command `PRINT #4, 4` will do the job. The print text you give commands like `PRINT#4, "GOODBYE!"` from Basic. When you have finished do `CLOSE #4` to tell the computer you're fed enough. And that's all there is to it.

2 No.

3 Hey, The 1200 is a worthwhile printer that has a variety of options. It will do high-quality printing as well as draft, and it also supports features such as bold and underlining.

4 How can I do by 1281 disk drives from Backlog Boy Entertainment Software for the ready price of £30.00. Jason.

DECEPTIVE DIRECTORIES

Dear Techie Tip,

1 Would it be illegal to copy programs off your cover tape and then to pass them on like PD?

2 On some public domain disks I have seen a greater than symbol (>) after the PRG program type. I also see 99L in disk directories. What is this, how does it work and, more importantly, how do I get it to work?

3 On PD disks the number of blocks in each program appears to be zero. Why?

4 How do you erase a single file or replace it with a different name?

Gordon McDougall, H Island.

```

0020 00000000 0000 0000
0030 00000000 00000000 0000
0040 00000000 000000 0000
0050 0
0060 00 0000
0070 0
0080 00 00 000000 0000
0090 00 00 00 00000000 0000
0100 00
0110 000 000000
0120 0
0130 00 0000
0140 00 0000
0150 00 0000
0160 00
0170 0
0180 000 000 00000000 0000 0

```

2 This topic is vast and unfortunately there isn't enough space to cover everything you need to know here. It would be well to avoid complex maths in machine code until you are based in programming machine language.

4 It was only for C64, I'm fed. Jason.

1 If they are PD programs and you can get them from PD boxes then you can copy them and pass them on, so long as you are not making the disks from doing so. If they are not already PD programs, in which case CP has bought the rights to use the software on the cover tape, you shouldn't really be making copies.

2 The greater-than symbol (>) means the file cannot be deleted from the disk. To explain why and how would take pages and pages, but my brother it's all to do



