

JAM-PACKED FROM COVER TO COVER WITH C64 INFO

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 39 • £3.33 • AUGUST 1993

WORLD PARTY!

Discover how your
C64 is celebrated
around the globe

When you buy this magazine then the computer you should be able to read this if you can, then someone's copied the cover file, and you've managed to get a replacement.

**Tape
to disk
SMART!**
Tape to p.8

WALKER

AND THERE'S MORE...

Reviewed: Walkers, Riddles and Stones, and 1992!

Rated: The top PD Libraries Diary; Super Pac Twins

Explained: ROMs and BASIC



Future
PUBLICATIONS

More
C64 news
on page 7



August 1995 Issue 59

CONTENTS

6 World Party

Learn how the mighty C64 has found its way into homes all around the world, and catch into what!

This issue goes straight on to 644 at Older's Monthly Research Center. It was right around there the war directly over Europe, and started in 64 columns. How can this be? It's an interesting story, and you'll want to read it.



19 Riddles and Stones

Newscom's Lurch software team produced one of the biggest, complex yet most engaging puzzle games of the year. Can your brain take the strain?



A lot of top games were released in 1995 including *Demolition*, *Teaching English*.

5 ON THE POWERPACK...



Samurai Trilogy

This month we give you the chance to master the ancient art of the Samurai, and run a sword through the spirit of opponents waiting to enter the ring. Details of exactly how to do this are just over the page...

18 Walkerz



The fun can virtually kill these kinds of people, courtesy of *WALKERZ*.

Learning facts will save *WALKERZ* its last offering, featuring the antics of our cute (but suddenly stupid) friends and a rather nippy platform.



Oh, no! It's a puzzle game, it's a good one, though. Where are you going?

22 That was the year...

Commodore Format takes a look back through the C64's gaming history in the golden year of 1980, which saw the likes of *Orbitator*, *64KID*, and many more.

REGULARS

4 News

News! We've got two pages of news, editorial, directory and everything! Get up to date on the latest happenings in the C64 world on page four.

9 The Mighty Brain

CF's very own form of grey-matter fodder heads out today to get most of our loyal readers in an effort to make them stop wanting to buy the thing.

11 Contact points

Each month, we respectfully inform someone who's attempt at publishing glory. This month, three more legends come under the hammer.

21 Buy-a-rama

Uncle Cass might not be selling it any more, but his small ad page is still bustling with the latest hot bargains for computing on the cheap.

GAMES

10 Game diary

The brothers RUBICON share with us the joys of creating games, as they put Super Pac! items together. Watch out for it on a future coverage.

20 Gamebusters

If it ain't your's, it ain't yours, it's a good one, get angry! This month, Action Replay looks.

SERIOUS

8 Excom speak

Last month Excom held a press conference to talk about their plans for the C64. We posted Pledge to Germany to find out the exact field view.

14 Techie Tips

The awesome Doctor Finch takes the time to answer yet more of your technical queries.

16 True ROMantics

This month, Jason goes into yet more detail about your addressing routines.

17 Back to BASiCs

Learn all about variables and how we can use them to make truly feasible programs.

POWER PACK

Samurai Trilogy

Probably you wouldn't
like to jump into a
samurai-style fight.



Learn the way of the warrior and put your foot through the throat of anyone who stands in your way with this month's PowerPack game.

If it's a temple in the far, far east of this earth, it's a young warrior. At 14, quiet in the temple, you get the message through the mirror tubes, as his body glows through the carved panels to the next level. The young warrior is about to become a samurai master and as soon as he does, he's forced to change his name. You can't have a samurai called Arthur, you see -- it's just not samurai enough. The rules of the discipline say nothing about attacking your opponent while he's doubled up with laughter, but it never really gets the advice

either from the spectators that Arthur thinks he really deserves.

Well, Arthur wins. Many people think that the mediator these young students undertake to be honor the winner, speed up the victory and make the mind, you and body as one. In Arthur's case, the simply isn't true -- he's doing his grocery list. Anyway, the showdown is almost upon him, and it's time to hear and fight.

Er... The game?

Which is where you come in -- your two tasks for this month are to use the controls provided on side A of the tape, and go on to beat the long-day-fights out of every game you come across on side B.

Easy? Well, when you load either session, the first thing you'll have to do is select your warrior and your opponent. By moving the joystick up and down through the menu, pushing the right to make a selection, and pressing fire to confirm the selection. You'll now have to assign points to the various skills of the warrior. Use the joystick to move up and down through the different areas of power, such as strength, agility, speed, etc., and fire

FULL
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SAMURAI TRILOGY POWER PACK

right or left to add or subtract points from that particular power. When you're assigned all the points for your warrior.

Arthur starts on the left of the screen with whatever name you decided he should have), and the opponent starts on the right. Use left and right to move Arthur around, and every other direction to make him do something obviously violent. As fast as this, the fire button provides another set of moves, as if you hold it down while pushing in a direction, Arthur will do something completely different, and usually more painful.

Controls

As a rough introduction to the way Arthur moves, you can push up and fire to fly across the screen, but first get a painful head height, use the directional to move punches and kicks while standing, press fire and pull away from the other player to block, and turn along normal directional control.

If you beat up everyone in the entire game, you'll get to change Arthur's name to something a lot more respectable, like Owen, or something.

TAPE TO DISC

How much? This week, it's also available on disc. To get the other version simply cut out the label on the tape (you can't write your name and full address on a label of tape, and the label is an envelope with a change or postal order, made out to Edutronics, Inc., PO Box 10, Lower Augustine Road and Road 10, 07070 Upper Lake, 4000 Lake Road Ltd, Pleasant Woodland 10, Lakeland, Ontario T7Y 3G8.

NO LOAD ZONE

If you're having trouble loading this month's Powerpack game the staff here in 1010 B&G, who in a tape-writer (and you want to get an Atari tape) (Edutronics, Inc., 4000 Lake Road Ltd, Pleasant Woodland 10, Lakeland, Ontario T7Y 3G8).

It happens, you're confused by the messages at the end of each level and the fact they don't always behave quite as they should, and I worry -- your tape seems perfectly fine. Just one of the problems of remembering the game. And if you phone me or call about the problem, we'll immediately send you to read the contents of this box (not foot).



News

We have a winner!

When we asked you to fill in our survey in March, we didn't realize quite how good the response would be. As promised, we had a draw for three winners, each of which would receive 50 games for their trouble. As you had the, Ah! Topex of Turkey, Ryan Congleton of Germany, and 13 others (purely real) from Slovakia we'll be sporting gear, sponsored gear, as well as some new software.

Sim Club

For those of you who prefer a more relaxed, thoughtful game, the Simulation Club is a group of CD-ROM games we're based on strategy and simulation games, to the extent that they're selling nice games as we speak. You can contact the club via 3 Altan, 11 John Street St. Peter, SK13 4JL.

Another PD library

Just when you thought you had all the PD you'd possibly ever need or want, someone goes and opens another library. Spanish PD is a nice company based in, er, Spanish, with a large collection of double-disk titles for only £1.35 each (£2.50 for two). Alternatively, you can get a nice-topper disk by either sending a blank disk and an SASE, or £1.50 to order those same disks.

Spanish PD can be contacted at 61 Springfield Lane, Spanish, Suffolk, IP1 4JN.

They made me do it

On the first of June, the company that brought you Commodore Format threw another magazine into the fray, called PC Guide, aimed at first-time PC users who don't know their IBMx from their MIPs. The guide will look at every aspect of home-PC use, including hardware and software reviews, networking, design, games, music, and education amongst many others.

Commodore Format

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PC Guide - with a special speed comparison feature from the official CP certificate team.

Priced at only £1.99 for the CD version and £2.99 for the hard-copy, it'll be the essential shopping guide for first-time PC users. How do you need it a PC?



Zoned out

Binary Code PD's new friends, Commodore Zone, have been delayed - though we confidently told you it'd be available ten times ago, the first issue of Zone was held back due to several errors that the authors wanted to fix. So, instead of an interview with top-CD-ROM person Martin Galway, Binary Zone will start by looking into producing a CD-ROM compilation disk, featuring the best work, including some unusual pieces.

Other plans from the PD library include a possible interview disk courtesy of Jon Webb, Head of some of the classic fully-written... BBC 2000, Society of Explorers and Treasure Hunters. More details on this as we get them.

A dream come true

Those of us who remember Dave Sinden's contribution to the way we read computer papers (started with various science fiction images, then leaving Commodore Format, Dave's worked in various places in the magazine world, before setting about to create SFC, a second quarterly title and effort rewarded us with lots of fans of the game every where, including with many of books, films, television and even the old computer game. In only CD, we are so very much indebted you take a look.

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Oh no...



Oh yes - my name's Simon Frenkel, and I'm CF's new editor. Having moved to the office will someone give you a job has proved to be a dangerously effective career technique.

It's not all bad, though - this month's CF really is stuffed to overflowing, even by our standards.

Ready up to date on the latest news, CF features an update on Euron's plans to take the CD to the rest of the world. While we're in the subject, we'll be taking a look at how the CD has already found its way around the globe and even into space with the help of NASA.

Though it's not really healthy to look backwards, we'll also be paying homage to the history of the device we've all been plagued with of late, and finishing out just what old came out of TWE.

Of course, each issue of CF would be complete without the normal diet of technical help, BASH and machine code tutorials, game cheats, fixes, news, and stories from the brain to the corner!

And for those of us who prefer a more relaxing, fun-filled time, we've got more game reviews than you can count on, with one finger - necessary courtesy of EBEL, and Riddles and Stories, another in the long line of puzzle games.

All that's really left to say is that I hope you enjoy the issue. As usual, if you've got any comments, criticisms or suggestions, send them along to the usual address, and we'll turn them for you.

Batman Forever!

Released in June 1995, *Batman Forever* will be the lastest film to end all Batman films. To you kids the film is atrociously, vileness! But have set up a web site devoted to the film at <http://www.batman-forever.com>

Packed with artwork, information and behind-the-scenes for the film, it's definitely worth a visit - you can wander around Gotham City, visit the galleries, the post office (to send messages to the film's actors), the cinema (to see trailers of the film) and even the Detective Office, to escape all some of the age misadventures.

Virtually here

Though many of us secretly wish (or already wish) never, eternally, anything machines like the *Aquas*, there are limits to just how far you can take home entertainment. Latent's Virtuality Group have finished development on a virtual reality helmet to run specifically with Aquas (but launch into the home-entertainment market).

The fun part is that you'll be wearing out the spring for the unit, keeping us a quarter behind the US when it's getting out for Christmas, but that



Thanks to the internet, you can now explore Gotham City on your PC!

much of a shame - from the look of the picture, it's not likely to be a word social embarrassment that being caught with a plastic shark face strapped to your head. Still, Aquas are claiming the unit works well, tracking the player's head movement with only a few delay (it's not with instant breath), though those who really can't wait can get a taste of virtual reality as featured in issue 47 (available, so who said we weren't up to the minute, anyway?)

If anyone can't live of a cunning system to produce virtual reality on the tumbler, so D4, I personally will judge.

End of an era

At the risk of ending on a down-pour, we'll see a master's attempt to mourn the loss of our sister magazine, *Amateur Adult*. Started behind a garage in Somerset, it was the first in a long line of magazines by Future Publishing. In its time it was of every other competing mag (*Amix*, *Amateur Computer User*, *CPC Attack*, *CPC User* and *Computing With The Amateur*) to name but a few, and suffered many other trials and tribulations.

Most of the staff at CA (and a lot of other staff) have worked on *Amateur Adult* at some point, and it'll be a great loss to us all.

In a year nine years of service to its loyal readers, the inventors of the coverpage, and renowned as a training school for journalists, if only other magazines could claim the same kind of revolutionary record.

In response to the closure there have been rumours of the death of this fine magazine, which have been greatly exaggerated! We'll live to your part to sign now - CA has the lot in it, so hopefully this month's issue shows. If you keep using your D4 (and, of course, sharing out D323 a month), you'll always have a magazine to read.

C64 Scene



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World Party!

If you thought the C64 was unique to the western world, you're sadly mistaken. The machine we know and love is in use all over the

You've been a naughty boy...

The fact that Commodore are an American-based company means that C64s have found their way into most aspects of society across the globe. The people who've been shooting about its capabilities as a business machine can truly feel vindicated, as Commodore's newest minimum security correctional center is run bravely by a C64. The center's business manager is said to have chosen the machine over a PC because it offered a more cost



Lucy Ashworth is one of the inmates that spend a lot of time playing in Bitchingham.

effective way of managing the 2.4 million (US dollars) facility needs per year. The prisoners, in case you were wondering, don't get to play *Mighty-Dick* that punishment enough.

Down under

You can feel perfectly justified in feeling sorry for Australians - they get CP nearly a month after you do, by which time the ads have been answered, the computer firms have been met, and the hardware is only halfway.

Despite

Commodore's relative ignorance to the needs of our antipodean friends, the C64 has already infiltrated everyday life to the extent that cell convicts have been using them for their word processing and spreadsheet abilities. Though recently the PC and Macintosh have replaced their ancestors, many six foot of govern-

ment time has been spent in Miss O'Leary's

bars, of course, only the fact that those with more stimulating evening habits won't have noticed the abundance of Commodore's tables in being the many wireless cages that facilitate TV companies based on reporting.

We're Finished

If you lean to page 12 of this monthly issue, you'll find the history of an anomaly of the PC world, the Amiga. Despite the futuristic sales PR claims in Britain, the majority of Amiga sales have been in Europe. This is because, USA aside, the C64 found its

home in Germany

Sweden and even the

opposite parts of Finland.

The Amiga produced by

the groups in these

regions are excellent -

regions of managers get to

grape with machine code,

accessing the manual and

graphic chips directly to

produce the stunning

effects you can see and

hear if you take the plunge

and order a few disks from



Mighty-Dick was that smooth on TV, but even now, it's hard to make it a C64 game - yep.

your local (or favorite) PC store.

No Peking

As you travel around the world, you'll come across obvious differences in the way life is structured in different countries. In China, for instance, there is no real copyright or patent law, and so other people work and designs can be reproduced with no legal consequences.

It's for this reason that, in China, you won't notice the massive C64 following - the machines begin using, though identical to the standard in terms of chips, memory speed and software, are physically completely different. They are at least more distinct types of C64 available to the Chinese, so when they can't see (legally) printed software with no fear of approach, and no profits for Commodore (they could go fast, you know).

Summer holiday

The Philippines account for the first place you'd expect to find a C64, though thanks to Euronet's purchase of Commodore, it's about to be flooded with them - they're leaving their new summer lines on the islands, geared up to produce a new wave of C64s that'll find their way into yet more minds and across the world once

Out of this world

As well as dominating the surface of the globe, key components of the C64 have already made their way into space, courtesy of the North American Space Authority. Most of the major projects they've undertaken have had computer systems, based on 6802 technology, why?

Well, when you're hauling the tons of an interstellar-class five computers, it makes sense to



Space Shuttle Challenger - this isn't exactly what I had in mind when I mentioned 6802...

use a processor that's been extensively tested beforehand. Though it would have been easy to design and test a chip specifically for space-bound computers, the 6802 had been in major mainstream use for several years and the professional programmers involved already had a complete knowledge of the system. It's for this reason that the C64's central processor, complete with address and data bus, has been so fitting the globe in altitude, weather conditions and the trouble for years now.



Top Lemmings action!



Top Lemmings Action!

Can't you think why kids trade through the mats of time, all the way to leave (I don't say — a long time, but?) well. You gave you the chance to buy Lemmings at a loaded down price, and you loved it.

In fact, the demand was so great we had to send Pagan out to find us some more copies to sell. Thankfully, he managed to come up with a few extra bundles, but only a few, mind — the stocks will have sold again before long, so grab yours while you can.

That's right, Lemmings — for only \$9.99 you could get your hands on the classic Playmates puzzle that's been an influence on every other game since then. Pagan's returned the left, just fill in the form and send \$9.99 off to the address shown, and you'll have your very own copy before you can say "wack the ol' lemmings!"

Please send me...

Lemmings (1/1, 2/1, 3/1)

1 each \$1.00 (in this ad) or cassette*

*Please tick on cassette!

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Escom speak!

Last month, CF was bubbling over with news of Escom, the German company planning to mass-produce the C64 again. We sent our roving reporter to their Frankfurt press conference at the end of May to find out just what's going on...

The C64 returns to champion East European markets.



When Escom first announced their decision to revive the C64, no-one could really see how they were going to do it - the assembly lines stopped rising seven years ago, and will not be all that easy to start up again. A member of the executive team, Bernard van Tienen, addressing the crowd that had gathered in Frankfurt to learn more about his

company's plans, seemed confident when speaking of the entire Commodore range:

"Commodore will offer to retailers and distributors a full range of sales and marketing support, including a Europe-wide training programme for distributors and sales staff, to provide a high level of technical and product knowledge that will equip them to deliver the best service to customers. Good after sales service is equally vital to Commodore's customers. As part of our philosophy to make things as easy as possible for them, we will introduce a range of service options."

"In summary, ladies and gentlemen, we will provide clear channels of distribution for Commodore and with them an unlimited package of price, support and service.

We will make a success of the old strong Commodore and Amiga brands."

Marked behind, the chairman of the executive board of Escom, also seemed very happy with the scheme.

"In New York (where the company was actually bought) - well, we also took over another well known brand - Commodore. All of you surely

The right channels

The new, German based Commodore have spent a lot of time and effort planning the channels of distribution for their range. Though the controlling offices are based in and around Germany, the manufacturing plants sit as far afield as USA and the Far East, where tax and excise policies have always made production cost-effective.

Given the computers have been built, their distribution and marketing will be controlled from the Netherlands, where Commodore was traditionally based. From here, the machines will be sold across Europe, the majority of the C64 sales being concentrated in Eastern Europe, where the machine is set to become the precursor to the Amiga for the millions of potential home computer users out there.

remember the good old Commodore 64 and its phenomenal success in the early eighties. It is still a famous symbol in the home computer history that could be compared to the Volkswagen Beetle. A recent study made by the German economic magazine *DFW* reveals that the name Commodore still has very high recognition."

"We want to use all available and appropriate distribution channels both for Commodore and Amiga: specialised retail stores, warehouses and mail order services. The Escom subsidiaries are only one of many possibilities. Ladies and gentlemen, we are convinced that Escom/Commodore and Amiga will become a success story!"

We certainly hope so.

A quick recap

If you missed last month's issue, you'll probably be very confused as to exactly what's going on. Here, for your reading pleasure, is a jotted version of recent events.

Though Commodore have been immensely successful in putting both the C64 and Amiga at the head of the home computer market at different times in the history of home comput-

ing, the present-day market hasn't been as kind to the American computer giant as they would have liked. 1988's profit of \$60m dropped steadily over the next five years, until 1993 saw the company announce a \$480m loss. Despite the bad trading, it came as a surprise to everyone when, on 19th April 1994, the company went into liquidation.

For a year, the media deliberated over who'd buy the company and revive the still potentially successful Commodore range brand, on 29th April 1993, Escom stepped forward with the money at the auction in New York. They planned to produce a new range of the popular Amiga brand, and restart the manufacturing of C64s for sale in Eastern Europe.

THE MIGHTY BRAIN

"Life as a brain can be tough, but at least no-one just wants you for your body", reflects CF's very own collection of independent neurons as he tucks into this month's mail.

Skeel's out

I have a suggestion - why not make your magazine shorter and fatter, the advantage being that you could take it along to work or school, so carry it on the train without having your fingers up other people's noses trying to hold up huge sheets of paper. Students would be able to conceal them amongst their school books, to avoid being caught.

After Carlough,
Victoria, Australia

What an excellent idea! We'll now make CF the perfect size to fit snugly inside a physics textbook, relieving anyone who still has to endure lessons on potential difference, Van de Graaf etc. We could singularly responsible for the large amount of students not taking exams. Well - we probably already are. **TMS**

Cut out and keep

Why don't you design the mag so we can take pages out of it and save them in files and

Short cuts

If you're a brain in a jar, how do you write answers to letters?

A Writing, Turkey

You'd be surprised what you get up to once you've mastered breast strokes. **TMS**

I think it's about time you worked up - who answers these letters?

W Oshonkwan, Bristol

We - I do. It's the Mighty Brain, you see. That's why they call this page The Mighty Brain. **TMS**

letters, without ruining the things on the other side? Normally, each page has something on the other side, so whenever you show some thing, you ruin something else.

PS I love artists.

Shanele and Brian,

Cyprus

Hmm... If we were to leave the other side of every page blank, we'd be flooded by letters-complaining that there was space in the mag instead of there was a new thing, you! Why don't you just photocopy the pages you want and file them, keeping the mag in its original, pristine condition in which we put it? **TMS**

PS An extensive search of my massive knowledge tells me that the old wife's tale of eating copper ornaments was surprisingly effective. If you feel a bit unwell, that is. **TMS**

Subscriptions

My magazine no longer stocks Commodore Forum for some completely inexplicable reason, seeing as I definitely want to buy it, is it possible to subscribe?

Cate of people,

Everywhere

Unfortunately, we can no longer offer subscriptions to this fine mag of ours, for reasons people in suits only murmur behind closed doors. If you're desperate for your regular dose of CF4 action (and why shouldn't you be?), you can do one of a few simple things:

1 - Go into your message's and head her soundly around the head, before asking her to order a copy of Commodore Forum especially for you. Tell her that if he doesn't ring (01223) 442244 and we set for circulation, you'll eat Simon into him.

2 - Buy your CF from WHSmiths, as they'll nearly always have copies available.

3 - Copy being your fate on the face, and hold your

'Roger? Can you hear us?

Just recently, we've had a lot of questions about what exactly did happen to Roger Pinner. He wanted us to keep this quiet, but there's only so much a brain can stand. Having received from the French girl being only for cooking, wine and a bathroom, Roger returned fairly to Earth to eat on a few old friends.

He was last reported ripping across the Midlands on a cool bike with Our matching lighty behind, but we haven't heard anything from his personality. Are you out there, Roger?



She, choosing the words for Roger.

look MP to reason once a month to ensure you get your copy of CF regularly.

4 - We were only going about number three, by the way. Oh, and the vibrant part of one. **TMS**

Copy, right?

I thought I'd write and ask a few questions:

1 How the AutoBinary Zone stock the game Jinx? I got it done with Xage 66 and it was rather good.

2 Are you more intelligent than Marvin the paranoid android from The Hitchhiker's Guide to the Galaxy?

3 How many people buy CF each month?

4 Are Commodore's planning any new Gary games? I liked the last ones, but it's been a while since they've released any.

Chris Wighton

Ca Ankle, St Ireland

And I figured I'd do as well reply...

1 I should hope not - Jinx is a commercial game, and stocking it in PD would be treating the fan. If you track the file, you give up fairly and obediently in jail.

2 Psh - a brain the size of a planet? It didn't tell you what point, did it? How do you think a filed made his head? Besides, he didn't even know the true meaning of the - what an idiot.

3 Oh, lots.

4 Merchandise, if they did we'd send Roger round to hunt them. The Codes are currently working on next generation files. **TMS**



Diary of a game

Could it be the best thing since sliced bread? The brothers Kubiszyn get down to work once more, unaware of the nation watching them...

This month we start a new diary feature describing the pleasure and pain of writing a board-game, with the help of our regular coverage game designer Paul Kubiszyn, and his brother Mark. Paul and Mark used to write under the alias B&P Software, and produced the original *SpaceShape* and *Amocroft*, before Paul decided to form B.C.T.S. Software, which has since brought out seven more titles including *MegaForce*, *SquareSpace II*, *Clonemaster*, and the recent *Claptan*.

We follow the lads in their first month of action, when the initial ideas, style and scenario begin to take shape before our very eyes.



As you can see, the Super Pac Tetris theme makes heaven's love designer yet.

Week 1: Paul

Actively trying to think of a game idea is a bad idea - good ideas just pop into your head one day when you least expect it, and can't be formed in any other way. So why, then, with me in mind do we sit at dawn and spend a while when discussing ideas? Search me.

We started by digging out some of our old games, which in turn inspired me to put a catalogue together and start writing them, so if you want a copy send an SAE to Dr Stockwell Road, Milton Keynes, Northampton, NN5 5NN. Anyway, we found a couple of titles: *Phoenix*, *Pipitians*, *Bombards* and *Bombpax*, and found ourselves playing *Pax* for about two days, after which the only conclusion we could come to was that there had never been an updated version of *Phoenix* for the C64 (you by thinking subsequently after two days of *Bombpax*). We had the idea now, so now we had to look at *Phoenix* and determine exactly what we should add (you'll find out later).



As you can see, the classic Phoenix takes things with gifts, words, and (gasp!) a Phoenix.

Week 2: Paul

Probably the most difficult part of a large coding job is knowing where to begin. Our game was no exception, but an easy way to get around this problem is to waste time creating a few dead ends of the game's processes. Eventually, I started on the section of the program that has to determine the layout of the current level and display it on screen. I was at this point, incidentally, that Mark fit upon the name *Super Pac Tetris*.

The quickest way to come up with the scenario and display routine would be to use the code I created in *SpaceShape II* after modifying it to handle the obvious differences between the coverage puzzle and our new Pac game. The first big reason was that SPT will have 100 levels, and so the constraints of memory would make some extra programming to overcome.

This, as well as the other coding work, takes place in Turbo Assembler, my tool of choice for writing machine code on the C64. In case you were wondering, it's always a good idea to keep your own source code so that, in cases like this, you can do code routines you've already written in new programs with only a bit of modification, as the code will SPT.

The next job was to put these routines together to build a level editor, so that Mark could get on with designing the 100 levels that SPT will hopefully contain.

Week 3: Mark

My suggestion of 100 levels backfired slightly, as the gang is here to design five, at this should be a little easier than your five, as Paul's level editor works well, enabling me to edit a full screen

of 252 character squares, leaving a single line free across the bottom of the screen to display information such as the player's score and lives in the finished game, and other information in the editor.

The editor works with both multi-coloured and hi-res characters, giving us a good range of colours to play with. My job is to design test levels first, so that Paul can get on with writing the main game without having to wait for the full set of levels from me - he's got enough on his plate making sure the code he's writing works around the kind of levels I'm designing.



Incidentally, the finished levels will enable a lot of more than this, though.

Week 4: Paul

And so finally I begin work on what will eventually be the main game's code. The first section to incorporate is the level generator and display routine, as these form the backbone on which our characters will move. From this point on, most of the code will be fairly original work, as it's specific to the particular game.

The rest of the week was spent creating the information code to sit up the screen with the correct text in the right places, and coming up with more ideas about what will make our version

of the classic board-game that fit more special.

NEXT MONTH

As well as creating the Super Pac Tetris *Phoenix*, Paul writes the code that gets them running around the screen. The boys section they're better up with a character as cute as *Phoenix* - we'll just have to wait and see...

Contact points

Let's take a look at yet more fanzines aspiring to steal all our readers and put us out of business. And we give them publicity? When was the last time someone reviewed Commodore Format, eh? Words fail me...

Computer Scene

71p • P1 Brown
26 Hatteringham Road, Hatherly, Nottingham,
NG11 1DN

Issue one of Richard Bowyer's new fanzine looks promising, to say the least. The 12 pages of black and white A4 littered with strange, futuristic drawings, bold charts, useful contents, several reviews of old games, and even puzzles to help you pass away the time.

Like many other fanzines, Scene suffers from the 'it seems only a page' syndrome... for some reason the editors either never have the time or feel compelled enough to fill a page to touting with words. Instead going for large amounts of white space and elaborate borders or boxes. This is a shame, as what the editor has to say is potentially very readable. The info-reviews space is a low



Computer Scene is full of well-drawn, attractive pieces of incidental artwork.

for games both old and new, though once again the lack of text gets in the way.

For only 71p, it's hard to feel upset of by even the smallest of fanzines, but if Scene were to keep up with the competition, it's going to have to say quite a lot more than it does now. Hopefully the second issue will look a little less sparse, as Scene definitely has promise. It's only a pity this doesn't show through the first time around.

Rating: 3/5

Commodore Cracker

£1.00 • Brian Turner
404 Kent Avenue, Ashford, Kent, TN24 8NQ
Now Commodore Cracker is a completely different kettle of fish to Scene. Its 24 A4 pages are filled with as much copy as can be fitted on the page, often in a relatively large font. What few pages are left are filled with hand-drawn illustrations and hand-written headlines, a typewriter only making one font available to the author.

Containing just about everything a fanzine should, Cracker's lot of letters, retro game reviews, occasional previews (nothing too new), listings and Action Points codes. If anything, criticisms have to be levelled at the general look and written text of Cracker - pages tend to look either overcrowded or empty, something that isn't helped by some of the artwork.

Having said that, Cracker contains a lot of information. It may not be presented in the cleanest, most professional style, but it's a classic example of a fanzine produced by a Commodore fan. The inclusion of a coverage containing PD games and typists (or why if they're called 'typists') have they already been typed in? - will definitely add appeal for some. All in all, this is one fan for younger students.

Rating: 3/5

The Ultimate Commodore Diskzine

Paul Craxham
11 Emery Road, Brighthelm,
Salisbury, Wiltshire, SN4 8DA

Diskzines have always been the ideal way to publish fan work on a computer - they require very little time with photocopiers and copiers, and can be duplicated easily and at will. They also open up exciting possibilities not available with paper, such as formatted software or animated displays. TUCC has a lot of potential.

On loading the package, you'll instantly get the impres-

sion that a great deal of these possibilities haven't been fully explored. The main menu boasts eight options, each leading to their own pages. For the sheer amount of data you can fit on a disk, TUCC contains surprisingly little text - each article is a series of flick screens, each containing a few hundred words at most.

This could be due to the lack of material that launch issues come across suffer, but there's always something you could write about. The capabilities of the C64 have

been largely ignored, as there are very few graphics, tunes, sound effects or interactive sequences - this through the text, or don't!

The magazine contains the usual blend of news, reviews, and a few pieces of software on



As you can see, the text featured is all fairly sturdy.

the disk. Providing the diskzine's authors come up with a little more per issue, we should be seeing great issues of TUCC in color. Note the future tense.

Rating: 3/5



Select one of the eight screens to view. Or don't.



THE HISTORY OF DEMOS

Demos are perhaps the most important aspect of Public Domain, related PD is synonymous with demos. In fact, it's fair to say that the whole PD explosion, seen on the Amiga, Atari ST, and PC, owes a great debt to the humble C64 demo (henceforth? you won't be as far from it 1984, when before the whole C64 software industry had even found its footing, games were printed and legally distributed. Programmers took great delight in trying to "break new games and release them, some with "bigger" modes offering infinite lives cheats and the like. Some even went to the extent of putting small text screens at the start of the game to advertise their skill and make their name. The "cracked" game was born.

It wasn't long before these simple text screens were incorporated into small introductory sequences (or intros), comprising of additional graphics or logos, scrolling messages, and even music. As game technology progressed along with more professional, the hackers had to try harder — they soon began to learn a thing or two. Now it wasn't merely a case of just cracking a game, hackers wanted to discover new tricks to



Try not to think about what these people get up to in their spare time.

make their intro more impressive and their opponents keep with magnitude. Some of today's more basic effects, such as multi-colour logos, colour manipulation, and even the ubiquitous (and increasingly dull — all looking message, longer their time in Basic mode.

Demo-graphic trends

In 1985, the Commodore scene began to grow and programmers used this as a feeder for their skills. Even though Derby was frowned upon some hackers insisted on uploading their intros for all to see. This led, inevitably to the birth of the demo, new techniques, fresh enthusiasm and people who actually wanted to learn from others led to stand-alone demos which were, effectively, a log intro without the cracked game behind it.

The freedom and popularity of Commodore allowed programmers to analyse other people's work, and, if possible, improve on it. Creating a demo became a competition almost, and many new techniques were born. Boder, the infamous hacker, was the first to discover the technique of cutting sprites in the border (although and Chris users Jeff Miller



Unfortunately, this is a kind of competition as the winner ate all the other winners.

and Tony Crocker were the first to use it in some (cheap) software). This was followed soon after by the 1987 Crew, who managed to get rid of the C64 borders completely.

Further developments also allowed graphic artists to get their work into the public eye, as graphic splatters and abstracts were created. Indeed a whole generation of potential game-creating talent was being systematically self-taught by the growing revolution. Many Creators went on to produce games — pretty damn good ones, too.

Towards the end of the 1980s, the C64 demo scene reached its peak, until the popularity of Commodore faded and the talent moved on to 1600ger and better machines... leaving the demo-culture with 70,000. However, a fresh generation of C64 users was ready to take their place, and the 1990s has seen a slow but steady increase in the variety of effects that the C64 can produce. More has been squeezed out of the large (but in-ter) Commodore world than even demo'ers, and in this day the amazing effects keep on coming.

The top PD libraries

There are roughly a dozen sources of PD software in the UK, but the following libraries represent the best of the current crop. If you'd like to know who they are, how they got started, and what their best PD programs are, read on. It would be to contact them, you can find all their details in the directory on page 16.

Binary Zone PD

Binary Zone is run by Jason Ward MacKenzie, and was originally set up in 1988. Jason had been involved with another PD library before starting his own. Membership stands at in excess of 4000 people, from more than 20 different countries.

25 things you never knew about PD

These magazine might like to look into this comprehensive site of articles, interviews, and many records of going from demo within the PD scene.

1. Emulation was the C64's equivalent of the Internet, and was a spawning ground for dozens of talented programmers, artists, and musicians.
2. Graphics, coding programs, and music from games were often uploaded on to CompuServe — Queen welcomed the publicity but Philips prohibited it.

3. Electronic Computer chess Hugh Stone and Neil Denry were the top 10 successful games company Eurocom, developing various Stone.
4. Britain's first established PD Library was Mutual PD, run by Ian and the inventors of Mutual Security, among other games.
5. Britain's second best library was Binary Zone PD, the proprietor of which, Jason MacKenzie, used to produce Mutual PD's catalogues.

6. Because the most prolific demo writers were disk and Demo, who produced dozens and dozens of demos, anthologies, and music collections.
7. Bob and Steve Miller went on to write (along for Commodore), as well as a string of games for the Sega Game Gear console.
8. The legendary duo Matt and Bob Miller went on to form the NUSMC, and were responsible for countless 194 game titles.

9. In recent times, the most popular demo was Dutch Demos, the best shared release from the Amsterdam Demomaker group.
10. Although PD has its roots firmly in the UK, most demos have appeared from around Europe than anywhere else in the world.
11. Even though the best credited under his usual title, the samples in the current Digital Demos scene were actually produced by Commodore.

around the world. The current range has well over 300 discs, as well as 18 huge tape compilations. There are also four audio cassettes, which feature the best PD music from both the Amiga and C64.

Binary Zone PD stocks a myriad of classic graphic and music demos, a great selection of popular utility discs and a host of PD games compilations. In addition, Binary Zone is also home to The Guild, Psygnosis Software, and the forthcoming Commodore Zone format.

To receive the latest catalogue send two first class stamps.

Top 5 demo discs

1. Dada Breeze (BZ2200)
2. Loggians (BZ178)
3. Shred 3 (BZ2787)
4. Garghormies 2 (BZ0188)
5. Peel Storm (BZ2025)

Top 5 serious discs

1. Demo Masters Disc (BZ2625)
2. Utilities Disc 4 (BZ1606)
3. 'Small Change' Misc. (BZ1043)
4. PD Games Disk 1 (BZ0089)
5. Disk Magazines #1 (BAM001)

Megatronix Software

Megatronix have been established for around four

years, but started the old Personal PD (remember Best?) in early 1984. However, proprietor, David Kelly identified a change needs to focus the company's profile... Megatronix was born.

The current Megatronix range consists of hundreds and hundreds of discs, along with a number of cassette compilations, too - lots of Megatronix!



Thomas Burtel is the host of 'Virtual Information', the UK's new CD-ROM charity distribution.

and soft

ware has been transferred to tape, to the joy of all those who don't have disc drives and so simply had to watch from the sides.

Two new projects in the pipeline from Megatronix come in the form of *Computer* (a distributed magazine), and *Calendar* (a traditional paper magazine). Both come from the States, and are reported to be very good indeed. Send an SAE and a blank disc for latest catalogue.

Top 5 demo discs

1. Jantung 8
2. Peel Storm
3. Shultry
4. Words of Code 1 & 2
5. Confront 12

Top 5 serious discs

1. Fresh Utilities
2. AOS 1 (BZ024)
3. Typing Tutor Disk
4. Computer Tutor Disk
5. Morley 'Bank Utility' Collection

FLPD

Parvati Logic PD originally started as a software company when Philip Bayes and a partner released *The Time Crystal* in 1985. After Bayes and his partner parted company he persuaded four others to buy C64, and thus began to pro-

duce their own PD software. Setting up a PD library to distribute this was the next obvious step. Send an SAE and disc for the latest catalogue.

Top 5 serious discs

1. Get Serious Part 1 (BZ1018)
2. Intro-Bangalore 4
3. Get Serious Part 2 (BZ1017)
4. Get Serious Part 3 (BZ1006)
5. Get Serious Part 4 (BZ1019)

Top 5 demo discs

1. Dutch Breeze (BZ1008)
2. Rotterdam (BZ1002)
3. Mini-Mega Demo (BZ1003)
4. Shared Space (BZ1042)
5. 'Teer' Power (BZ1005)

UTOPIA

PD Utopia has been running for some time, years, attended to by Paul Connolly on a part time basis. It started off originally as a hobby, but like all other things it grew into something much bigger. The member status is around the 1000 mark, and the library itself consists of well over 300 discs.

Even though the library doesn't stock tape software, which is a little unusual in these times, that by no means tarnishes the company. As an extra incentive for CP members, you can pick up (upon request) some demos for only £10.00.

Once again, send an SAE and a blank disc for their latest catalogue.

Top 10 demo discs

1. Spacemods
2. Lancing 7
3. Nature 8
4. Rotterdam 8
5. 'Teer' Power
6. Visually 8
7. Spiritus Collection
8. Galactic Dreams
9. Unpleasant Ways to Die
10. Prometheus Unbound

18 Art Taylor, who has produced countless BZ000 games, is a talented multi-task artist and now works for *Stratagem* magazine game division.

19 Charles Bennett, who founded the Museum of Motion team with fellow members Jeremy Tel, now works in America for Interplay.

20 Popular programming personality Jeff Blinn has an active involvement with the Amiga and ST PD scene, as most of his games appear as shareware on the platforms.

21 There are many public domain programs, demos, and utilities avail-

able for the C64 that outnumber games releases.

22 The Shock 'Em-Up Collection has far exceed most PD games than any other game creation utility.

23 Top disk artist and musician Peter Hall also provided the tunes for the Amiga share-on-up *Disposables* demo (written by the BZs without Brian).

24 Hundreds of music CD tunes from various PD sources can now be found on the Amiga, thanks to a utility utility called *Popfile*.

25 PD creators of the platform game *Microdemod* actually get their major

top-five their PD demo-called *Through* scene (most enjoy *Magicalfish*).

26 The effects produced in Amiga 500 demos have been substantially replicated on the C64, including shared vectors, graphic shading, ray-tracing, stereo, and feature mapping. It's not the only, you see, the PD program.

27 The C64 group *Computer World* reveal their name on the enclosed track by top indie group *Kalifornia*.

28 The introduction sequence for the *Demo of Mystery* items is actually based heavily on the classic Amiga design book *Amiga Demos*.

29 Although most computer image view have regular PD editions, *Public Domain* (founded by Future) was the only dedicated PD magazine.

30 The highest rated demo-distribution format was the superior, free magazine *Teer' Power*, which remained an enormous hit.

31 Although C64's PD section has been written by several different people, perhaps the most charming and characteristic was Andy Roberts (do you really expect people to believe that? Well, send your "revised CP writer" notes in to the usual address - £5.



TECHIE TIPS

Graphics muse

I've been writing music on the

Commodore 64 for a while now. What I would like to know is how you combine a musical score with a graphic display, not necessarily an animated one, though that would be very interesting. For example, on the DT32 disk, I think there was a great soundtrack and a formal effect graphic that changed colors.

This was the disk loader. I'm not really graphically minded but not the person how it is done. I want to write a soundtrack, add graphics, but instead of having to load the music program used to write the musical score I want to be able to just load up the disk and hear the music and see the graphics without loading the program each time.

David Skelton, Birmingham

1 - The score is at about doing things one at a



time. If you have a music score and an animated graphic display you would only use notes of the score and animate the graphic by one frame. Then you simply repeat it all over again. Normally on the C64 programmers use a technique known as video rips. The screen display is updated 50 times a second by a line that scrolls from the top to the bottom of the display. This line is broken on the raster line and the process involves interrupting the refreshing of the screen, doing something during the interrupt, and then returning to make up the rest of the screen. Most music players are written so that if a routine is called every time the raster scans the screen - 50 times a second - then the music plays perfectly. So if it's one note, and three, another note, another frame, etc., I - for the file you require a music player. There should be a routine in that program given with the music package that acts as a stand-alone player. If not, then it would be difficult to write a player without knowing how the music is stored.

Tape bypass

I recently purchased a Data Data Drive which has a socket for the cassette unit. My problem is that when I try to load a tape the lights on the cassette are inoperative and only the 3000 writes. Is there a cable number or something that I could use to save lots of programming?

ging T I would be very grateful for any help in this matter.

R. Smith, Exeter.

The CDD has to do with a problem that the CDD has in making the voltage required to run the tape motor. It's fairly easy to connect the tape motor from software, so the program before shows. Type it in, run it, and see if it makes any difference to the situation.

```
10 T=PIECES(1)CDS10
20 PEEK 130,1:POKE 1,1
30 IF PEEK(1)AND(5)=4 THEN
```

Jason Finch withstands another barrage of your highly technical problems, faking on graphics, Quick Data Drives, and interrupts that just don't know when to quit.

The video volt

As my mother-in-law now lives in the USA I

was going to ask her to buy me some new software. Is there likely to be a problem over the different voltages used to produce disks and tapes when I use them here? I have had video tapes from the USA and they do not play on my video in Britain.

David Bullock, Guildford

In Britain the power supply is 240 volts at 50Hz. This means that the clock speed of the computer is 200,000 and everything programmed for the



Some software has problems across the pond, but most programs work wherever you are.

C64 video line is designed so that lines, it means that the screen is updated 60 times a second and therefore that a line after raster interrupts occur in the USA is 1/60ths of a second. Therefore the clock cycle in the USA is quicker than one clock cycle in Britain. This causes up stuff the raster interrupts but apart from that most things should work. Tapes and disks will certainly load okay but I depend on the programs themselves as to whether they will work correctly. Video tapes don't work over here because we use the PAL standard and they use NTSC for television and video which have a different number of screen lines, etc.



If you haven't already written music with your C64, you might be glad to try. Issue 27 shows you how.

```
40 PRINT "PRESS STOP ON TAPE"
```

Blankety blank

As a novice to the home computer field, I am writing to you in the hope that you may be able to offer some expertise to a problem I have with my daughter's computer.



At Christmas I bought for a new C64 computer with a new Betaserve unit and several games. My problem is as follows. The cartridges which came with the computer load without trouble, some tape games load without trouble and play perfectly, some tapes appear to be loading but at the end of the tape the screen becomes multicolored but the game will not start, some tapes will load and play for only a few attempts, some tapes cannot load for the first and some tapes appear to be completely blank as they get absolutely no reaction from the Computer at all, in the trouble with the



Despite the small problems, they may be fairly easy to solve.

computer, the tape recorder or are the tapes not suitable for the computer.

They are all new and

CM618 compatibles. May help you could offer would be mainly appreciated.

John Simmons, Southampton

This sounds like a problem with the tape recorder itself. You can expect cartridges to load okay because they work on an entirely different principle and sort of install themselves already into memory. However, if tapes work sometimes but not others, I could conceivably be the tape recorder itself. Take a look back at CF45 and CF70 where there was a lot of info on maintaining your C64. This gave some information on how to ensure that a tape deck remains active for as long as possible. On the other hand of course it could be the tapes themselves. If individual tapes previously don't load, it is most likely that it is that particular tape. If a tape works sometimes but not others, your problem is definitely with the tape deck. I hope that gives you some clues as to what to look for.

Assembly line

Having got a blank copy of CF45, the one with the 6510 Assembly, I now need information on how to get a simple program going with the assembler as all I get are cryptic errors.

J.L. Baker, Sligo

The general principles of using an assembler are to write the machine language as a source file, save and assemble it, then execute the machine code with an EYS interpreter from BASIC. For

example, start up the 6510 Assembler and enter the following just as you would a BASIC program. It is actually a machine language source file so you cannot run it like you would a BASIC program.

```
300  =01152
310  LDA #5
320  LDX #15
330  STX #0
340  STX #32768
350  STX #32768
360  STX #4
370  LDA #67
380  LDA #67
390  STX #07700
395  LDA #75
398  STX #07700
410  RTS
```

How you use the `ASSEMBLE` command, you should see the three pass assembly take place. The code is assembled at location `40150` onwards in memory, you can change that value by altering the number after the address in the last line. Note, since `STX 40150` and what you want. The border should go green, the screen light grey, and the letters 'CF' should appear in red. The same technique is used for longer and more complicated programs. Simply remember that the program you type in is a source file and what you need to think about is executing the `ASSEMBLE` command. The machine code that is created by the assembler. This has to be done with `EYS` and not with `RUN`.

A real turn off



As the editor of a new C64 disk, feature and one of the alternatives to a graphics display when there is a graphics problem on the screen gives a piece of music and a sound. The pattern is displayed with a short piece of machine language, and the tune loads into `0000-01FFF`. The instruction routine is at `01000` and the play `28P` is at `01000`. My problem is not how to get these all working together, but rather how to stop them. `EYS (6510)` doesn't work, I would be most grateful if you could supply me with a short routine that turns off the tone so that I can use it in another picture and music easily.

Allen Dean, Redbury, South Africa

If the music player has an `OFF` routine at `01000` and a `PLAY` at `01000`, it is very likely that there is a `STOP` routine at `01000`. These are the three standard routines that are supplied as part of a music player. Give a `25A 01000` a whirl and see what happens. If anything crashes or the music doesn't stop then it may be the case that you need to use the `INT` machine command. You would need to examine the paper code to find out. Otherwise you can call those `FC66` routines to read more.

thing. One of them is `GMF` at `00400` which you already mentioned, but you also need to call `GMAT` at `00410` and `GMSTOP` at `00410`. These three together should mean everything for you. I have supplied a routine below which turns off raster interrupts and everything else. I have shown it assembled at `00047` which is a convenient hex area if memory fails you could relocate it anywhere you like within reason.

```

A 0007 78 001
A 0008 A9 32 006 4011
A 000A 83 00 006 8100
A 000C 80 14 00 006 00114
A 000E 8C 18 03 006 00114
A 0010 85 00 006 8100
A 0012 80 18 00 006 00010
A 0014 20 A3 F0 006 00010
A 0016 50 00 001
A 0018 50 00 001
A 001A 50 00 001
A 001C 50 00 001

```

Pole position

I'm making a car racing game but I don't know how to make a split frame colour. I know can make cars look near to their distance, getting larger as I get near to them? John Corbett, Maggie Phipps, Australia

1 - If you want a single split to be more than one colour, you need to alter the split multiplier register at `00076`. This works in exactly the same way as the split enable register at `00009`. By that I mean if you wanted to make split zero multi-colour you would set `POKE 00076, 1` in the same way that `POKE 00009, 1` would be used to turn split zero on. The colour can be altered by changing location `00087`, and the two multicolour can be altered with locations `00090` and `00091`. For multicolour splits it would be best to use a decent sprite editor. The `PROST` which was recent is updated and equated on the `CF67` tape. 2 - If you need to employ a technique known as split animation. This means that you design a series of sprites and then link between them to give the illusion of movement and change. You would produce one with a small car in it, then another with a larger car and so on until it was full size. The more information or sprite animation it would be advisable to use to the feature in `CF67` which deal with the art of using sprites.



Oh - you missed the timing again, I think I should have been let you know.



TRUE ROM-ANTICS

Jason Finch takes a look at a juicy pair of ROM routines that deal with the serial bus and another less juicy pair for sorting out memory.

ACPTR

Routine name: ACPTR

Function: Get a byte from the serial bus.

Call address: \$F7AD (\$344E)

Parameter passing: Accumulator

Prerequisite routines: TALK, TRSA

Error reports: PBADET

Stack requirements: 1

Registers changed: Accumulator, X index

Description: Last month we looked at LISTEN and TALK—the serial routines follow on from there. If you want to send a secondary address, you need TRSA as well. To get information from a device on the serial bus this routine should be called. You only need to call TALK and TRSA once, although ACPTR should be called when required. One byte at a time will be returned in the accumulator. Each time you pull a byte over the serial bus, you should store it in one of an unlimited bytes of data will obviously overflow it.

Example: You have already commanded a serial bus device to talk using the TALK and TRSA routines. Now you want to get eight bytes of information and store them in memory.

```
LDY #5
LOOP JSR ACPTR
STX $C00, Y
DBY
BSC LOOP
```

CIOUT

Routine name: CIOUT

Function: Send a byte over the serial bus.

Call address: \$F7AE (\$3448)

Parameter passing: Accumulator

Prerequisite routines: LISTEN, SECOND

Error reports: PBADET

Stack requirements: 1

Registers changed: None

Description: The opposite of ACPTR, this routine sends data to devices on the serial bus. Before using this routine you will need to command a device to start receiving information, and that should be done using the LISTEN routine. If a secondary address is to be sent to the device, this should also be done using SECOND before calling CIOUT. You should load the accumulator with the byte of information you wish to send, and then call CIOUT. Only one byte at a time can be sent, although you can set up a loop if you need to. Each byte sent is buffered by CIOUT so each byte is only sent when instructed to. When you give an UNLISTEN command, the first buffered character will be sent together with the command to stop receiving, keeping everything tidy.

Example: You have already instructed a device on the serial bus, such as a printer, to start receiving data. Now you want to send the ASCII characters C and F to the serial bus.

```
LDX #47 ;ASCII CODE FOR C
JSR CIOUT
LDX #55 ;ASCII CODE FOR F
JSR CIOUT
```

MEMBOT

Routine name: MEMBOT

Function: Read or set bottom of memory.

Call address: \$F79C (\$3430)

Parameter passing: X and Y index

Prerequisite routines: None

Error reports: None

Stack requirements: None

Registers changed: X and Y index

Description: This routine is used to set the bottom address of the RAM. If the carry flag is set (C=1) when you call the routine, a pointer to the lowest byte of RAM is returned in the X and Y index registers. This is normally \$0000 (or \$0001 in decimal), if the carry flag is clear (C=0), the values of the X and Y index registers are transferred to the low and high bytes, respectively of the

pointer to the beginning of the RAM. Basically, the routine either reads or sets the values in locations \$0000 and \$0001 of memory. If you clear the carry flag, the routine simply reads over the LDR \$0001 and LDR \$0000 instructions and goes straight to the STX and STY equivalents. You could do it directly if you really wanted to.

Example: You want to move the bottom of memory up one page. This is the equivalent of incrementing the high byte by one. You need to read the current position of the bottom of memory and then change the Y index register to the new high byte, before setting the new location.

```
SEC ;SET CARRY TO READ
JSR MEMBOT
LDY
CLC ;CLEAR CARRY TO SET
JSR MEMBOT
```

MEMTOP

Routine name: MEMTOP

Function: Read or set top of memory.

Call address: \$F79E (\$3432)

Parameter passing: X and Y index

Prerequisite routines: None

Error reports: None

Stack requirements: None

Registers changed: X and Y index

Description: This routine works in exactly the same way as the MEMBOT routine. Normally the highest RAM address is set to \$A000 (40960) but you can set this to whatever you like. As with MEMBOT, if you call the routine with the carry flag set, the current address of the top of memory will be set in X and Y if the carry flag is clear, the contents of the two registers will be transferred into the low and high bytes of the pointer to the top of RAM. Whereas MEMBOT strictly affects locations \$0001 and \$0000, this routine does nothing more than change \$0000 and \$0001.

Example: You want to move the top of memory down one page by moving the current location, decreasing the high byte of the pointer, and setting the new value back.

```
SEC ; SET CARRY TO READ/SET
JSR MEMTOP
LDY
CLC ;CLEAR CARRY TO SET/SET
JSR MEMTOP
```


Back to BASICS



In this month's exciting installment of our BASIC tutorial, we're going to take a look at variables, and all the great things you can do with them.



Last month's program, revisited

Last month we took a quick walk into the language to demonstrate a few commands in a simple way. Underscore, I left you in the dark about what variables were and how they work.

```

10 PRINT "RADIUS OF CIRCLE:"
20 INPUT A
30 IF A<=0 THEN PRINT "CIRCUMFERENCE OF CIRCLE:"
40 IF A<=0 THEN PRINT "AREA OF CIRCLE WITH RADIUS " & A
50 PRINT "IS " & 3.14159 * A * A

```

If you took back to last month's explanation, you'll find that the letter *A* in the above example was a variable used to store a number provided by the INPUT command. This variable system is central to the workings of any computer program, as we use them in the same way for maths, forming equations. This program takes two numbers from the user, multiplies them, and prints the result.

The `*`, incidentally, is what the COM uses for a multiplication symbol. If we didn't have the facility to store the numbers entered as variables (*A* and *B*), an assembler performs the maths operation. Let's take a look at line 30 again.

Quite simply, this line says that *C* should now be equal to the value of *A* times *B*. If *A* was 3 and *B* was 3, this line will place the value 9 into *C*, demonstrated by line 40, which prints the value of

the screen. This is the simplest way of using variables, by placing values or equations into them and letting the computer do the maths work. It's not the only way we can use them, though.

Going loopy

One of the best ways a computer can save you is by repeating repetitive tasks without your prompting. Let's go for the simplest example.

```

10 PRINT "HELLO"
20 GOTO 10

```

Typing RUN after you've entered this program and you'll get a line of HELLOs running down your screen. We've created a loop, as the program works through the instruction on line 20. This command tells the computer to go back to the line number already following the instruction. GOTO 10 means the computer jumps back to line 10. When it finishes line 10 it'll get to line 20 again, and end-up looping back round as fast indefinitely printing HELLO each time. That's good, (it's really boring—oh, but what happens if we only want to print the word three times? We need to count, and we need a variable for that.

```

10 C=0
20 PRINT "HELLO"
30 C=C+1
40 IF C<=3 THEN GOTO 20
50 GOTO 30

```

If you've been following the tutorial from the start (last month), you'll have seen of these commands before except END, which simply tells the computer to stop the program. The GOTO instruction simply adds one to *C*.

An easier way

It's almost the point in this page that I'd like to introduce a new word into the proceedings, I'm being especially busy today, so we're going to learn three of them (if you'd caught). Our new words are FOR, TO and NEXT. They're actually very useful commands, as they make loops like the last one a lot easier.

```

20 PRINT "HELLO"
30 NEXT C

```

If you run this line, you'll get exactly the same result as the last program, with 15 lines of text on the screen. Why? Well, let's expand.

```

10 FOR C=1 TO 15
20 PRINT "HELLO"
30 NEXT C

```

This command marks the start of a loop in which *C* will count from 1 to 15. You can change the *C*, 1 and 15 to suit your own requirements.

NEXT closes the loop, making the computer work from the FOR command again. When the variable *C* reaches 15, the NEXT command doesn't do anything, letting the program run on.

There's nothing special about the variable *C* necessarily, but it's stated in both lines 10 and 30, and must match. By replacing line 30 by typing:

```

30 NEXT C

```

When you run the program again, you'll get a list of numbers from 1 to 15, signifying that the variable *C* is acting as the loop *C*-counter.



The second program we listing printed a line of numbers down the screen. It's just that easy.

NEXT MONTH

The you've got the hang of variables now. Hey, I just got an idea for you too. Read it again, and see if it gets any clearer. (It won't slightly.) Come, it doesn't matter though, we next month we'll do something completely different. It's time we put some of our skills to use, you see — we're going to embark on a programming expedition that'll introduce what I've already told you, and teach you loads of other new stuff you can use. (I might have to make a few more next month.)



Walkerz

As far as Andy Fisher's concerned, you can kill all the lemmings you want - the Walkerz are the guys to save...

Walkers are dumb. They'll just keep walking along, minding their own business, straight into a cliff edge, until a death rattle or into a chasm. They don't mind the pain or the way they slip out of control, or waves, or make sure they slip out of control, and reach their destination safely. They don't even know what's at the end of the cliff, or the only thing you get to control is a platform, that you can move across the screen to help the little guys out where necessary.

Recall

As of this point that half the audience will be scratching their heads, drawing comparisons between *Walkerz* and *Lemmings*, a game they recall along the same lines. There's a lot of difference between the two games, though...

The first big change is that, though you've got to get each walker to their destination safely, each walker has a different destination - you're not trying to guide your people to one particular point. Secondly, each walker travels at a different speed, putting your timing abilities that little bit further. The other interesting point about *Walkerz* is that, as the walkers start moving as a pair, the game's designers were able to make the events on each end completely random, so there's never a pattern you can learn to each level, only a technique.

These changes make *Walkerz* a really different game to *Lemmings*, the 1990 or thereabouts

most remembered than logical level to most thoughts. As they said, level up by the points that come out from the things you learn something you should be trying to do. Andy got got exactly what he needed, or whatever things make an experience.

Reflex

Walkerz is basically a test to check the game in the points of control through every other thing. You're allowed to let the things, or control the people you want, and even though you get to see the



Top - That's right.

for every 200 points you score, you only get a few points that you need for every walker saved. As more people die into the screen, you'll find yourself needing every drop you can get.

Self-control

If *Walkerz* sounds like a fairly simple game, you should remember that some of the best games ever made followed fantastically simple playing

styles (*Flint*, *Tetris*,

Breakout, *Demio*, *Ill Metal*,

Dragon Lair, *Demio*, etc).

The platform is a classic,

rather than a classic of

you push right, the plat-

form floats to the most

obvious, lightest hole.

As the game progresses,

you'll find the need to be

more and more diagra-

matic to get that platform

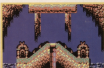
to the right place at the

right time, which isn't

always easy for you can

still remember how.

Quintessential platform.



"Okay look, see there?"

Sensory perception

The story of the game, the walker's themselves, are fairly human. Though they spend the majority of their time walking dumbly back and forth, they'll happily wave a thank-you as they get safely home and even try to make the occasional game for themselves (and usually fail). The adventures they walk around are both clever and detailed, each

leading to a new and exciting

and surprising set of events.

It's a game that's not for several great levels, though maybe the occasional planning session or sounding of bells, would have some extra.

Evaluative thought

The game's authors, Peter Entry, have put thought into *Walkerz* - there's a gradual but exciting difficulty curve, giving a subtle hint of success and then that'll keep you plugging away through the 30 odd levels, saving up to 50 points in each. After a while, they provide you with a great opportunity to watch over 1500 people plummet to their deaths for failing that, want a seriously good score? A level password system would have been nice, though.

In all, *Walkerz* doesn't quite have the same as

Andy to compare with more

lightly priced titles such as

Lemmings, but the chal-

enge a group of 1000 points and

some potential death traps can pro-

vide makes for good fun.

RAMING
75%



As expected, the top - I heard your appearance above rather less impressive.

Where to go

If you want a copy of *Walkerz*, send £5.99 to the Electronic Boys, at the address that must have been learned into your memory by now: Electronic Boys Entertainment Software, 1070 Brighton Road, Purley, Surrey, CR8 3BP.

Riddles and Stones

Renne Softworks have come forward with an original puzzle game that will really tax your mind.



"It may be long wished, but it's the best level ever! You can't beat this level because there is no way to finish it, even when you're super intelligent, still trying to get to the next level!"

As my grandpa always used to say, you can never have too many puzzle games. The word that about a lot of things, but this time it's worth heading for advice - *Riddles and Stones* is the treasure of Renne Lench the third, a man who quite obviously knows how to create really thinking brain-teasers.

Riddles is based on a grid of squares, each taken up by either a piece of wall, a floor tile surrounded with a symbol, or a special block which generates other sliding blocks bearing logos matching the floor tiles. It's your job, using a frame controlled by a joystick, to create and clear the correct lines in the right order to provide a path through the level starting at one set of arrows and

finishing at the other. The last of that step, as soon you've created a block you can only leave it as a square-leaving the same symbol. You're also operating on air - if you push a block, it'll keep sliding until it hits something. It's on this concept that the rest of the game is based.

Deja vu

One of the first things you'll notice about *Riddles* is that it's almost exactly the same as nearly every other sliding puzzle game, save a few major differences - it's not a tedious slog through boring levels of rotating, repetitive puzzles. It's not based on your ability to find a pattern by trial and error and then stick to it. It doesn't rely on any major hand-eye co-ordination (the puzzles are brain-teasing rather than reflex-teasing), and you can undo mistakes by sliding blocks back the way they came.

It also that bit of introduction, you're expecting to learn to cut your losses when playing *Riddles*, you're absolutely right. This is a puzzle game testing your ability to solve abstract problems and think several steps ahead of yourself, and it works very well. The first few levels don't give you much of an idea as to exactly what is meant as they start with the basics, giving you the chance to get used to the way the game works, and then you should go about sliding blocks into place in the right order. As you progress through the levels, though, your problems increase, until you're sliding blocks into position just to deflect other blocks onto their correct courses - there's a definite difficulty curve to *Riddles*, and it's quite steep.

That's all, folks!

And that's pretty much all there is to *Riddles* - like *Pattern*, it's a simple concept that's been really executed. Exactly how neatly is a matter for debate, though - the backdrops, intro and end screens, as well as the titles, fonts and borders are all very pretty, but the game just leaves a little to be desired. There's not really enough of a sense of 3D to show up the white blocks you've already created against the white tiles they float across, without even taking into account the white walls you have to clear your blocks around.

Concise, *Riddles* is complete - each level



"Oh, I like what you've done with this scene - it looks so nice, just like the standard they gave it. Great levels of 'in the rules quest', how much was it?"

comes accompanied by music loud enough to irritate the eardrums of different sound effects that you trigger when you either get something right or do something terribly wrong. Whether all that noise is necessary on a game like this is debatable, but everyone's got a volume knob.

Riddles and *Stones* is a puzzle game worth taking a look at. It may not be the most original concept, as it definitely has roots in a lot of other titles (*Pattern* and *Pattern* to name a few), but it's well-executed and the levels provided are intriguingly designed. If you do ever get tired of the levels you've been provided with, a built-in editor gives you the chance to build your own puzzles to be your friends in levels with.

In short, this is a game that all hardened puzzle players should consider buying. It's deeper than most recent puzzle titles, with a good design simple enough to let you get on with the intense thought that *Riddles* demands.

Until the game gets a UK distributor, the only question you should be asking yourself is "how much is \$500 in real money?" Buy it right now.

**RATED
80%**

Where to go

If you want a copy of *Riddles* and *Stones*, you're going to have to do some big pushing, and send \$500 to: Lench + Pak, Drive Wending 5, 32225 Witten, Germany.



If all backdrops clear when you see the previous turn on the video, the walls leading away from them, your control in the dead corners and the path to be built through up the corners of the screen, about as clear as such, in fact.



Gamebusters

We do away with our regular mix of tips this month in favour of a wad of Action Replay codes, courtesy of Arif Perez of Manchester.

GAME	POKE	WEY
Adams	40940,189	Amico
Amulphal	18076,173	Lines
Agent Orange	20076,189	Scots
	14076,189	Buttons
Address Family	10945,173	Lines
	78184,1	Key 1
	78184,1	Key 2
	78184,1	—
	78184,1	—
	78184,1	—
	18137,1	Key 8
Beats Commando	7818,155	Lines
	20004,189	Time
	20447,189	Lines
Beethoven II	12740,189	Time
Bliss Brothers	11200,189	Lines
Blunder	20989,179	Lines
	7640,173	Time
Burger Queen	17080,179	Lines
Buffy	2404,189	Lines
Castle 3	30870,189	Lines
Chameleon	3184,173	Lines
Crystal Castles	41804,189	Lines
Coastal Crusade	14881,173	Time
	14943,189	—
Defenders of Earth	5984,173	Lines
	18872,173	Energy
Dem Daze	83499,189	Time
Dino Attack	4275,152	Lines
	13078,155	Time
Duke	44272,155	Lines
	85438,0	Time
Deflector	8630,173	Lines
	14970,155	Time
	13867,155	Energy
	11890,28-30	Level
Older Rider	24888,0	Time
	23744,8	Energy
	25548,179	Buttons
Hacker 2	14808,173	Lines
1 Ball	29889,189	Lines
Robotcat	2889,173	Lines
	62678,173	—
	68482,189	Battery
	68483,189	—
Light Force	14008,173	Lines

(Oops - we're out of space already! Oh well - we'll pick up where we left off next month. 'Til then...

DREDD JUDGED

Fibre

HAS
HOLLYWOOD
RUINED
JUDGE DREDD?

FIND OUT IN ISSUE 2 OF
SFX,
THE SCIENCE FICTION
MAGAZINE



ON SALE
27 JUNE

Fibre, SFX, Books, Comics, Video, Models and more...

BUY-A-RAMA

Hmm... There aren't as many ads in this month as we'd like, you know. If there's something you want but can't find in the shops, something you don't want but can't sell to your mates or even something you've produced that you think others should see, fill in the form and your dreams will come true.

FOR SALE

- Commodore 128 C2X, 1621 drive C5C, MP9801 printer C50, spare data recorder C5, all plus package if not seen.
- 7 Cassettes games - Phoenix, Foot Rules, Championship Wrestling, Game On, Transformation Tower. Every player's a Winner, Quest For Holy Grail. All are £1.20 each. Phone Number or 01733 652287.

WANTED

- Ready old C64 games. Also, any ZX Spectrum issues. Will buy anything. Send list and prices to Scott, 45-Edge Avenue, Grimsby, S Humberside, DN33 3QG.
- Easy Script BASIC cassette - write to: Kenneth, 3 Woodlawn, Muckness, Co Antrim, BT37 1QH.
- Atari 2, Multisim, College, Neologys disk or tape. Best price paid. Phone 01983 400007 - I've hundreds of games, etc, so tell me what you want.
- Cassettes and manuals for Commodore MP5500 printer. Phone Barry on 01473 743344.
- Audio test to connect C64 to CD audio input on hi-fi, or instructions. Write to Scott, 45-Edge Avenue, Grimsby S Humberside, DN33 3QG.
- Windyash, HighMags, Extra 1&2, and any other RPG games. Best prices paid. Stephen Rankin, 1 Pines Arthur Terrace, Rathfriland, Dublin 8, Ireland.

MAGAZINES

- Computer Scene - the C64 magazine that you've been waiting for has finally arrived. To be there, send SAE to SA Nottingham Road, Notnal, Nottingham, NG9 9 1DN.
- Computer scene - If you value your C64, this is the magazine for you. For details send SAE to 28 Nottingham Road, Notnal, Nottingham, NG9 9 1DN (we think you don't spot these, I reckon - us).

- Dynamic-64, the new storage featuring PG games, cheats and reviews. Issue 2 not now, priced £1.25 or 75p plus bank chq. Features in C64? Write to Dynamic-64, Philip Davies, 14 Hazel Street, Brynmor, Company Ltd, Gwynedd, CPE 1AS.

OTHER

- New software available now! For list send SAE to MP Andrews, 10 Saville Grove, Garston, Liverpool, Merseyside, L23 7JH reasonable prices.
- Free-leaf wanted, to bring PG disks and more. I can't reply now. Stephen Rankin, 1 Pines Arthur Terrace, Rathfriland, Dublin 8, Ireland.

10 mail order tips

If you're considering buying something advertised on this page, you'll do well to follow these tips for mail order satisfaction.

- Never, ever, send cash through the post.
- If you can, pay by cheque.
- If you live near an advertiser find out if you can pop around and see what you're buying.
- Any complaints about advertisers can be sent to CF at the usual address.
- Remember that the goods you're buying are second-hand - they're not going to be in absolutely perfect condition.

And if you're advertising something, you'd should follow a few guidelines yourself.

- Make sure what you're selling works.
- Think of an ideal price, and make it.
- Reply promptly to everyone, even if you're already sold what you were advertising.
- Use your full name and address in your ad.
- Only sell original software. No file piracy.

COMMODORE FORMAT FREE READER ADS FORM

- Classified reader ads are free in Commodore Format.
- Write your ad in the grid below, and send to a box. Please include a contact telephone number or address in the ad (We only print the details in the grid).
- Please tick the box showing which section you want your ad to go in.
- Send your ad to Reader Ads, Commodore Format, Future Publishing, 28 Nottingham Road, Nottal, Nottingham NG9 9 1DN.

Please tick the relevant box:

- For Sale
- Wanted
- For Hire
- User Groups
- For Sale
- Miscellaneous

Your name _____

Address _____

Telephone number _____



That was the year...

1992 - the year that bought you the likes of Trenton Webb, James Leach and Clur Hodgson to CF, also managed a few good games...

Catalypse



James Hodgson's take on the shoot-'em-up strategy got high marks in '92.

85% ■ CPT

Though *Catalypse* didn't make it onto any platform other than the CD-i, it holds its own as a truly excellent shoot-'em-up, drawing influence from *Alien*, *Dynis*, *Strangelovers*, its blend of fast action, reflex puzzles and skill-boosts you on the edge of your seat, helpfully hammering a fire-button in an attempt to save the world from the alien beast-men of alien. Yes - as usual, you're up against an alien invasion fleet and, as usual, Earth could only spare the one fighter.



Creatures II - another chance to be really horrible to cute animals and get rewarded for it. The wilderness fan's entertainment.

Creatures II

85% ■ CPT

Created by the Flemish, *Creatures II* was one of the best platformers the CD-i has ever seen - your task is to guide Clyde the, um, creature through assorted screens of hazards, safety items. On your way you'll find healing and so on by other creatures, injured friends or allies, or even crushed to death, all portrayed with some of the best (and most gory) animation possible.

First Samurai



Samurai - you could have someone's eye on you with that. And there were, um, lots.

85% ■ CPT

You should know all about samurai by now, having played the monthly coverage game *Samurai Trilogy* to death. First *Samurai* is yet another platform game, this time chronicling the exploits of a young warrior on his way to the higher levels of his art, making up stories who gets in his way. The action takes place against the backdrop of a feudal village, as your warrior makes it his business to avange the person who looted the place. Violence and exploration - see how it all.

Space Crusade



A combination of fast, reflex action with careful economic thought got *Space Crusade* 85%.

85% ■ CPT

Issuing a change from the normal run of platformers and puzzle games, *Space Crusade* is a cross between a fast action shoot-'em-up and a strategy game, in which you control a squad of marines, going into meekness on a mission to destroy anything and everything in a ship being ing to some other or other. As the levels get hard as and harder, the aliens get even more vicious. The game got even more powerful, and the points got even more scarce.

If you haven't tried the type of game already, you really ought to try - it's one of the best shoot-'em-ups of 1992, and its reworkings offer an enough to keep you playing through the many levels for a long time, with a blend of fast action and complex strategy turning space-age measures into a science.



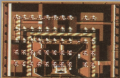
Super Supremacy - totally original and featuring an strong resemblance to *Starblaster*, no.

Super Seymour

80% ■ CPB

Though the world has, in my opinion, seen a few too many cute games from Coleco, *Super Seymour* is yet another excuse to get a cobby pelted bouncing around your screen. Unlike the other games in which Seymour stars, this isn't a platform adventure, though. The action takes place on single-screen levels, filled with radioactive symbols to collect and loads of buttons to avoid. If the symbols are collected in the right order (the real challenge), extra points will be yours. That's right—its *Jumpbox*.

Super Space Invaders



Excuse extra-long sentences revisited with *Super's* revamped of the most famous computer game of all time.

80% ■ CPB

If you don't know what *Space Invaders* is, you may as well stop reading now. *Forever Super's* the CD-ROM based incarnation of the original arcade classic, and *Super* (the people responsible have stuck very much to the original form, as you're still moving left and right firing a single bullet in a hole of invaders slowly advancing down the screen. Though it's wonderfully complete yet utterly addictive game design stands in its own right, *Super* took the idea one step further, giving you occasional weapon power-ups, etc. All in all, it's one of the games that every CD-ROM owner must own, or have played at some time. If you haven't, start reading *Starliner's* ads.

The Blues Brothers

80% ■ CPB

"We're on a mission from God!" In the case, God has platform games too—this. This offering features our affable duo, *Blues Brothers* in a mission to collect records, cash and, more importantly, all the instruments and equipment they need for tonight's gig. This involves bouncing



Best Simpson game (or game), depicts the street, and makes millions on the way.

around a number of different levels as other *Jack the Hat* and *Street* (the fun one), your two characters also have slightly different abilities.

(Street carrying a lot higher). It may not be another platformer, but in terms of level design, difficulty curve and sheer addictive fun, it's out there at the front of the pack.

The Simpsons

80% ■ CPB

Though *Best Simpson* is cute graphic adventure stunner. Though the adventure part was never really fully explored by the authors, this game sees Bart in a battle against the space mutants featured in the full title, who is trying to take

over Springfield and, eventually, the whole world. This is combined with a variety of different objects and weapons found around the town, some of which Bart can use straight away, and some of which are needed to solve the many puzzles placed in his path. These games would be proud.

WWF

80% ■ CPB

Though 1992 saw an almost identical WWF game, *Conan* can just keep on producing these things until *Who's the Best*. A total spending of 7%.



The Blues Brothers—it may not have been the most original platformer, but it had by far and away the best tunes.

the end. As with the several computer favour to another game in which you have to throw people around in a ring, using a variety of wacky combo moves that you can never seem to put off until the last minute, at which point comely staggering and head-slashing routines almost ensue.

Gradually playing with some to match, *WWF* is a definite for violence fans everywhere, even if the lights start to shut.



The worst part of wrestling is when the fight degenerates to a mass of squaring faces.

Pipped to the post

And then of course, there are the games that didn't quite make it—the unfortunate that, though they scored 70% or over, didn't make it into that top ten position, and so are confined to a cramped box at the end of the feature.

Bully's Sporting Cards	27	80%
Good King's Palace	23	80%
Demon Blasts	18	80%
Five on a Fingers Island	17	78%
Hearts	16	88%
Only Heat	16	87%
Polserwin & Co.	16	75%
Headless Heroes	27	78%
Space Gun	12	86%
Outman Seymour	18	77%
Ten	16	80%
Tuffy the Tuffoon	18	80%
Winter Camp	18	80%
Xenomorph	18	80%

NEXT MONTH

Left out—last month we covered 1992, this month we covered 1990, so next month we'll be covering 1991... No, sorry, it's gone.

