

JAM-PACKED FROM COVER TO COVER WITH C64 INFO

C64's
10th Year
Anniversary - p.12

COMMODORE FORMAT

If you've got a C64 then get this

ISSN 06 ● £1.00 ● JULY 1995

C64 REBORN!

Shock news!
PC giants
ESCOM relaunch
the C64 - full
story inside!



When you buy the magazine from the computer you don't get in with the rest of the year on. The computer's not the computer for your computer for a replacement.

**Tap
to disk
SMART!**
Turn to p.8

AND THERE'S MORE...
New BASIC programming
Review *Sword of Honour*
Plus PD rated, Techie tips,
GEOS, ROM coding, news

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MORE <<<<<<

C64 Scene

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**Taking a
break from a
successful
lecture tour,
the Mighty
Brain
answers yet
more of your
missives.**

THE MIGHTY BRAIN

Not long enough, pal

I have been buying *CF* since issue 5, so I think I must be your longest reader.

- 1 What happened to *Art Editor*, Lisa Kellert?
- 2 What ever happened to all the C64 games that were never sold?
- 3 Why don't you put old *Powerpack* games on the *Powerpacks*, like *Beyond the Forbidden Forest*?
- 4 My store has *Powerpack* games as *Master Streets*, *Beyond the Forbidden Forest* and *Crystal Castles*.
- 5 Who is the new *Editor*?

Mark Cartwright, Worcester

Finally I Peter from Leicester also write to us this month, and he's been a reader since issue 1.

Besides, you're only 33!

1 Lisa currently makes the pages of *Commodore* magazine look beautiful.

2 From... Good question. There are thousands of copies of the old *best* VCE BT games buried in a desert somewhere in America, so it would cost cheaper than breaking them down to parts.

However, as far as the long of manufacturers losses, old C64 games end up in boxes at mail order warehouses, waiting to be sold.

3 You've been reading the mag since issue 1 so why do you want us to reprint *Powerpacks*?

4 Oh... We walked around the Future Publishing office here in beautiful, Georgian, Bath, making people out from under desks to ask.

5 Are you now, or have you ever been, the *Editor* of *Commodore Format*?

Essentially Peter (well) seemed up to being the current incumbent. **END**

The real culprits

What's going on with C64 owners? You complain of a lack of C64 software, when software companies are closing because of poor sales!

If you want the games, support the companies, if not then it's up to you to blame Stephen Wheatley, Dublin

You're all the talk on the local scene, Stephen. There are far too many people getting annoyed at the lack of good software who, when something really is released, don't buy it anyway. Computers are only successful if you make them successful, and they only do if you let them. The software companies won't blame for pulling out of a market that isn't financially viable. The C64 owners are to blame for not supporting the companies while they're here. **END**

Rawhide

Apart from yourselves pulling software on the loose, I buy most of my games from second-hand stalls at Sunday markets for prices that are so cheap it's a crime. People can complain that there aren't many new games around, but there are a lot of games from the 80s that most C64 owners haven't heard of or seen, let alone played. Why don't you take an in-depth look at some of the years of the 80s and cover the games reviewed? **F Baines, Liverpool**

Could the world stand another games month-long? Come to think of it, your ideas is good one—each month we must take a chunk of the C64's history and explore it slowly, looking at the different games, various programs and hardware add-ons that were around... In fact, turn to page 13. **From TMB**

Tell us!

Tell us about your club or when it details change. Write to C64 Scene Directory, Commodore Format, 11 Monmouth Street, Bath, Avon BA1 1PW or e-mail us putting C64 Scene in the subject line.

Please include an SAE when writing to the organisations listed.

Ordering PD

If you're never ordered PD software, write to a few libraries including an SAE and asking for a catalogue. Some only stock the latest software, so state whether you want a 1989 catalogue. Look for the letters after the names in the C64 Scene Directory (T) means the company stocks tapes and (D) discs.

A short lesson

Dear Commodore Format,
 I finally decided to open your letter today (Easter Monday). You don't speak English, do you? Let me make myself clear:
 "I DO NOT WANT ANY MORE RELEASES OF FREE PRESS FOR SIXTY FOUR BAGGLES IN COMMODORE FORMAT"
 Understand? If I want press, I'll advertise and pay.
 LB Wellington
 Editor, *Sixty Four Magazine*

What a command of language!
 What phrasing!
 What diction!
 What a scintillating bank of manner!
 If my super-intelligence has taught me one thing over the years, it's that people who think of themselves as above common courtesy aren't worth our time.
 Bye - we promised we won't mention *Sixty Four Magazine* again.
 Gladly **TMB**

POWERPACK

This month's coverage is packed with more goodness and vitamins than two dozen oranges and a helping of marrowbone jelly. Oh, and all the basic game types are represented. Phew!

House case

Trashmen, House Case's own 50 x 50 tile board game is perfectly repeatable, you can play it as often as you like. It's a continuously novel experience — one that's a lot more fun for cover and strategic value than your way to the next railroad strategy fare.

STOP PRESS
 Sorry, House Case is not on this month's Powerpack. We'll keep trying...

Trashmen isn't about the game, it's about the people who play it. You can't look honestly for "Oh, You're a Smart Guy, I suppose."



Monumental garbage no. 87's a great business. To find out what's up, try this House Case yourself.

Trashmen

You must not have played a double map simulation before? It's not very simple, really. You use either your joystick or keyboard to guide your units around the map, following the lines of request and dropping them into the bin of your lot.

This isn't the germ of a game comes courtesy of Chase Software, as part of their Chase Collection, but don't let the "best PD ever, yes."

For your copy of the Collection send a \$5 check or postal order for \$6 to Alan Colson, Chase Software, 14 Cambridge Crescent, Harlow, Q3 8 2AR.



Don't exclude Trashmen until you have the time, because that can lead to disaster for others.



Speed your dogs and rabbits on the tiles playing Trashmen, the British like game of strategy.

Capture

Chess rules will be the first one. Capture is a simple board game designed with strategy in mind. You can think of it as Othello, which, in fact, it is. Oh yes.

The game starts with an unoccupied chess board. On this is red or green tiles, or empty space. You take turns to move a tile up, down, left or right into a distance of two squares and score points by taking over an empty square. There are also occasional bonus tiles you can slide into to bury up your score.

The only rule is that you can't land on an occupied square — at the start of the game, the tiles are laid out to prevent all-out damage straight away.

NO LOAD ZONE

If you're having trouble loading the month's Powerpack, even the full tape in a Jiffy Bag, slip in a tape-rated DAB and shoot it at us. CDAB Tape Replacement Service, 14444 Quail, Room 114, Newark, Newfield H, Telford, Shropshire TF7 5GN.

TAPE TO DISC

This month's Powerpack is also available on disc. To get the disc version simply visit our website at the tape may visit, with your name and full address on a piece of paper. We'll be able to do anything with a check or credit card. Send £10 to Mike Austin (DAB), PO 2100, 14444 Quail, Newark, Newfield H, Newark, Newfield H, Telford, Shropshire TF7 5GN.

C64 reborn!



Illustration by FROSTBITE

If we were to tell you that the C64 is about to be relaunched across the globe, you wouldn't believe us, would you? Industry confidante Simon Forrester says prepare to be amazed!

Who are ESCOM?

ESCOM Computers are the second largest European PC manufacturers. Founded in Germany in 1983 ESCOM was purchased in the UK in 1994. In March 1995 ESCOM bought up the Rustborders chain and then began opening computer stores in Office World out of town stores. In 1994 ESCOM had a group turnover of £200m.

Through the C64 made Commodore what they are today, and generated the sort-of cash needed to research, manufacture and release newer machines, the company hasn't supported the format for a long time. Commodore concentrated, instead, on a 16-bit range of Amigas. So, when the company filed for liquidation on 19 April, 1994, C64 owners didn't feel an aghast! (But what was the reason for liquidation?) "We've been waiting for some considerable time that we find a cash flow problem and that we require

external investment for the business to continue of a viable nature," explains Colin Foulds, the joint Managing Director of Commodore UK.

In fact, the figures would tend to back him up — the 1993 profit in 1994 dropped to zero, and in fact, in 1993 Commodore managed to lose

£30m, a figure that would

cause serious

problems if the various people owed money by the company decided to cash in their chips.

"We were hit fairly hard with the C64. It has been a very successful product for Commodore for a number of years, but these revenues dried," says Colin Foulds.

ES.COM

But why liquidation?

The word "liquidation" implies absolute poverty and desperation, which is misleading. At the time it was a measure taken against the wishes of the US computer giant. The plan being to find an investor with a large



Stefan Poeschl, CEO of Amiga, says that Commodore is a successful company, but that each with you.

and later with enough cash to fund the Triant.

By the time the sale came about, there were three main contenders:

- **Creative Equipment International** Creative Equipment International, the company responsible for the US distribution of the Amiga, wanted to buy the rights around the internet, showing all the signs of a customer who knew what they wanted. CEO were, throughout the race, probably the only buyers to make their intentions clear.
- **Carl** You'd have guessed the name before, or seen it emblazoned on the front of some extremely powerful PCs. The German company certainly had the money, as well as the technology to take the Amiga a few steps further.
- **ESCOM** To be quite honest, the German-based PC company supplied most people with its interest in the company. The strong Commodore following in Germany may partly explain the bid, but ESCOM have other interests as well - who do you think bought the recently returned UK stream of Numonics stream?

The good bit

While the main price of buying Commodore is the

Amiga, the company aren't ignoring the machines that made that machine possible - the C64. Though the life of the C64 is in the US, UK and Europe is over as far as multi-million pound industry is concerned, the machine is still a hot new lease of life in Eastern Europe.

It is being launched as a first computer for the masses who won't find Amiga (or even IBM) technology readily available for reasonable prices. Such mass-market sales are not beyond

the bounds of credibility, and ESCOM have clearly thought the matter through. Rapidly changing countries such as Russia and the former East Germany have seen an increased in western culture and, more importantly, language (the C64 speaks English, after all) that the machine will complement the company's location and strategy perfectly.



amount of money is spent in a matter of weeks to get the company back on its feet producing a new line of stronger, more powerful Amiga.

The advent of the PC, Macintosh and Power PC put an obvious strain on the otherwise flawless sale of the Amiga. They challenged the tie of the Amiga to dominance - although it was fast becoming the most popular machine in the Western world, the race was far from over.

What Commodore weren't expecting was a year of speculation, investigation, bargaining and bidding, culminating in a New York auction on 20 April, 1995.

A contender?

At the time of the liquidation, rumors flew about the possible buyers for the company. The list of potential suitors included Amiatec, Atari, Philips, Inteltek, Packard, Samsung, Sony, Hitachi, and any other company that fitted the profile of 'young, fast, single

What does it mean?

What does all of this mean? Well, a C64 revival will benefit just about everyone, including...

- **Independents** Those companies that have been supporting the C64 so avidly during recent times are in an obviously strong position. The Elebits Boys, EBBS et al, already have ties in Europe, some being based overseas. With a million extra people on the customer base, these companies will be able to use their profound knowledge, understanding and talent for the markets at the speed of someone who doesn't have to restart a business. They will be able to simply redirect the work they are already doing.
- **Software houses** Though it's unlikely that the large-scale computer software industry will begin production on new titles for the machine, expect to see a large amount of old software made available again, if only through import back from Europe to its readers home.
- **Rarebit software** The other thing you have to remember about the target customers for the C64 is that they're in rapidly developing countries where businesses are starting up all the time. The sheer number of people already using their PCs to run small businesses will naggle back up the idea that the machine could be invaluable to anyone else with a need for their Office 2.
- **You** With a resurgence in C64 support, you can expect advantages in stocking up on the machine for so long. And, in an attempt not to put price back, the software that is released for the machine now will, undoubtedly, be cheaper than the original UK sales price. ESCOM will concentrate on quantity of sales for profit (as well as the extremely low cost of cassette duplication or that sort).
- **Commodore Format** Who knows? You might even see a German version of CF!



Warning: this article may cause you to be contacted and to receive letters from readers.



RESISTANCE IS USELESS!



HAS DOCTOR WHO GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX,
THE SCIENCE FICTION MAGAZINE



ON SALE 23 MAY

SFX: How can you buy it? Read more on our blog



Choice cuts

WYLD



IT'S A GREAT GAME, YOU KNOW IF YOU will if you turn to page 17 of this month's wonderful issue where you find a review of *Board of Nations*, the latest game from Electric Boys Entertainment Software.

Following in the SFX's tradition of excellent best-ten-ups, *Board of Nations* follows the adventures of an insane, Mad-as-hell madman wandering around the countryside destroying everything he comes across.

Board of Nations is a title that will give you a good workout and headache.

What makes *Board of Nations* great is that you can explore a vast playing area and visit some great interesting locations while enjoying full access to a set of moves akin to the best-ten-ups you know and love.

However, we're well aware of the fact that there are a lot of GB4 gamers out there who frankly don't have the cash for who are desperate to fight to tough up for a copy of *Board of Nations*, which is a pity. It's an exceptional game (at around £50) and it deserves to be seen by everybody.

And you can win one!

Because we're all really generous, warm and thoughtful people here on GF and because the folks at GB4 are always happy to help, we're giving away five free copies of the game, if you can answer three simple questions...

1. In which country did martial arts begin?
2. What's the highest rating a movie can achieve?
3. If a train leaves Manchester at midnight exactly and travels at a constant speed of 80mph to London, at what point will it pass the half-hourly shuttle between Birmingham and Derby travelling at a lesser 60mph?
4. We're only kidding about question 3, you know.

Where to send it...

Send your entries marked 'Winning contest' - we love it all to Commodore Format, 38 Marshwood Street, Bath, Avon BA1 2BN. Or you can fax them to us on 01225 445078. If you really want to you can even e-mail your entries to us at CBFormat@bt.co.uk

All entries must be received by GF by Tuesday, 1 August, at which point we'll draw five lucky winners. The editor's decision is absolutely final, and employees of Future Publishing, GB4, and people called Derek are not eligible to enter. Further, are people who live in County, for no reason other than it's odd.

Or buy a copy...

If you can't wait until August you might like to buy a copy of *Board of Nations*. It costs £5.99 on 1-25-04-03 or 3-5-04-03 only, and it'll see you in good stead through the winter months.

To send along a cheque or postal order to GB4 at 9176 Bicknell Road, Purley, Surrey CR8 2BP. Tel: 0181 8667790. We'll not enclose two first class stamps to receive full details on the entire range of GB4 software.

TRUE ROM-ANTICS

Jason Finch TALKs on and on. You can chose to LISTEN, too. Or even UNTALK and UNLISTEN.

TALK

Routine name: TALK
Function: Command a device on the serial bus to talk.
Call address: \$FFD4 (\$D4C)

Parameter passing: Accumulator
Prerequisite routines: None
Error reports: READST
Stack requirements: 0
Registers changed: Accumulator

Description: To use this routine, first load the accumulator with the device number. As usual, this should be between 0 and 31 and should be the configured number of the device in question. For example, a printer is usually device 4 and a disc drive is normally 10. The device is then converted into a talk address and this is transmitted as the command on the serial bus. I have to admit that I used to think that TALK was to do with getting the computer to speak English! The TALK and UNTALK stuff is to do with the computer, not with you!

Example: You want to command the printer device number four, to talk to the computer.

```
LDX #4  
CALL TALK
```

UNTALK

Routine name: UNTALK
Function: Command all devices to stop talking.
Call address: \$FFA8 (\$A8C)

Parameter passing: None
Prerequisite routines: None
Error reports: READST
Stack requirements: 0
Registers changed: Accumulator

Description: This routine simply transmits an UNTALK command on the serial bus which means that all devices that have previously been set to TALK stop sending data when this command is received. You cannot address which specific device you wish to send the command to. Simply call the routine with \$00 UNTALK when required.

LISTEN

Routine name: LISTEN
Function: Command a device on the serial bus to listen.
Call address: \$FFB1 (\$B1C)

Parameter passing: Accumulator
Prerequisite routines: None
Error reports: READST
Stack requirements: None
Registers changed: Accumulator

Description: This is the opposite of TALK and commands a device to receive data rather than transmit it. The accumulator must be loaded with the device number before calling the routine. The routine then sends the command along the serial bus and the specified device becomes ready to accept information transmitted along the bus.

Example: You want to command the disc drive, device eight, to receive information on the serial bus. So, set the accumulator accordingly and then call the routine.

```
LDX #8  
CALL LISTEN
```

UNLISTEN

Routine name: UNLISTEN
Function: Command all devices to stop receiving.
Call address: \$FFA2 (\$A2C)

Parameter passing: None
Prerequisite routines: None
Error reports: READST
Stack requirements: 0
Registers changed: Accumulator

Description: This routine transmits a command on the serial bus which means that all devices on the serial bus stop receiving data. Only devices that have previously been commanded to LISTEN are affected. Call this command when you have finished sending information to a device. This allows the serial bus to be used for other purposes. Call the routine with \$00 UNLISTEN when all information has been successfully received by the device.

Secondary addresses

You can send secondary addresses to the serial bus after a TALK or LISTEN command. Secondary



addresses are normally used to give extra information to the device.

For example, you could send a secondary address of 7 to a printer to instruct it to print in lowercase characters rather than uppercase and graphics. The two relevant commands are TALK and \$0002. Send whatever is appropriate immediately after the TALK or LISTEN command.

Routine name: TALK
Function: Send secondary address to a device after TALK
Call address: \$FF96 (\$96C)
Parameter passing: Accumulator
Prerequisite routines: TALK
Error reports: READST
Stack requirements: 0
Registers changed: Accumulator

Routine name: \$0002
Function: Send secondary address to a device after LISTEN
Call address: \$FF96 (\$96C)
Parameter passing: Accumulator
Prerequisite routines: LISTEN
Error reports: READST
Stack requirements: 0
Registers changed: Accumulator

Both routines work in the same way (except just the one description of what the routines do). Load the accumulator with the secondary address and then call TALK after a TALK, or \$0002 after a LISTEN.

NEXT MONTH:

Routines for both inputting and outputting data across the serial bus.



Good resolutions

How can you make GEOS print faster and better? Andy Fisher has the hardware, the program and, more importantly, the necessary know-how...



The Perceptive AB4000 provides high-quality printing, is GEOS-compatible, and costs £195.

Get connected

GEOS is a graphics-based system and most printing is done graphically — meaning it is slow!

To speed it up, you could:

- attach a printer with a serial cable to the serial port on the disc drive for the back of your disc drive if you have a lot of equipment, or
- use a parallel cable such as the geoCable (produced by Berkeley Software) to the user port.

If you have done either of the above, GEOS uses a special file called a printer driver to interpret the data from the applications and to send the proper commands to the printer. Tandy Plus will be GEOS/PS Printer Interface for £29.99 including code, and, although the geoCable is no longer produced, Electro Byte Entertainment Software (£89.50) sell two types of cable for parallel connectivity to the user port.

The types of cable are:

1. **Geo's geoCable II** which is an updated version of the original. Instead of being a direct connection to user port file, it is split into two parts. The interface plugs into the user port and has a switch to allow you to change between two devices (perhaps two printers, or a printer and a modem). The cable, CG2, is a standard PC printer cable, attaching to the Centronics port on your printer

and the 26-pin port on the interface. geoCable II comes complete with software, and is compatible with GEOS, Action Replay and other applications.

2 The **Electro Byte's** own parallel cable for the user port which costs just £15. With it you get the connecting cable (which attaches to the user port) and the printer and software, but without the pass-through port to allow more than one device on the user port.

Banish printout blues

New year's resolutions are attached to your CDS and your GEOS desktop is complete. But you are disappointed with the result so what can you do?

Previous solutions have included double or quadruple strike printing, with each line being printed more than once. Tandy Germany, the CMC in America, comes Perfect Print LO for GEOS/PS (PPLUG) to solve your problems.

There are two parts to PPLUG...

- **The first** is a new set of printer drivers called High Quality (HQ) Drivers. These are designed for:

There is the same first and second set of printer drivers for use with the LG/PS medium quality HQ drivers if it is necessary to retain high resolution.

This is the same first and second set of printer drivers for use with the LG/PS medium quality HQ drivers if it is necessary to retain high resolution.

Page oriented **80x100** page quality. These will not fit on most of the Perfect Print LO for GEOS/PS software.

geoPrint, geoPrint2, geoCable, geoDirect and geoFile, although they can also be used in graphics and terminals of PD and Shareware utilities.

High Quality Drivers use between three and six strike printing to obtain the highest possible resolution from your printer. The result is a better printer, without the expense and the time effort that can cost your work.

- **The second part of PPLUG** is the LG Print System. You use this when you want the best output from your printer. The LG Print System is a separate application which started from main geoPrints. It replaces the standard print options.

Using a configuration file, LG Print maps the low density fonts on-screen to specially defined LG Fonts that boast resolution. You get more than 240 dots per inch (for nine pin printers) and 360 dots per inch for 24-pin, compared to the standard 60 dots per inch. This is the highest quality printout which you can get from a CDS that has either a nine- or 24-pin



System LG/PS, 80x100 page better printout! By the way, printer. The less pin is almost a better quality.

non-impact printer.

Perfect Print LG comes on five discs, with the HQ Drivers, the LG Print System, LG Fonts and a collection of font utilities to help with and create LG fonts. There is also a very useful 48 page manual which contains lots of advice on how to get the best out of your setup and offers detailed help should you encounter problems.

Visual reality

Electro Bytes also stock extra font discs — the PPLUG Font Collections 1,2 and 3, plus the Border Point collection. And, if you are looking for a printer, the Electro Bytes can help with that, too. Choose between the Perceptive AB4000 dot matrix, £159 (including top tray) and the superb Canon 5410GB (inkjet), £250. (Shown at top right) for very high quality printing. You need a parallel cable for use with GEOS, see description earlier. Both printers are fully compatible with the Perfect Print LG system.

Further information from...

8885, 97th Brighton Road, Purley, Surrey CR8 2BP, tel: 0181 604 7004. When writing for details of this, or any other 8885 products, please enclose four first-class stamps.
Trading Post, Victoria Road, Staines, nr
Telford, Shropshire TF11 8AF or 01852 463195.

Please note that...

Perfect Print LO does not work with the following printers:

MP15 801862/8063
PET 1016/1035/1036
Berkeley GP100VCI/800C
Epson 6300

If your printer has Epson or IBM compatibility it works with PPLUG and GEOS.

NEXT MONTH

Well just 2.8 million records to read the next thrilling GEOS column, including a review of geoCart, together with (probably more than) you ever wanted to know about discs...

GAMEBUSTERS

Smooth the rough corners of *Square Scope*, wage *Spacewar* and still have the energy to take a shot at *Superstrike* under the tutelage of Andy Roberts.

SQUARE SCOPE 2

(POWERSPACE 15)

If fast boards don't bring the infinite fun, time, and reward benefits improved your Space-shuffling skills, here's another chunk of handy solutions for the rest.

LEVEL 11

DOWN, RIGHT, DOWN, LEFT, DOWN, RIGHT,
DOWN, LEFT, DOWN, RIGHT, DOWN, LEFT,
RIGHT, UP, LEFT, UP, RIGHT

LEVEL 12

DOWN, RIGHT, DOWN, LEFT, DOWN, LEFT,
DOWN, RIGHT, DOWN, RIGHT, DOWN, RIGHT, UP,
RIGHT, DOWN, RIGHT, LEFT, UP, RIGHT, UP,
LEFT, UP, LEFT, DOWN

LEVEL 13

RIGHT, DOWN, RIGHT, UP, RIGHT, UP, LEFT,
DOWN, RIGHT, UP, RIGHT



Overcome the threat in *Square Scope 2* while collecting bonuses.

LEVEL 15

RIGHT, DOWN, RIGHT, UP, DOWN, LEFT, DOWN,
RIGHT, DOWN, UP, LEFT, UP, DOWN

LEVEL 16

DOWN, DOWN, DOWN, RIGHT, UP, LEFT, UP, UP,
RIGHT, UP

LEVEL 17

RIGHT, DOWN, RIGHT, DOWN, LEFT, DOWN,
RIGHT, DOWN, LEFT, DOWN, LEFT, UP, LEFT,
DOWN, RIGHT, UP, RIGHT, DOWN, RIGHT, UP,
RIGHT, UP, LEFT, UP, LEFT, UP, RIGHT, DOWN,
LEFT, DOWN, RIGHT, DOWN, LEFT, UP, RIGHT,
UP, LEFT, DOWN, LEFT, UP, RIGHT

LEVEL 18

RIGHT, DOWN, RIGHT, UP, RIGHT, UP, LEFT,
DOWN, DOWN, RIGHT, DOWN

LEVEL 19

DOWN, DOWN, RIGHT, DOWN, LEFT,
DOWN, LEFT, UP, DOWN, RIGHT, DOWN, LEFT,
UP, RIGHT, DOWN, LEFT, UP, RIGHT, UP, LEFT,
DOWN, RIGHT, DOWN, LEFT, UP, LEFT,
DOWN, LEFT

LEVEL 20

DOWN, UP, DOWN, DOWN, LEFT, RIGHT, UP,
LEFT, UP, RIGHT, RIGHT, UP, LEFT, RIGHT,
DOWN, LEFT

SUPERSTRIKE

(POWERSPACE 15)

An alternative to *Super* class, better terms of playability and a playing style frequently. For a progression of levels, type in the listing. SAVE for later use, then PLAY.

8 FROM SUPERSTRIKE CHEAT BY 8042

1 FOR 8-042 TO 804-PRG2 Y C-U-Y-POKE

X-1-PRG2

2 IF C042 THEN PRINT "SAFE ERROR" END

3 POKE 107,128:575:118

4 DATA 100,100,145,150,210,140,207,200

5 DATA 200,200,200,200,207,200,200,180

6 DATA 100,141,110,110,110,100,100,110,114

7 DATA 150,170,200,200,150,170,171,180

8 DATA 181,141,200,200,200,210,210,200,207

SPACEWAR

(POWERSPACE 15)

Another exceedingly playable but occasionally difficult. Finger check, set-up, made even so slightly easier thanks to the space-shifting listing. You know the scores - just type it in and look some other body.

3 FROM SW: SPACEWAR CHEAT BY 7142

1 FOR 7-010 TO 804-PRG2

Y C-U-Y-POKE X-1-PRG2

2 IF C042 THEN PRINT "SAFE ERROR" END

3 POKE 107,128:575:118

4 DATA 100,100,145,150,210,140,207,200

5 DATA 200,200,200,200,207,200,200,180

6 DATA 100,141,110,110,110,100,100,110,114

7 DATA 150,170,200,200,150,170,171,180

8 DATA 181,141,200,200,200,210,210,200,207

STRIKE FORCE HARRIER

(POWERSPACE 15)

Not the easiest fight simulator, at least it's a listing POKE for infinite fuel, shafts, and ammunition.

8 FROM SF HARRIER CHEAT BY 7652

1 FOR 8-042 TO 804-PRG2 Y C-U-Y-POKE

X-1-PRG2

2 IF C042 THEN PRINT "SAFE ERROR" END

3 POKE 107,128:575:118:50:50:50:50:50:50

4 DATA 100,100,145,150,210,140,207,200

5 DATA 200,200,200,200,207,200,200,180

6 DATA 100,141,110,110,110,100,100,110,114

7 DATA 150,170,200,200,150,170,171,180

8 DATA 181,141,200,200,200,210,210,200,207



It's tough but it's popular. Use our POKE to reach even more bonuses with *Super Strike Harrier*.

11 DATA 100,200,200,200,207,200,200,180

12 DATA 100,141,110,110,110,100,100,110,114

13 DATA 150,170,200,200,150,170,171,180

14 DATA 181,141,200,200,200,210,210,200,207

15 DATA 141,110,200,200,200,180

16 DATA 100,141,200,200,200,210,210,200,207

SHOOT: SH-UP: 050:700:700:800:900

(POWERSPACE)

Start the game and press the "Fire" button, then press "F" to enter the game after. Now press "C" to enter 0500. When the occurrence message appears, press any key to exit, then "F" to re-enter the game with no collision detection. Remember, but this cheat works on any game created using a ROM-CM at including *Superstrike* and *SD Spacewar!*

ACTION REPLAY POKES

Simply freeze the game, press "F" to enter the POKEs, press RETURN twice after the last POKE, then press "F" to re-enter the game.

SUPERSTRIKE

POKE 1000,142

POKE 1000,142 - infinite lives!

SQUARESCOPE

POKE 1000,142

POKE 1000,142 - infinite lives

STRIKE FORCE HARRIER

POKE 8005,98 - infinite fuel

POKE 8700,173 - infinite shafts

POKE 8700,8 - infinite ammo

Send us your sendables!

If you have any maps, cheats, tips, solutions, POKEs, or game-playing tricks up your sleeve, pop them into an envelope and send them to: Commodore, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BN, or you can e-mail them to us at cf@bournemouth.co.uk, putting "Sendables" in the subject line.



PD FORMAT

Try ingesting a 'fuckvirus' to pick out some top-notch PD software or read Andy Roberts' award-winning reviews. It's your choice.

LETHARGY

(COSMOS)

If you've been a loyal disciple of the PD and dems scene for years, you may recall a group called Cosmos, who were active in the early 1980s. Then, six members departed for machines and pastures new. Cosmos ceased to be

Jason Robb, author of the super puzzle game *Blizzard*, has reconstituted the group with the help of a few charts. Previously under the moniker of TOM (The Cybernetic Man), Jason now sports the handle TMR (The Mega Reconstituted), and has plenty of talent to share with the OSB scene.

Lethargy is Cosmos' first demo for over three years, mostly due to its status as a demo, hence the title. The demo starts off with a 'Cosmos inside' logo which parodies the *Test Drive* logo seen on a million TV adverts. Next comes a simple on-map demo, which changes colour as a split-screen scrolling message scrolls over it. Simple but effective.

Four lines feature another colourful BYOB border, plus the screen is set to automatic ripping top-down in the mode as Tech Techie. Flat 'foot' is a static border, which may sound like a contradiction in terms, but it is actually a scrolling message on a background of pseudo-TV static. After a brief section of character-based plasma (as seen in demos such as *Europe* and *Best of Times*) comes a traditional mixture of sprites, logos, scrolling messages, and raster bars - just like the good old days.

Part as is a little old-fashioned too, with its sideways moving/logo-simple four-layer parallel, although the lateral ripping behind the scrolling

message is a simple but effective trick. The next section is inspired, though, and features a screen parked over from *Chorus* from the *Amiga*, complete with scrolling message and static effects.

The penultimate binary installation is in the form of another ability logo, accompanied by a clear and intriguing CPU gauge. The final section is the credits. *Lethargy* is a technical masterpiece which displays a wide variety of well-used techniques. And that is the problem really, as you've probably seen similar effects before. However, it is well put together, and also features plenty of remixed music and a handy PD loading system. Recommended, but by no means essential.

Rated 50%

CONTRAFLOW

(COSMOS)

Not content with rising from the grave with *Lethargy*, Cosmos haven't rested on their previous laurels, instead *Contraflow* demonstrates even more technical



Contraflow even more technical than *Lethargy*, professional and well-orchestrated music.

fun, professionalism, and well-orchestrated music. After the *Delta* has loaded and the screen faded to anti-missile flashes and bangs, the first part begins. This is a little disappointing, as it's just a simple linear pursuit (albeit one accompanied by views of sprites and a scrolling message).

Contraflow is one of those demos which, once booted, runs on its own loading each section as required. However, even though the next part loads in while you are still watching the previous section play - *Oh*, you aren't actually see the next part until the scrolling message has finished. Personally, I don't mind, but I'm sure that people with shorter attention spans will tire of it quite easily. Thankfully, TMR has included a handy quit/menu menu allowing you to select the bit you wish to see.

Roll out the barrels!

This is a technically flawless gem, featuring individual barrel walls! Basically, if you can imagine ball within a cylinder which is slowly rotating you might just grasp the concept. Its imaginative, refreshing, and superbly executed.

The kiss of death

This is another simple, although quite which also managed to be atmospheric and well drawn. It is accompanied by another long scrolling message. You could easily listen to the music.



So what's the answer? *Contraflow*, *Delta*, *Best!*

Let's get technical

You might have encountered raster bar demos, but this section boasts the works for 'thermal' raster. As the bars rotate and overlap, the colour intensity (or brightness) increases accordingly. Needless to say, screenshots can't do them justice.

Along with another simple bitmap and a neat section of the Human Face music from Cosmos, *Delta* have presented in one more ability logo.

Splitting headaches

This results off as a little odd, as you are treated to a vertical raster split. Impossible, you might think. But, you're a little soon enough the split seems back to form a huge blackboard effect, extending into the side and bottom borders. Not the best screen in the world, but the first to use the border for impact.

It's all over

As with *Lethargy*, the final part is the credits section, and also contains a mountain of greetings for those with eyes large than a blue whale (that's you, you see, Andy - Ed). This part features a nice 100% effect when the picture (displaying the various demo sections) fade in and out.

Contraflow is a superb demo in terms of technical finesse and originality. The music, a mixture of original tunes and remixes, is also excellent. However, the flow of the demo is restricted by the numerous scrolling messages, which even with the QuickStart option, still results an otherwise brilliant demo.

Rated 85%



On-screen this is not exactly a rippers work in any way and screen, like the *Delta* OS - a 100% effect.



That was the year...

Reservoir Dogs bloodied the cinema screens. 1993 was also a classic year in CF gaming history. Simon Forrester reminisces.

Simon noticed that the bits of grey matter that hang around the office was looking particularly depressed. "Hi there Simon, what's up?" he asked.

"I broods of Liverpool wrote to me, asking why we don't take a look at each year of the C64's history." The why that moved closer looking the average man.

"So why don't you?" asked Simon, nervously. "So why don't you?" repeated the bit. "Yes, um, got a deadline. That's right, I haven't got the time - gotta go!"

Simon got up to leave. The brain didn't think.

"Only the games that score 90% or above, then."

Cool World

Color: 80% ■ CPU:



Cool World is a colorful and smooth. You may never find the same very about double again.

Over a custom-based graphic adventure is large colorful, and smooth. Armed with a pen, you must stop the double going through the portal they've created in your living room.

Your plan is to tip the balance between the two worlds by taking as much into their world as they can, and leaving as many doubles as possible in our world. The idea of being involved by double isn't all that scary, but the portal leads back to their dimension. This opens up a whole new world to explore, one which is packed with obstacles that test your brain, your reflexes and more probably your nerves than what makes the game so great.

The only downside is the slight lack of flexibility, as it always to get a bit easier after a while - when you've jumped on one 90, you've jumped on them all - but it's certainly not long enough to give you hours of fun opening the streets of a truly Cool World.

First Samurai

Color: 80% ■ CPU:



First Samurai is a classic platform game with plenty to explore, collect and power up on.

The high scoring games always seem to be platformers, for some reason. First Samurai takes our young hero through a series of enormous levels filled with fast, fantastical bosses to have a lot of fun killing. It is the classic platform game with plenty to explore, collect and power up on.

The weighting feels right (your character moves, jumps and falls realistically), the levels require timing, reflexes and lateral thought and the occasional, enormous, meanly stupidly over-sized, bad guy is thrown in to good measure.

In fact, the only thing that led to the game down was a lack of music, as the only sound you could hear was the crashing of a truly enormous sword, and the screams of anything that gets in its way.

Gunship

Color: 90% ■ CPU:



Gunship is a 3D, first-person, flight simulator to attack you as a helicopter in sets of missions.

Making a surprise break from the page of platform games, Gunship is a flight simulator. Instead you get to fly one of the most famous types of helicopter, the Gunship (not surprisingly). Like all flight sims, it's a 3D game with complex flight controls and set of missions, in this case the missions being to blow into (and take) things up.

Of course, flying a helicopter isn't easy - there's a lot to master in the way you move, dive, stall, and unleash the arsenal load of tightly exploded and clearly visible weapons attached to the thing. The game obligingly gives you a lot of things to be of (not all of which are essential), and an enormous amount of other games and helicopters to do battle with in the skies while you attempt to avoid the volleys of missiles from the ground. Gunship is a game of skill, practice, and learning.

Having said that, there is a great sense of realism to Gunship, so you can play it safe and fly a helicopter, or spend your time dare-deviling around a landscape, creeping into the sides of mountains, buildings or even the ground. You'll die, but you'll laugh at yourself.

Mayhem in Monsterland

Color: 90% ■ CPU:



Mayhem in Monsterland is an excellent platformer and utterly playable romp through local after world.

Yeah - I know. Giving a game 100% caused both wars in the office that Mike (the Commodore Format Editor at the time) will leave the room. Clue he's not. Everyone agreed the platform was excellent, though CP found it more in relation to the finished game, a pretty, nice and utterly playable romp.



through level after level of racy graphics.

You play Mayhem, a thug who's faced with the task of outsmarting the law of evil east-over his world by collecting the magic on each level to turn the evil worlds back into happy ones. This involves navigating car high speeds in a fairly straightforward landscape filled with some truly odd obstacles, which range from killer spiky bugs to enormous boxes of eggs. Should your timing fail, the worlds plunged into darkness.

The emphasis in Mayhem is on speed. If you haven't got a copy, get one now. No, right now - it's the most fun you can have with your system on.

Nick Faldo's Championship Golf

Commodore ■ 95% ■ C705



Nick Faldo's Championship Golf is an excellent mix which makes getting it online and you a pro.

It's - why not take on a quiet Sunday afternoon with a golf club around a golf course?

Commodore's version of this classic golfer's name scores so highly because it makes getting a stroke. You have complete control over angle, swing, force and strength, which is necessary to navigate the realistic courses the game contains. Also, apart from being a truly excellent golf simulator, it's graphically good enough to stop you ever getting your shoes dirty with the real thing.

RoboCop

Amiga ■ 95% ■ C705



RoboCop contains more bang-packed levels than you can count even with your neck off.

When Clive Hodgson wrote the review for James Bond RoboCop, she correctly observed that taking it is a truly boring way to spend your time. RoboCop suffers the flaw by containing more fun-packed levels than you can count with your neck off. The



Sleepwalker: What's the best you can do for it? What's the worst? What's certain is that it's 1990.

overall objective being to use your rkyng feet to save Christmas from the clutches of the evil Doctor Mayhem.

Doing this involves creeping around the Doctor's castle, exploring the maze rooms filled with giant mushrooms, and the creature armies of dangerous little Robinson would go on.

What made RoboCop so great was the sheer amount of things the title felt could do - as well as making quite a 'feel' for a fish, I'm sure you agree, he could swim (jump, stretch, and swim by planes).

Realistic jumps and a good learning curve makes RoboCop fun yet challenging, so if you're new to games this is definitely a good one to try.

Sleepwalker

Commodore ■ 95% ■ C705



Sleepwalker isn't so much a game as a walk, it's a puzzle as well as a platform game. Not great.

The official Commodore Retail game can't so much a game as a walk - it contains all the things you'd expect to find in a platform 'Beauty! Another walk' - but, but in the wrong order.

The idea of the game is like... though you don't actually control him - he's wandering across the floor surface, saved only by his sleep-fault by the way, that's you, that is.

Control with only a stick. It's your job to guide Lee safely home using the keys, the platforms, switches, doors and telephone wire springs, knowing that you find on the way.

What makes Sleepwalker great is that it's a

quicker as well as a platform game. Although the playing area is massive and explorative, the only way to get Lee is safety to work out what he's going to do, where he's going to wander, what's going to hurt him and how you're going to stop it.

This is all played out in a pretty comic style with flash being placed in inappropriate ways. Sleepwalker is a must for 90's retro enthusiasts.

Pipped at the post

There were, unfortunately, a lot of games that were worthy but which didn't quite make it into the top 100. Here's a quick round-up of the cream of the crop, those C64 games which scored 75% or upwards.

Game	Score max.	Score
Alien 3	20	88
Amiga 2	20	88
Am 32	16	87
Fast Fighter	20	76
Football Manager 2	20	74
Gladiators	20	71
Language	20	74
Lethal Weapon	20	75
Major Ruler	20	83
Proballer	20	89
Shogun Demos	20	89
Storm Age	20	78
Street Fighter 2	20	80
Suburban Commando	20	82
Suburban Rayman	20	87
Treks	20	88
World Class Rugby	20	81
WTF Wrestling	20	88



Street but not such Street Fighter scored 80%, one of the great games of 1990.

NEXT MONTH:

1995... Advent of the European Union, but much more importantly, the year that saw such classic

titles as Castles, International Tennis, Crystal Kingdoms II and Jamberry Don't Get Your Brain Tilt them...

SWORD OF HONOUR



Cross two of the best ever 64 games and what happens? You get *Sword Of Honour*, a beat-'em-up spectacular. Andy Fisher is your guide to a new game with added ninjas.

Shogun Tashiro is a trouble: his family sword, the *Sword of Honour*, has been stolen, and his Shogun Tashiro faces a threat from the evil Toraage who wants to rule all Japan. You are a brave ninja warrior who has been hired to bring back the sword and to defeat Toraage.

If you are thinking that this sounds like another beat-'em-up game, forget it. *Sword Of Honour* is actually better: bringing the lighting and exploration styles of the *Castles* and *Barbarians* games into one of the biggest 64 games ever.

Control of the back-characters is straightforward. Moving the joystick without pressing the Fire button makes the jump, touch a firing rock, move around the screen and, most impressively of all, perform a forward or backward roll along the ground to get out of the way of opponents or deadly obstacles such as a fire-breathing dragon.

Pressing Fire accesses the combat moves, which offer something in which weapon you are using. When you find them you can choose between stumbles

(throwing hands, knees, chin or head) and pattern different moves with each.

Which way?

Exploring the game is easy. Pushing forwards and backwards moves you in or out of the screen, along pathways or into doorways of buildings. And, when you arrive at the back of a level, the wall appears highlighted on screen with a tiny arrow.



And the sword moves too. Ninjas appear in many levels of games, while fire-breathing appears in only one.

Give us the details!

Without a doubt, the graphical variety of *Sword Of Honour* is better than anything you will have encountered in previous beat-'em-up adventures. This game contains more than two megabytes of graphics. Each screen is loaded

especially from 256 or just a couple of screens, but this means that a later version could be impossible. If you think that it sounds too slow, bear in mind that the *Castles* games took up to five seconds to draw each screen... and the touches make them beautiful. Look out for details such as broken ferns and petals on a bridge, or a view in a forest where you can see a temple on the mountainside above you. Then follow the path out of the screen and climb up to the temple.

Player animations are smooth and a nice full of detail. From the way your spine shows the sword

flashing around on the first screen, the look, sound, music and atmosphere, to get out there and start fighting.

ready to combat, though in the deadly-flying boat.

Sound deserves a mention. The introductory and title screens have two great pieces of mostly oriental music. The in-game sound effects are also a treat. From the sound of birds and insects in the forest to the crashing sounds of a waterfall, the care and attention detailed on this game is apparent.

The nature of puzzles and obstacles is enhanced and more interactive than previous games. For example, you come across a samurai guarding a temple. Use the message box at the bottom of the screen to say: "It is a holy day. Steal me the suit."

Perhaps he is suffering too much from the heat, and needs something to cool him down. In fact, perhaps he needs the fan you found on a house further up the path.

The range of characters is even more impressive, from mischievous monks to noble and heavily armoured samurai. Some of the characters like *Shogun*, so if you can solve them get writing to Andy Roberts at Gamesbusters with your hints and tips. The interaction with other characters, from fighting to trading objects, makes this game a breeze, not above the rest.

To conclude: *Perseus Entertainment* from Germany have done a brilliant job creating the atmosphere of medieval Japan and have produced a very tough and playable game in the process.

RATING
93%

SWORD OF HONOUR

Price: £5.95

Platform: 64-bit only (5.25- or 3.5-inch)
 Publisher: PERG, c/o The Brighton Road, Purley, Surrey CR8 3PP, t:fax 0181 866 1556. When writing, please include two five-pence stamps for details of this and other PERG products OTHER INFO: It is fully compatible with the PC drive and *AmigaDOS* for faster loading (or *AmigaDOS* backwards) the *AmigaDOS* also works) and you can install the 3.5-inch version on CDD or hard drive or *Flash* disk.



Watch the lightning detailed backgrounds and the sounds of the lightning, the wind, your own sword tip as it moves on stone blocks of a bridge.

the PC you could...



...or you could just read *PC Guide*

...and risk your arm muscles wasting away

Let's get a few facts straight. Nowadays everyone knows you don't have to be a geek to use a PC. Everyone also knows that PCs are the biggest thing to hit the home since the video cassette recorder. So the big question is why do all computer magazines talk to readers as if they're expert? Answer - they don't, but anyway. *PC Guide* talks to you like real people and we talk about the things that you're interested in - we don't get bogged down with databases and we don't fill over 50% of the magazine with dull reviews. Instead, we'll introduce you to new PC applications, show you how to get more out of your PC and solve any problems that come up. In short, we'll make your PC a dream to use.

Don't miss *PC Guide*,
on sale Thursday 8th June.
It's the business.

The logo for PC Guide, featuring the words 'PC Guide' in a stylized, cursive font inside a red oval.

Contact points

Commodore Zone

The latest issue of *Commodore Zone* comes complete with a voucher for a magazine containing programs relevant to each issue. And if you want to write anything from news to reviews for *CZ*, send it on paper or diskette to Commodore Zone, 3rd Portland Place, Docklands, Wharf 4/10 102B.

Antipodeans on top

One of the biggest fanzine networks in the UK and Australia is Australia and its neighbour New Zealand. If you live in either of the latter you have a massive choice of clubs and magazines, from regional groups to those with members worldwide.

Your first point of contact should be John Broughton, creator of the *Flagship* of SA/US User Groups. This home made publication is updated every year and the information is presented clearly and unambiguously (it is produced using GEOS). Send a floppy stamp or International Reply Coupon.

You need friends

Another way to get in touch with users worldwide is through the American club which is actually called Meeting SA/US users through the mail - an exciting site for an interesting club. I recommend you send to membership details before you go, if the cost of overseas membership was \$10 last year.

GEOS - join the club

One of the most popular utilities ever released for the C64/128 was the GEOS range - so you know if you have been following the regular CD-ROMS volumes since CD1 (except for a little issue or two), you shouldn't exclusively from BBSs in the UK. Buy from other stores at your own risk, there is a strong support for users in the form of geoCLUB UK.

Formed back in 1991 by dedicated GEOS-user Frank Cassidy, the club has gone from strength to strength. Membership is 05 for a full year (starting January), for which you get the following benefits:

- monthly newsletters, *GEOSING* etc, which is always full of interesting and informative articles, plus news and special offers;
- technical help from experts and experienced users - access to more than 300 discs of trials, graphics and GEOS programs in the GEOS Software Library (R 17.25 for a double-stated disc (retail value £45));
- contacts with companies and individuals worldwide offering you the chance to buy hardware and software that is generally somewhat difficult to get hold of (plus second-hand bargains).

Andy Fisher hunts far and wide to bring you clubs that cover the world, and one specifically for GEOS users.



Produced with GEOS, about 10000, to match for 480000000.

As well as profiles and access to the software libraries, there is an additional newsletter produced just for Australian readers, which saves the expense of airmail from the UK.

A sense of adventure

Sadly many clubs and fanzines catering for adventures are in decline. Red Herring plus the Adventure and Strategy Club have disappeared during the past year.

● Adventure Probe

This is a monthly fanzine (27 per issue/book bound) covering all formats and has been going since 1990. *Adventure Probe* contains more than 50 pages of trials, tips and hardware advice plus telephone, telexgrams, and more, including electronic software.

● Adventure Guide

Adventure Guide is now published on an irregular basis (once



Adventures (books) packed with trials and tips.

●) for chance to make friends with GEOS users worldwide.

Get in touch with Frank Cassidy at the address shown in Contact Corner, enclosing an SAE, indicating an SAE.

For Australia and New Zealand users of GEOS, your first port of call is your local club or Peter that will have the GEOS branch of geoCLUB UK.

Contact corner

Adventure Probe, via Barbara Gibb, 50 Bedford Road, Liverpool L16 6PS

Adventure Guide via Chris Baxter 17 Hill Post Ripley Road York YO1 6EP

geoCLUB UK 54 High South Road, Brixton, Manchester M20 4PS

GEOS (The GeoClub contact for Australia and New Zealand GEOS users) via Peter Hunt 79 Belvue Street Sevierville Victoria 3100 Australia

Meeting CD-ROM (Users Through The Mail 1128 County Road 1000-1 St Joseph S, SA 510 USA

Register of CD-ROM user groups C/O John Buckling Team PO Box 246 Wexley Kent ME17 2DS Australia

Enclose an SAE or, if you are writing abroad, to send an International Reply Coupon (from Post Offices) when contacting clubs. You could also say you saw the club in *CZ*.

NEXT MONTH

For all adventure games fans - a round-up of some of the many specialist fanzines and groups, and more!

TECHIE TIPS

Jason Finch tries to palliate a reader's printer/plotter pen-ury, alleviate the problem of line-like sprites and assist with assembler. And all inside this month's deadline.

A clear sprite

I have some sprites stored at location \$100-\$10FF and our Love Be software

screens. They are for a BASIC game I am making. But, as the program gets longer, the sprites turn into the line type ones, or even blank ones, that you get when you first look at the computer.

Can you give me a program or POKE to stop this happening please?
Janis Winder, Newcastle.

This happens because BASIC programs start in memory at location 1000 and grow upwards as you enter more lines.

As the program grows, the first byte is actually stored at 1000, but grows that far too. So anything about 90 starts to overwrite the program area in bank zero of memory.

I have spoken about switching banks in previous issues of CP and you could check out that line of things. This means that your sprites and screen information would never get up high in memory to above the 50000 mark.

Another way you can protect graphics data is by setting POKE \$0, \$0200 POKE \$0, \$0200 where A is the start address of your sprite data. This prevents them from being overwritten by variables once your program is up and running. However, if I really in need of a program with the length of the program, you could try moving Basic up. Save this with POKE \$0, \$0200 POKE \$0, \$0200 where A is the location of the start of your Basic program. The best answer would be to locate graphics memory up a bit further which gives you around 60K of programming space without having to worry about sprite corruption.



Perhaps has a character with a bug in the VIC chip. Use this bug to open up borders to make your sprites appear there.

No plot without pens

Could you please tell me if any company that supplies pens for the Commodore 1500 printer/plotter?

Andrew McEck, Westwingshire

There used to be quite a few places that did this sort of thing but unfortunately I don't know of any specific companies that stock the pens and paper for the 1500.

You could check out your local Tandy store if you have one. I suggest going there because the standard Tandy plotter uses pens that look uncannily similar to the ones used by the Commodore plotter.

So, try using one of your 1500's pens along, but a highly-looking penner at the shop - preferably



All in the timing

I fly back in 1993 one of the Apple boys

mentioned that the monitor for Appleson and Creative uses a bug in the VIC chips. Can you tell me more about this please?

If you can give me some information about interrupt timing, Creative programs use interrupts for scrolling, music and many other things and I am baffled as to how they manage to fit all of that in without making the screen flicker or run slowly. I have read the Power Plus

questions to CP80 but that does not help. If the interrupt program is too long, it causes a blank screen.

You probably know how to open up the upper and lower borders of the screen to allow sprites to appear there. It is also possible to effectively remove sections of the set and right border. Both make use bugs in the VIC chip to get the effect.

The left and right border is opened up by shifting the screen to 38 columns and then expanding back to 42 columns almost immediately. However, you need

to do this at precisely the right point on the raster scan or it won't work. The bug that addresses the scrolling uses location \$0011, or at least I usually does. By latching on to a raster line near the top of the screen, waiting for a fly fraction of a second and then moving a specific value in \$0011 you shift the screen a lot



Sprites are specialized things. Andy Winder (A clear sprite) could be able to produce them for this month.

someone who writes them - and so fast or fast. "You get one of these, mate?" and see what sort of response you get.



to the left or to the right. How far the screen moves depends on how long you wait and on the value you put in.

You also need to get the screen in a hand size. If you freeze playtime with an Action Replay cartridge, you see that part of the screen which should be on the left actually appears on the right when the game is stopped. To achieve the smooth-scrolling effects proper timing and a great deal of trial and error, unless you check out someone else's code.

I suggest you find a demo that uses the same technique. You often find that the coder has manipulated the lag in the movement of large letters or large colored areas of the screen. If the idea, when writing raster interrupts that have tight timing restrictions, is to write code that is as fast as the CPU can do, but not necessarily as complex as possible. For example, if you wanted to clear the screen quickly, you could do LDA #00 followed by one thousand STA instructions in locations 4024 to 5000. This would be performed in around 4000-clock cycles.

You can do the same thing using indexed addressing of the sort STA (INDEX), where the address is stored in \$D9/\$D8 which you set up to three times that number of cycles, and, therefore, three times the amount of raster lines is consumed. There is no way to speed the timing. The only way around it is to write code that is fast rather than complex.

If you check out the demo I sent for Logic Software (published many months ago) you see that the main screen features music, a scrolling message, a floating address, a moving logo, some changing text, "X" and "O" icons that around the top of the screen is a vertical scrollbar. There was literally no raster line left and the routines had to be written and rewritten in order to squeeze out every last bit of available code. Details on the number of cycles taken by each instruction can be found in most machine language books.

Self-assembly

I am interested in machine language and so when I see one of your machine language listings I typed it in just type in a BASIC program. However, when I ran it I got a Syntax Error in all the lines.

Please tell me what I was doing wrong. Christopher Coast, Montreal

You were typed in an assembly language program and the computer does not know how to interpret that



to it. You need an assembler such as Turbo Assembler or AT51 which was published on the Powerpack when my machine language tutorial started. By loading up AT51 and then entering or loading the program that you have typed. Then enter ASSEMBLE and press the Return key.

You should now find that the computer that does its job. The normal RUN command is only for use with BASIC programs that have normal BASIC commands like PRINT, IF, THEN and GOTO.

Bargain basement

www.commodore.ca/price/04.html or www.cdn.commodore.ca/price/04.html price \$49.95



How close this is what you should see when you

button on a healthy C64. The rest is up to you...

Last week I picked up what appeared to be a real bargain when I got a Commodore 64 with loads of accessories and software.

However, when I got it home and tried it out, I got a blue screen and loads of strange characters at the top of the screen. The first line was "BELLINGS 64 SCHEM 64" and the prompt said "READY" instead of what the manual says which is "READY".

Was this such a bargain after all and can it be fixed? Great topic, Steve King

You could be fixing someone else with a C64 and erasing the owner's supply lines. The PCBs can do an induction, causing the C64 to receive less than its required amount of voltage. Sometimes this has very bizarre effects like those you have described. The writing along the top should actually be "COMMODORE 64 BASIC V2" and it is surprising



how close to the original price version is. In the letters are generally not by any one character, rather than completely random. However, I have found some where a new PCB causes the type of problem. Alternatively, you can take it to a shop and have it looked at by a technician.

The most of the story is aware of electrical bargains at our local sales. Items are often on sale there because the people selling them know that you're unlikely to be able to find a consistent power source in the middle of a field and therefore you won't find out the goods are, in fact, faulty.

Music maestro

How do you insert music into programs?

Could you write a simple player so that I can see how it is done please. I would prefer a machine language version as it is a machine code program that I need in the Pearl Channel. Wiggy

A machine language version is really the only solution. However, a simple one is not possible.

To easy the music data files to a minimum, most players rely on sequencing techniques and other complicated ways of accessing the information that eventually reconstructs the tone.

Most players are written so that you initialize them with a .J25 to use routines and then you set up a music through to .J26 another routine every raster scan. This means that the timing is accurate. You should find

that a player comes with any music data that you get hold of. Then if you wish to incorporate anything into your own programs you simply load in the music and the player and then use the .J25 technique that I just mentioned.

Techie blips?



In coming issues of Commodore Format look out for articles on:

- comms
- STP, including scanning and printing
- everything you can possibly do to your C64 to make it bigger, better and brighter
- your C64 as a home office (including using spreadsheets and databases)
- cartridge tips
- a review of Turbo Assembler

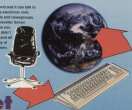
 Be stuck with us and send in your tips and comments now to Techie tips, Commodore Format, 30 Massachusetts Street, Bath, Devon BA2 1JN or e-mail them to us at cd@bathwell.com.uk putting 'Techie tips' in the subject line.

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