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COMMODORE FORMAT

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ISSUE 57 • £3.25 • JUNE 1995

ENTER THE DOMAIN!

Discover the 50
PD titles you
simply **MUST**
have!

TOP 50 PD titles

When you buy this magazine
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find someone's e-mail or homepage. All you
need is a modem!

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

PLUS!

- Making music with Sound Tracker
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- Gamebusters

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June 1995 Issue 57

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The Public Domain is the place to be whether it's demos, games, or utilities you are after. To see how with Andy Roberts, who even's been charged once for the privilege. Well, that's PD for you!

PLUS: The 50 PD programs everyone should have!

TOP 50 PD titles

23 Lemmings offer



...there's my friends, there's my friend.

Lemmings is the masterful application of foreign juggling off Tower Bridge. In the end, this game could push you 'tween the edge! Take up the Commodore Format challenge - try Lemmings for just £9.95.

17 Take note

- ▶ Does 'note' refer to notes?
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BT 44 - Thanks to your heart!

5 ON THE POWERPACK...

Colouration

Do you dream in colour? Be warned! You might not be able to escape this game - even in your sleep!



Super Nibbly

Hungry for action? Try Super Nibbly!

Super Nibbly is 'nibbly' your career in a peckish puffin-eating world! No whapping out of it, mind.



Author:
Colouration
Super Nibbly

Sound Tracker

Compose yourself! Create the sounds that others will want to listen to or sleep over. Then turn to page 17 for Simon Parkinson's updated guide to using the Sound Tracker program, oh, and some coolily downloaded jokes.

Slayer of the Damned

It's horror, kid! It's Doom's, it's not worth bothering with.

All together now:
Gary, Gary, hellooooo!

COMMODORE FORMAT

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You've got a friend. Keep CF by your side and you'll always have someone to turn to.

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Four easy-to-use, real-to-be-messed ROM routines.

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Get set for concrete advice from Jason Finch.

July's Commodore Format is on sale from:
Saturday, 17 June 1995

TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING... >

News

Did you win...?

Pages 20 and 21 of this issue... Each letter from Southampton joined this. He is the overall winner of the competition to CD4 and receives 15 games from Electronic Software. But Events from John Collins, Andrew Vernon from Aberdeen, and Christopher Moore from Liverpool at get the prizes right, too, and each of them won five games from Alternative Software. Congratulations!

Get Reg-istered

To get a copy of LARMag reviewed CD4 page 18 and more BLACK games from Simon Beale, send a star or cassette and three first class stamps to: Simon, 12 Ness, Stn 1, 100 Strath Road East, Aberdeen, Scotland AB9 1LQ.



We have one copy, on floppy, of LARMag including 'Say 'Tippie' to give away to the first person to tell us the name by which 'Mag' might be better known. Send your entry on a postcard or disk of no more than 100 words by Monday, 11 July 1993 to:

The year's reg. Committee Secretariat, 12 Ness Road East, Aberdeen AB9 1LQ or a similar to us with international postage tag for the postage fee.

Enter the zone

So complete with winning a PD Update, The Guild Adventure Lines, and Playzone's Bookings, Barry Jones proprietor, Jason Taylor's Bookings is preparing to unleash a favorite.

Committee Zone is put together by people who know what makes the CD4 tick. In fact, you could describe it as a small, black and white version of CP.

The first issue of Committee Zone is available now, on card or SAI, marking your entrance 'Committee Zone' to Barry Jones (see CD4 Scene Directory, opposite, for the contact details).

All Formats Computer Fairs

For bargains for all types of computer and peripherals, attend the country's top all-Format Computer Fair. The fairs are open between 10am and 6pm. Admission costs £5 for adults, £2 for children, and £2 for everyone after 5pm.

Day	Workshop	Exhibition Venue/Centre	Example
27	Workshop	Exhibition Venue/Centre	Example
28	Workshop	National Motorcycle Museum	£4 000

June	Workshop	Exhibition Venue/Centre	Example
1	Workshop	Haydock Park Racecourse	£33 000
4	Workshop	Royal Salt-Assembly Rooms	
10	Workshop	University of the West of England	£1 000
11	Workshop	NAC (Royal Shrotonwood)	Shrewsbury
17	Workshop	Northumbria Centre, Washington	£10 12
18	Workshop	Woodside Hall, St Georges C	Glasgow
26	Workshop	Torquay Recreation Centre	£3 500

July	Workshop	Exhibition Venue/Centre	Example
15	Workshop	Coventry Hall, Brentwood	£24 000
18	Workshop	Torquay Recreation Centre	£3 500
20	Workshop	Haydock Park Racecourse	£33 000
23	Workshop	National Motorcycle Museum	£4 000
29	Workshop	Northumbria Centre, Washington	£10 12
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C64 Scene

with a story



Clubs

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+ 01249 855 555

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MORE >>>>>>>

MORE <<<<<<

C64 Scene
*Directory***PD Libraries (cont)**

SUSTON BOOKS PD (E)
9176 Nighthawk Road, Purley, Surrey
S24 8PW (UK) Tel: 0171 498 7383
093 00 77

4 Studios Avenue, Green Cross, Wigan
WA6 4EE
0924 7143

2 Oakfield Place, Clonsilla, Scotland
G82 1TJ

COMBUST PD (E)

73 Blenheim Road, Heston Rd 128
Weymouth MAW 2J (UK)

5 Cedar Gardens, Linton, County Down,
Northern Ireland BT24 1BS

MEMORABLE SOFTWARE (E-UK)

21 Sted House, Poynton, Cheshire, Wirral
Mer, West Midlands, W11 0BB
- 01294 72777, Fax
- 01294 88888, Cheshire,
Suffolk 0144949494 or uk
MAP (E)

87 Windsor Avenue, Whitehead, County
Down, Northern Ireland BT24 4BX

WORLD PD (E)

10 Crossways Road, Southwam, Alton, Hants
GU14 5BQ (UK)

Shareware

shareware@msa.pq
PO Box 105, Wrexham WA9 6TW

**Upgrades/
Repairs****FAST COURTESY**

- 100 London Road, Letchworth GU2 3DF
- 0114 847 0807

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S24 8PW (UK) Tel: 0171 498 7383
093 00 77 - 0110 851300

**Keep us
informed**

Help us help you by letting us of any new titles or help us know what club details change. Write to DM Scene direction, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW or

E-mail us putting 'DM Scene'

Please enclose an SAE when writing to the organisations listed.

Ordering PD

If you've never ordered PD software before, write to a few libraries and/or an SAE and asking for a catalogue. Some libraries only stock discounted software, so state whether or not you own a disc drive. Look for the letters after the names in the (UK Scene Directory) (T) means the company stocks tapes and (E) class.

Get it off
your chest.
Get it into
print. Write
to TMB,
Commodore
Format, 30
Monmouth
Street, Bath,
Avon BA1 2BW or
cf@futurenet.co.uk putting
'TMB' in the subject line.

**THE
MIGHTY
BRAIN**

homophones in case of such emergencies.

If you've had a fall, Mike, please write in putting 'WFO Mike Cook (TMB) CF87' on the envelope.

Once again, sorry, Mick, my fingers are rather fiddly so I don't always get the right key. I know, that'll be harder. And all: **TMB**

Down but not out

First off, I'd like to congratulate you on a consistently good magazine. One niggle though... is the number of pages. I know people hate complaining about this but, from CF1 onwards, the magazine has only half the pagination of the previous issues. That means that somewhere along the line the quality has to slip.

1 Can you still subscribe to CF?

2 What, if anything, are you doing about the 'Games Bible' (TMB, CF86)? It sounded like a very good idea.

3 Please tell you do a make your own game feature as suggested by G-Slay in CF86. This would be great for programming novices that are unaffraid the number of pages.

James Wilson, Antrim, Australia
PS The Top 50 in CF86 was great

Chocolate and Orange

Dear Steve, you big stupidly idiot. I wonder if you can help me. Please. Since issue 88 I haven't been able to find Commodore Format anywhere. I'm in Glasgow, Newcastle

UP, how have you been getting through life without your copy of CF?

It would be the having Mafex without food (but that's fine I always have my Noodle - EG) or Taka that without Jason Cheng. Perhaps if you explained it to your newspaper or she would understand your incomplete state and order CF for you.

For back issues see, quickly enough, the back page of this issue. For all queries relating to obtaining CF or back issues you need to contact Customer Services, Futurenet, 094900, Boulevard 7411 6291 - 01205-822211. **TMB**

Call out

Excuse you won't print this letter, I know why? Because you haven't the time calls to do it.

Anyway, this is an important matter. I noticed in CF87 in the Top 50 Games section that number 58 in the classic Mafex Bible. I am trying to get hold of it. Can you help me out here?

I hope you print my letter because I have been buying your magazine since CF6.

Other Names, Newcastle.

Today... Many Minors an ancient game that is no longer available. Your best bet would be to try contacting the Buy-a-Disc, see page 51.

And, thank you for staying with us for **TMB**

Squeak up, where is it?

In Buy-a-Disc you quoted a phone number for locating a mouse. But the number is unobtainable. Please help!

Mark Cohen, Alton

We'll take your word for it, Mike, because you don't say which issue of CF you were referring to. Apologies, to you and to anyone else who hasn't been able to reach numbers in any issue of CF. We do it by hand and from CF85 we took up the original

You've never enjoyed Jason Finch's piece on awarding prizes in CF86, then, James. The Games Bible is still just in the hypothetical stages, unfortunately, owing to how much it would cost. As for a write your own game feature, it's a nice idea, but to make anything worthwhile would probably take about ten pages to explain. If you want to know how to do certain routines, though, Jason Finch is your man.

James, turn to page 92, now, to find the Top 50 PD titles of all time and see how this compares. **TMB**

Water-y rave

Aside from the masses of mail that arrives at Future Publishing each day our post people are used to delivering flowers (journalists are no exception on anyone else, you know from one building to

another, takes too long from myling (like) and even the odd cat. The bit of double gazing (aka a postcard)



Water-y, a small matter of perspective.

Sorry, it's a TMB (from Waterford, allegedly) no price for originality or originality. **TMB**

POWERPACK

Size, as they (usually small people) say, doesn't matter, it's what you do with it that counts. And here's where we tell you what to do with your tape.



There's digital Kullback in an old-time, fully-voiced battling first-person shooter that sounds like a classic.

Coloursation

The man who brought you the mighty Super Sluggo is at it again. Coloursation is a full game. It's the most puzzle from Paul Rupperts of XL CD-ROM software, and it's another deceptively simple game.

As you have to do to match the block which appears at the bottom left of the screen to an one in the maze you draw, using the white marker block around using the joystick, then press Fire when you think you're in the right spot.

In each round you have to make six blocks within a certain time limit. If you

press Fire when the marker block is in the wrong place one of the squares on the block is changed out. So, don't use too many games.

The game is fun on your own, but it is exponentially better against an opponent. Two play with two people set out a second joystick into the box and then press Fire on both machines to start the game. It's then a battle to see which of you find all your blocks first.

Super Nibbly

Finally, some of those German games are being sold here, and some issues are making their way to the

UK. CD-Developments have got the UK rights to distribute and play to the ingenious maze game, Nibbly.

Super Nibbly has two levels and the concept is simple.

You have to guide the worm around the maze to eat all six of the pellets. It might sound like a cheat.

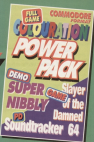
Unfortunately, the pellets make the worm grow which makes manoeuvring tricky. And you shouldn't let the worm eat to one last, because that means certain death.

So, to be fair to you, and in order to support our friendly, local retail, local to the UK, neighbourhood CD-ROM games importer.

Sound Tracker 64

Use this full PG utility to make sounds into CD-ROM and 3.5in disks! We're not sure why you'd want to, but if you should want to try your hand at a bit of Commodore composing, this is the easy way to write music on your C64.

Turn to page 11 for the complete step-by-step



guide from a man a lot of you might remember.

Slayer of the Damned

There's one to be a little when words clash. The Damned can't lose, the man who's men and the sheep were nervous with Slayer of the Damned.

But who's star at the beginning, with fat, fat Slayer was a fairly heavy, somewhat warty, going about his daily business when the rest of the land requested an audience.

"I have a quest for you," said the fat, fat king Zaphrodin, "that will test every fibre of your being. A quest that will stretch your intellect, cunning, wit, guts, psychic strength, speed, and knowledge of the Warrington and Inverclyde to the full."

"Answer only with your sword, you must climb to the highest tower of the castle and... Oh, go down to the managery's and get me 2000shillings."

Realising he wasn't being paid by the word, the king decided to leave it at that. And so we put our little knight on

his quest for the sacred talisman of Zaphrodin's, getting sidetracked slightly in a killing frenzy. It's all well and good, really, so those kind of games are - full everything that moves, and more everything that doesn't.

NO LOAD ZONE

If you are having trouble loading this month's Powerpack please the staff here in a 24-Hour Shop, either a telephone call and service office: CD-ROM Replacement Service, White Audio Video Ltd, Harcourt Road, London, W9 1JH, 071 825.

TAPE TO DISC

This month's Powerpack is also available on disc. To get the other version simply put our name and full address on a piece of paper, put our tape in an envelope with a return postal order, making up the funds into the £1.50 (to cover shipping costs) and send it to: "Tape to Disc" Audio Video Ltd, Harcourt Road, London W9 1JH, 071 825.



GAMEBUSTERS

If your way ahead in the Darkest Road or you are caught up in Spaghetti Western, Andy Roberts shows you the way out.

SPAGHETTI WESTERN

EMULATOR

(POWERPACK 84)

Fancy infinite energy to drive the fast guys out of town? How about infinite ammunition to drive them off with? Sound just too good to be true?

Insert floppyette into your drive, connect the keyboard and let the listing do the rest.

0 RUN SPAGHETTI WEST BY 840
1 FOR 20480 TO 267880:YAGCYYWYKX
2,Y28807
3 2P C090 0888 0800 7000 0800Y080
4 2847F *2847070 08000 5:5F:040
5 2P 10*0F 0888 000 00*00 20
664:0400 1,2,3,4:0800
5 2847F *2847070 0800 5:5F:0800
66*0F 0888 0000 540:206
6 F000: 127, 128:000 546
10 0800 000,080,080, 180, 000, 541,000,000
11 0800 000,000,000,080, 080,000,080,080
12 0800 000,140,170,000,080,080,141,170

13 0800 000,080,175,141,
190,140,070,208
14 0800 000,180,
204,141,080,050,
241,247



"Oh man, do I have to come home now?"

15 0800 000,300,000,140,120,004,340,080
16 0800 000,070,050,050,050



OVERLOAD

(POWERPACK 84)

This Overload variant is my

kind of puzzle; quick to learn and easy to play. If you fancy infinite time with which to make your moves, this listing is just what you're looking for.

0 RUN OVERLOAD OVER BY 840
1 FOR 20480 TO 267880:YAGCYYWYKX
2,Y28807
2 2P C090 0888 0800 7000 0800Y080
3 0800 127, 128:000 546

4 0800 000,080,040,100,000,140,200,000
5 0800 000,200,000,000,080,080,080,080
6 0800 000,340,170,000,140,000,140,170
7 0800 000,070,030,000,140,170,140,030
8 0800 000,070,030,000



Overload is another
great
game.



THE DARKEST ROAD PART 2

(POWERPACK 85)

We give you the first part of The Darkest Road's PowerPack 85. We gave you the solution in CPS, and being such hard souls, we've decided to learn what we started.

So here's the first part of the solution to accompany the first part of the game.

Continued from "Windows on the Wheel"

GO WEST, WEST, NORTH, NORTH, NORTH, NORTH, GETTING, GET NEEDLE, EAST, EAST to the point you can place the one on the One to change it. Thinking that it might prove useful as a light source... but, really, it's no help, really. CLIMB WINDOW, you get a message saying "It's too high, STAND ON DIAL, CLIMB WINDOW, STONCE, SAY BRAVE, HEAD THE CLIMB, you gain the first clue, SAY BRAVING, NORTH WEST (when the Windows attack you, STAND STILL as they will get you), EAST, EXAMINE SHIPWRECK, GET PLATTER.



Try a puzzle, like walls, really.

EXAMINE PLATTER, DROP PLATTER, FRAY AT THE SHIPWRECK, GET COBBLIT, NORTH as you try to go north the screen stops you, EXAMINE DESK, PICK UP FRAGMENT, join the needle... if

you are carrying the golden your third drop into it, GIVE COBBLIT TO OLIVER, EXAMINE DIALS, GET SHARPS, MOVE BROOM, DROP NEEDLE, GET BAG, EXAMINE BAG, Close the walls, GO NORTH, HEAD BOOK for the second clue, BOW to MULLI, NORTH WEST, SOUTH WEST, EXAMINE TABLE, GET FOOD if you eat it, you will be able, NORTH WEST, EXAMINE BAG, WEST



OLIVERD on the wall's eye, WEST EXAMINE ROOM, PEEK ROOM for the first and the clue, DROP BOOK, GET STONE, GET ROOM, SAY NORTH, EXAMINE ROOM, PULL LEVER (you receive a warning here if you have eaten the food), LOOK, CHANGELING IS

ACTION REPLAY POKES

To use these modern cheat machines, simply freeze the game, press "F" to enter the pokes (press RETURN twice after the last poke), then press "F" to reset the game.

SPAGHETTI WESTERN SIMULATOR

POKE 18910,234
POKE 18911,234
POKE 3071,0
POKE 3034,0 - infinite energy
POKE 30994,151 - infinite ammo

OVERLORD

POKE 17571,171 - infinite time

INTERSECTION

POKE 7748,175 - infinite lives
POKE 7424,90 - No collisions

AMORPHOUS DEMO

POKE 49401,175
POKE 49414,175
POKE 49401,175 - infinite lives
POKE 49390,175 - infinite time
POKE 49390,175 - infinite time

SCYTHE OF BAGDAD

POKE 33387,150 - infinite energy
POKE 33394,150 - infinite lives

STARS AND STRIPS

POKE 20640,0
POKE 20650,0 - infinite lives

SQUARE SQUARE 2

POKE 17142,175 - infinite lives
POKE 17078,175 - infinite energy
POKE 18008,175 - infinite time

THE SHIP, WEST, BREAK STONE, FUR SLICETTE (you do the farm if you have eaten the food), ONOP STAFLETTE, GET DOG, FRED DOG (with the food), GET CAT, SOUTH, SEAMING GRASS, GET ROPE, EXAMINE FRIENDS (if you PLAY the friends or go WEST the friends poison you), BLOW FROGHEAD, WEST (on the peak you may think you need the key), USE ORB, ONOP ORB (if you go NORTH if you feel there is a key), LOCKING, FLOOR, USE MEDAL, EXAMINE MEDAL (look to end, THE ROPE TO GET (inside outside) - USE, UNLOCK OROP (using the key), NORTH, SEAMING DOOR, LISTEN AT THE DOOR (hear no end - you must be carrying the flag), LOOK AT THE DOOR (hear no end - you must be carrying the key), SPEAK TO END, you must be carrying the medal), EAST (you only have a few hours to deal with the "Banders", then locate 5400-5000 to defeat the Banders and complete the game.

Note: if you 5040 5000 before you hear the Banders, you can't complete the game. So, don't



LEMMINGS

By E. E. Sotomay, PO BOX 954, 500044, Vero, Netherlands

Here's a handy-dandy cheat for the master of modern conversions, which allows you to skip levels at will. To activate the cheat mode, simply press "F" in the main menu, then type

WAAAAAFFFFF (without any spaces).

Now start the game as normal, then use the following technique to skip the current level: hold down the left (and/or) key with the LEFT ARROW key (top-left-hand side of keyboard), press "F" to load the next level.

Many thanks to the Anonymous Tipster for this gem. And if that isn't enough, you can also find some extensive tips, along with all the passwords for the game in DOS and DFSE.

Have 'em? Do wish you could load 'em over the edge of a CD? Determine the fate of the infomaking trade - see *technology* after page 18.

Coverdisc HEADACHES?

You can't please all of the people, all of the time, as somebody really said. That might be true, but we like to give it a try, anyway. Chris Freeman, a loyal CD subscriber, wrote us recently. Chris receives the disc version of the Powerpak. He wants to use cheats for the convenience of future issues, but the extra effort needs to be justified - one is where you come in.

If you'd like to see cheats and settings for the disc Powerpaks, write to "The World Power Paker," Commodore Format, 10 Starwood Street, Kent, Aveon Rd 1 SW1. If there's enough demand, we'll give them the attention they deserve, so don't delay, register your site today!

AMORPHOUS DEMO

(POWERPACK 54)



Faced with this game, time won't instantly spring to mind, either - but only frustrating.

So, if it's me, spend a night or so on the disc with Amorphous. You'll like a little help, the listing rewards you with infinite lives, buckets of time, and more than that - you'll get to even the biggest, meanest wacko BAG.

1. 800 WAAAAAFFFFF (USE CHEAT BY MAC)
2. PCP, 26136 TO 26136ND 26136ND136ND
3. 5,0000
4. 2P 133000 1040 10000 "0000 0000" 000
5. PCP, 2,1 TO 2,10000 20,10,10,00000
"0000000" *00, 00000 00 00
6. 2P 30 11000 "0000 PCP 3000 TO 30 10000
5,214 0000" 0
7. 8000 1 0000 157,128-000 500
8. PCP, 000,000,000,100,000,141,207,000

11. 0000 260,200,000,000,000,000,000
12. 0000 000,241,175,000,100,000,042,176
13. 0000 000,070,200,000,
200,171,141,100
14. 0000 000,100,100,000,000,
141,000,000,100
15. 0000 070,000,100,000,
000,000,000,100
16. 0000 12000,000,000,000,
12000,000,000
17. 0000 12320,000,000,000

And if you are playing the full Amorphous game, use the "Password" box below for all the games you should possibly hope to win for in your whole life. Ever?

So, if you know what I'm trying to say.

Passwords

Level 4 - 1333	Level 31 - 0076
Level 7 - 2478	Level 32 - 0020
Level 10 - 0142	Level 33 - 0028
Level 13 - 0060	Level 34 - 0791
Level 16 - 0071	Level 35 - 0027
Level 19 - 4300	Level 36 - 0030
Level 22 - 0304	Level 38 - 0034
Level 25 - 7104	Level 39 - 0043
Level 28 - 0341	The End - 1004



ANTIFRICTION

(POWERPACK 16)

You might just have noticed that the address detection in this version almost 'turns up' a little in favour of the aliens. So simply type in the listing, SAVE for any later use, then RUN it for a while first and to customise detection whatsoever.



No slip-slip - there's aliens to annihilate.

0 RUN ANTIFRICTION (CODE) BY WAC
 1 FOR 50526 TO 505480:POW=POW:GOSUB 10000
 GOTO 10000
 2 IF C1210:GOTO 10000:POW=POW:GOTO 10000
 3 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 4 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 5 FOR 100:GOTO 100:GOTO 100
 6 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 7 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 8 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 9 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 10 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 11 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 12 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 13 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 14 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 15 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 16 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 17 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 18 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 19 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 20 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100

SCEPTRE OF BAGHDAD

(POWERPACK 16)

If last month's complete solution, tips, and cheats weren't sufficient your desire, by the listing you'll be able to see and enjoy The Sceptre of Baghdad.

0 RUN SCEPTRE (CODE) BY WAC
 1 FOR 50526 TO 505480:POW=POW:GOSUB 10000
 GOTO 10000
 2 IF C1210:GOTO 10000:POW=POW:GOTO 10000
 3 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 4 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 5 FOR 100:GOTO 100:GOTO 100
 6 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 7 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 8 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 9 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 10 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 11 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 12 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 13 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 14 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 15 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 16 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 17 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 18 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 19 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 20 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100



SQUARE SCAPE 2

(POWERPACK 16)

Struggling in a maze and getting impatient? Well, if the listing below for infinite lives, hints, and more... Surely helps, there's a hint to finish the first 10 levels.

LEVEL 1 DOWN, RIGHT
 LEVEL 2 RIGHT, DOWN, RIGHT, UP, RIGHT
 LEVEL 3 DOWN, RIGHT, DOWN, LEFT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, DOWN, RIGHT, UP, RIGHT
 LEVEL 4 DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, RIGHT, UP, LEFT
 LEVEL 5 RIGHT, DOWN, LEFT, DOWN, RIGHT, UP, LEFT, UP, RIGHT, DOWN, RIGHT, UP, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT
 LEVEL 6 DOWN, RIGHT, UP, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT
 LEVEL 7 DOWN, RIGHT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, UP, LEFT
 LEVEL 8 RIGHT, DOWN, RIGHT, UP, DOWN, LEFT, DOWN, UP, LEFT, DOWN
 LEVEL 9 RIGHT, DOWN, RIGHT, UP, RIGHT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT
 LEVEL 10 RIGHT, DOWN, LEFT, UP, LEFT, DOWN, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT
 0 FOR 100:GOTO 100:GOTO 100



Square up to rats in Square Scape 2.

1 FOR 50526 TO 505480:POW=POW:GOSUB 10000
 GOTO 10000
 2 IF C1210:GOTO 10000:POW=POW:GOTO 10000
 3 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 4 IF C1210:GOTO 10000:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 5 FOR 100:GOTO 100:GOTO 100
 6 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 7 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 8 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 9 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 10 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 11 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 12 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 13 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 14 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 15 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 16 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 17 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 18 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 19 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 20 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100

STEG THE SLUG

(POWERPACK 16)

To follow up the tips printed in CPMS issue 1 is the complete, final, and definite list of the hidden bonus rooms (and where to find them), courtesy of Richard Becken.

To access the rooms, push in the direction of the wall and press Fire (don't halt) first.

LEVEL 1 In the bottom right-hand corner of the



Steg the Slug needs laboratories. You can help.



section containing the rest.

LEVEL 1 Push down as far as you can in this-shaped section, and find the bonus level in the bottom right-hand corner.

LEVEL 2 Go up to the platform above your starting location and you find in the bottom left-hand corner.

LEVEL 3 To the left side of the next.

LEVEL 4 Go down the right-hand passage until you reach your path and it's on the right-hand wall.

LEVEL 5 To the right side of the next.

LEVEL 6 If the right-hand corner of the wall is where you start.

LEVEL 7 Go up to where the higher group of three slugs is, and it's in the left-hand corner.

LEVEL 8 Go up to the right-hand platform, the bonus level is at the top-right-hand wall.

LEVEL 9 Go up to the section to the four fans, it's in the bottom right-hand corner.

STARS AND RINGS

(POWERPACK 16)

Get packed into words. The listing is for infinite lives.

0 RUN STARS (CODE) BY WAC
 1 FOR 50526 TO 505480:POW=POW:GOSUB 10000
 GOTO 10000
 2 IF C1210:GOTO 10000:POW=POW:GOTO 10000
 3 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 4 GOTO 50526:POW=POW:GOTO 10000:POW=POW:GOTO 10000
 5 FOR 100:GOTO 100:GOTO 100
 6 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 7 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 8 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 9 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 10 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 11 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 12 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 13 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 14 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 15 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 16 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 17 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 18 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 19 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100
 20 FOR 100:GOTO 100:GOTO 100:GOTO 100:GOTO 100



SEND! SEND!! SEND!!!

If you have any maps, cheats, tips, solutions, PHASs, or game playing tricks up your sleeve, scribble them down and post 'em to Commodore, Commodore Forum, 20 Marshwood Street, Bath, Avon BA1 2BB, or e-mail us at cf@commodore.co.uk, getting 'games tips' in the subject line.

And if you're stuck on any game, no matter how old or obscure it may be, we can help with guides, listings, tips, or even complete solutions. Simply write your plea on a postcard or back of an envelope, add the name of the publisher and the part of the game you're stuck on, then send it to the address above, making your request 'SOS'. And always remember - we care.

TRUE ROM-ANTICS

Jason Finch introduces you to four very useful routines. No need to reach for the Valium, just yet though, there's nothing too complicated.

The first routine of this month's four routines is reasonably common. The other three are really lightweight and are often called as a series of three because they initialize various parts of the OSA.

PLOT

Routine name: PLOT

Function: Read or set the cursor location

Call address: \$FFFD (\$632)

Parameter passing: X and Y index registers

Prerequisite routines: None

Error reports: None

Stack requirements: 2

Registers changed: Accumulator, R and Y index registers

Description: This is undoubtedly one of the most useful ROM routines if you enter a lot of information to the screen, but it's also confusing. In both reading and setting the position of the cursor on the screen, the X coordinate is read or set by the Y index register and the Y coordinate by the R register. To set the cursor position you clear the carry flag and set up the R and Y index registers before calling the routine. To read the position you set the carry flag, call the routine and then read the values from the X and Y registers.

The routine uses 380-byte memory locations \$D3 and \$D8 (\$11 and \$14) which are, unsurprisingly, described as the "Cursor Column" and "Cursor Row" bytes in most reference manuals.

Example: You want to move the cursor to column eight on row 12; it's an embryo, so it's 8, 12. This is basically the same as pressing the HOME key, followed by eight taps of the cursor right key, and 12 of the cursor down key.

LDY #8

LDX #12

CLC

JSR \$FFFD

CINT

Routine name: CINT

Function: Initialize video-chip screen editor and keyboard

Call address: \$FF91 (\$5A08)

Parameter passing: None

Prerequisite routines: None

Error reports: None

Stack requirements: 4

Registers changed: Accumulator, R and Y index registers

Description: The OSA's video interface chip, longly known as VIC, has to be set up before it can do things properly. The same is true for the main screen editor and the keyboard: the computer needs to know the layout of the keys so that it can correctly reproduce on screen what you type on the keyboard. If the OSA didn't call the routine automatically when you switched it on, nothing much to do with the screen and graphics would work in the way you know and love.

Some of its purposes is to clear the screen and read of the values of the VIC chip, such as the sprite position, screen colours and graphics mode. Copies of various areas of RAM memory are brought down from the ROM so that the cursor starts flashing at the correct rate and so forth. It's all very technical. Basically, if you find yourself having to read or initialize the graphics bits and bobs, call this routine. All plug-in cartridges call this routine if they override the normal startup procedure of the OSA.

Example: CINT is often called together with ROMF and RESTOR to initialize various bits of the OSA. If you have a lot of faster interrupts running, particularly screen, graphics and keyboard interrupts, then call all the routines to read everything quickly and efficiently.

JSR \$FF91; CALL CINT

JSR \$FF94; CALL ROMF

JSR \$FF94; CALL RESTOR

IOINIT

Routine name: IOINIT

Function: Initialize input/output devices

Call address: \$FF94 (\$5A10)

Parameter passing: None

Prerequisite routines: None

Error reports: None

Stack requirements: None

Registers changed: Accumulator, R and Y index registers

Description: In much the same way as CINT initializes the video chip and screen editor, IOINIT initializes of



the input and output devices and routines. This ensures your OSA can read and receive information properly from any of the plug-in hardware. The routine reads all the important registers within the OSA, for instance, raster-related registers, serial read and write strings and such-like. It also sets the volume on the SID chip.

RESTOR

Routine name: RESTOR

Function: Restore default input and output vectors

Call address: \$FF94 (\$5A14)

Parameter passing: None

Prerequisite routines: None

Error reports: None

Stack requirements: 2

Registers changed: Accumulator, R and Y index registers

Description: This very quick and simple routine copies 32 bytes of memory from locations \$F008-\$F04F down to \$D44-\$D49.

This effectively takes the default values of the IO input and output vectors from the ROM and restores their values in the OSA. These include the Interrupt Request (IRQ), and Non-Maskable Interrupt (NMI) vectors, together with auto-kill vectors that point to read and save routines within the ROM.

NEXT MONTH:

Get down to some window talking and some equity business, making the Jason Finch finally beat his number 1 Tune into CPM and find out.



For the record

Andrew Fisher, Technical Editor of geoClub UK, runs his fingers through geoFile, an at-your-fingertips database program for the C64 and 128.

geoFile is called, rather grandly, the data filing system™ for use with GEOS. The name connotes form as a database. And, as with all the GEOS applications, you can learn to use it, quickly, because of the on-screen cue windows, with its menus, icons and keyboard shortcuts. But geoFile is like an old hand in that there is a lot more power lurking beneath the surface...

What is a database?

A database is, quite simply, a computer filing cabinet, although it may be a piece of software rather than a metal cabinet that sits in the corner of the office on

wooded planks in the sun. geoFile allows you to display the same information for only selected items in a different way. A firm's company database might have all the information on the master form, and then a separate sub-form that displays the addresses, for example.

Make your entry

Just step along the road a bit and enter and change information fast in the database. To get information is simply added the data entry mode and type away. You use the master form on screen and you can move around the empty fields as well as you enter the data. When you have finished saving, new form to be presented with a blank form again—the record you were working on is saved and coded into its defined position in the database.

Ready to enter to use with geoFile.

A typical geoFile database form complete with graphics and data.

when you smug your lights or push your slot. Each file you create in geoFile is split into individual records containing the information about one item—from address to catalogue number, for example.

To actually hold the information, each record is split into fields—now for the names, addresses and so on. geoFile also sorts the database automatically using the tool field that you choose, whether it is surname or catalogue number (or all you OF leading record collections).

Creating a form is as simple as clicking the mouse to set the start point and then dragging out the outline of the box. You can then move, copy, delete and re-size them as many times as you want. Another

GEOFILE

geoFile is available in two versions - geoFile \$79.95 C28 and geoFile \$29.95 (with 48 volume and currency keypad support) at \$35. For more details on this and other GEOS products visit the first class stamps to Elewin Boys Entertainment Software, 8705 Brighton Road, Purley, Surrey CR8 2EP - 0181 666 1950.

The Elewin Boys also stock Superbase™ for the 64 and 128. This is the most powerful database that runs outside of GEOS.



Print out forms, records and labels, record by record.

names and boxes were printed, as well. There is a preview mode (the most of the applications as you can see what it will look like when you print), and also the option to 'print' as many forms as possible on to each sheet of paper. Further on you can choose printing on paper - geoFile prints on to labels or index cards. It will even create what you called 'catalogue headers'. The records are printed horizontally in a table under the field names.

Does it work with...?

geoFile is designed to work smoothly and efficiently with other GEOS programs. Add graphics to your database from geoPaint, copy the information into a geoFile file, and shift data from a record or all the records into a text space for use in the spreadsheet (geoCalc) - see CPM# and that program (geoChart) - see Commodore Personal month.

With geoFile you also receive Challenge - a program designed to create form letters. Using geoMerge means you can create one letter, just geoMerge and merge in the names and addresses of people in a geoFile database, perfect for all those advertising prosaic.

In conclusion

The large capacity of geoFile (up to 2000 records, with 40 different fields on each) makes it suitable for collectors and business people. Best of all, the ease with which it works with the other GEOS applications makes, without a doubt, it a turning a business asset.

Finders keepers

With geoFile you can quickly view specific records using the search option. So, if you want to find all the customers who bought a pink car, or were born on the fourth of July (records like the name for a file...) you simply enter the data you are looking for in a work form and geoFile finds it for you.

You can even get more complex, for example, you can search for all the names that begin with 'M', have an 'H' at the end, or for any combination of 'weekends'. You can also 'search and replace', if you want to update and change information contained in a record using the same method.

Show us your prints

The geoFile printing options are versatile, allowing you to print one, some or all of the records at one time. So, you could search for those pink cars and print them out to remind you... But, the choice does not end there. You could print out a blank form or choose whether the full

NEXT MONTH

Turn all the mathematical data you have in geoCalc or geoFile into eye-catching graphics with geoChart, the GEOS graphing program.

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For parallel printers. Use 1200, etc. Port out loading with parallel printers - 1200, etc. (parallel port).

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How you can set the game to freeze screen with this feature or change names or high scores, etc. Great fun!

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16MB LOADER
ROOF MACHINE CODE MONITOR
EVENTS LIVES GENERATOR
SPIKE CONTROL
FREEZE FACILITY
DATA COPY



Enter the domain

Like it, hate it, or just plain ignore it, but there's no denying that the Public Domain is the best possible place to pick up low-cost C64 software. Andy Roberts is your guide.

To 50 PD titles

The C64 is an amazing piece of hardware, but people seem to be wandering off in the direction of "newer" and by the 2000s, perhaps the main reason is the lack of new software. There have been fewer than 10 commercial releases to speak of over the last couple of years.

What's the point of mere copies of the best games?



Death Brevies makes no. 1 PD game, *Intermission*.

compilers if there's no software to use with it? Well, if you're peering into the realm of Public Domain software, you find more entertainment than you could possibly hope for.

For many people, the phrase Public Domain conjures up a less than exciting image, associated more with the cranky types who want to learn rather

than have fun. In fact, contrary, PD software is fresh and exciting.

But what is PD?

PD software is, quite simply, something which can be copied and distributed freely by anyone. (By, for example, you bought a copy of the software game *Intermission* in a shop, and then decided to give a copy to a friend — you would be breaking copyright law, because, like most commercial software, *Intermission* is copyrighted.)

PD software is, on the whole, copyright free. Indeed, most of the programs which come from Europe and the States do so purely because they have been copied and passed on to someone else. The programmers behind this software expect to financial rewards for their efforts and wishes that work into the domain for everyone to enjoy. But that isn't always the case, and it's the reason behind a phrase called "shareware".

Some shareware products can be copied freely, but require you to pay a registration fee (usually a couple of pounds) to the programmer, which in turn guarantees you free product updates. Other shareware programs carry no-registration fees, but are marginally more expensive than traditional PD programs (the extra money going to the programmer). See the Share and enjoy box on page 13 for more information.

Most PD is a single software library program, where either libraries can and cannot distribute



their software. For example, the classic *Evolution 2* (written in C78) is a copyright free game. This means it can be copied by anyone who wishes to do so, but can only be distributed freely via

distributors library zone.

Shelf life - libraries

If PD software is free, and can be copied and given away without fear of legalism, why the need for PD libraries and why are obviously making money out of this? Basically, libraries exist for

Get it here!

Billions by the PD tag and want to get some software as soon as possible? Then, by one of the libraries listed under PD: Shareware and Libraries in the C64 Source Directory on pages 3 and 4. Please, remember to include an SAE to receive a catalogue of the library's latest news. Oh, and you should specify whether you can help or not, too.



World Wonder makes no. 2. A software library edition.

PD Catalogs

much the same fashion as conventional libraries. There are thousands and thousands of PD programs available, and these are released every month.

Even the most eager PD fanatic should have trouble collecting even half of the new releases. Many come from foreign countries, particularly mainland Europe and can be tricky to get hold of. (PD libraries often have the contacts and resources to collect most, if not all, of the latest PD software and many have literally hundreds of discs in their catalogues.)

The cost of collecting these files, sending out the disk ones, storing them, producing catalogues (as well as duplication and administration expenses) soon adds up. This means that, although the software is free, you usually have to pay it the extra to cover these charges. So, although libraries do make money from PD software, they don't usually create a huge profit, and, in fact, the computer may be benefits in terms of quality and convenience. The reason for doing PD becomes clear now: If you had spent hours creating a program, you might not want anyone to make a profit from your hard work. This is why some programs are restricted to certain computers.

Getting started

If you're a complete beginner and it comes to PD, you'll need a stack of manuals and some stamps. All PD libraries have a catalogue of some description, but it printed or is also free, and in most cases, simply sending off an SAE guarantees you a catalogue to return of post.

The first thing you need to mind is that PD software is generally available on disc. It's much, much quicker than cassette, easier (and much less trouble) for programmers to create disc-based software, and generally runs faster on disc than to duplicate.

Your second rule is to buy completely. Though almost every library includes Binary Zone and Megastream, also have extensive file ranges which incorporate the best of the disc-based ones - don't forget that a CD-ROM release can hold more CD-ROM data than a standard disc. The point is, when you send off for a catalogue, you should state clearly whether you

Share and enjoy!

Although there are thousands of software programs in circulation, basically there is only one company which specialises in CD-ROM software...

Shareware Plus have an extensive range of titles, including games, utilities, word processors, hints disks, BIOS utilities, etc. etc. music programs, CD-ROM software, and even a version of the Bible! They also have many disks dedicated solely to the CD-ROM which is rather handy if you own one of these rare beasts). If you're a serious CD-ROM user with a passion for reading, learning, and making your computer work for you, Shareware Plus has plenty to offer.

For a catalogue, send a large SAE to Shareware Plus, see CD-ROM Directory, page 3-4. Don't forget to tell them who sent you.



own a disc drive or not. Check you have your catalogue in hand, however, and you're taking to visit some goodies, the question is what do you choose?

Are you game?

Generally speaking, you can't really lose with PD games as most of the time they're as good if not better than their commercial counterparts. Whether you're a fan of shoot-'em-ups, puzzle games, or even 3D/CGI creations, there is plenty of cheap and cheerful entertainment available. And if you can't find the commercial release, why not try the PD version? For example, Army Moves becomes Mission Moments, Adventist merges into Politics, Football appears as Terminal City, and there's even a version of Tetris to rival the official CD-ROM version!

Room for utilities?

If you're a programmer or even if you are just starting out PD doesn't just consist of games - there are hundreds of utility programs available as well.

Whether you want to create, manipulate, or connect graphics, catalogue your collections, create your own domain, who refers to follow CD-ROM chains, compare notes, or even add titles to your 'favourite' ones, you'll find comprehensive and easy-to-use programs within the public domain.

Be demo-istrative

The first category of public domain software is one which gives a visual reaction from CD-ROM users...

Demos are created purely for entertainment purposes and to show off a particular programmer's skills. Whether it's a simple scrolling message with music, or even an epic magnum opus containing several different sections, at the end of the day it's just a bunch of text-effects, right? Well, not where the argument starts.

While a demo might be technically amazing, you can't play it, and once you've seen it you might as well say 'hi'. However, there are some demos which you can return to again and again.

Some are very entertaining, and some more often than not, they set new standards for the CD-ROM world as the premiere Acorn Demo! see 'PD Format', page 19. It's also worth pointing out that

many of the CD-ROM game programs created are creating demos, just as an ideal opportunity to would be programmers, artists, and musicians to put new faces.

However, arrangements work, demos are

an integral part of the PD scene, and even if you're not a huge demo fan, it's often worth checking out some of the highly recommended ones. See 'The Top 10 PD Programs' and the 'Must-try!' box, printed.

Support systems

As you can see, while the commercial side of the CD-ROM is declining, there is a mass of activity in the Public Domain. As a CD-ROM user, you may be pleased to get involved. With new releases every month, there's no



Public Domain on a CD-ROM, especially.

Feeling adventurous?

If you like to involve your brain a little more than your trigger finger, you'll be delighted to learn about The Guild, the adventure library run by Binary Zone PD.

You can't pick up commercial adventures such as Zork or The Hitch-Hiker's Guide to the Galaxy, but you can choose from more than 90 quality adventures written by true devotees.

Create this with few huge adventure compilations (containing more than 60 adventures each), and you'll be lucky to turn the page. So, to, be a devil, send an SAE to The Guild, see the CD-ROM Directory on pages 3-4 for contact details for this and all other PD libraries.



lead to the amount of fun you can have (especially as PD software is ridiculously cheap).

If you support the format, they can continue to support the CD-R — now who can refuse an offer such as that?

More help?

For more information about which public domain games, demos, and utilities to buy check out the "Top 50 PD programs" right above to a max storage to know (most Macintosh hard drives don't support various demos in their catalogs, so don't be afraid to see them for yourself).



NEXT MONTH

Just couldn't squeeze in as much information as I wanted.

So to help us in 30 days' time to continue your voyage through the Public Domain of you'll see out on the features of PD games, the top 50 PD titles exposed, plus, an average you know... know about PD.

And the rest...

11. **ROBE HUNTER** (Rob Hunter) - Multi disc (\$20000)
12. **WILD AT HEART** (Phononics) - Multi-part demo (\$20000)
13. **TERRA TIGERS** (Carl Phipps & John Nantz) - PD game (\$20010)
14. **THE COLOSSUM** (Phononics Group) - Graphics demo (\$20010)
15. **MONSTER BATTLE** (Phononics) - PD game (\$20010)
16. **POOKA** (TAT) - Digi music demo (\$20010)
17. **FURBLE & SOUL** (Dad Bull) - Shareware game (\$20010)
18. **THAT'S THE MAN IT IS** (Sawyer) - Graphics demo (\$20010)
19. **REUTERS WORLD** (Carl Phipps) - PD game (\$20010)
20. **TERRACE** (Dove Foster) - Share style demo (\$20010)
21. **GRAPHICS 3 DEMO** - Multi-part demo (\$20010)
22. **THREAT CONCEPT** (Jesse & Tom) - Music demo (\$20010)
23. **WORLD** (Jesse) - Two-player PD game demo (\$20010)
24. **BLACK MAN JAZZ** (McCarthy) - PD Platform game (\$20010)
25. **SOFT. ACID** (Jesse & Dove) - Digi music demo (\$20010)
26. **SOUL & HEAVY** (Jesse & Dove) - Graphics demo (\$20010)
27. **ICE DREAM CANDLE** (Jesse) - Multi-part demo (\$20110)
28. **STING** (Dove) - PD game (\$20010)
29. **LOVE SHARP** (Dove) - Digi music demo (\$20010)
30. **ALBATRON 3D** (M Tiger) - PD game (\$20010)

The Top 50 PD programs

TOP 50

There are literally thousands of PD programs available for the CD-R, ranging from demos, utilities and games, to clip art, music editors, and letter writers. With so much to choose from, it would, therefore, be almost impossible to write a comprehensive and definitive Top 50. Instead:

Jesse Mackenzie took thirty-five PD discs up a list which incorporates the best of everything and, in an extra bonus, he also included the relevant Free Zone CD-R numbers (just those numbers if you order these products from:

Free Zone PD). And, if you're a PD novice, it represents a well-balanced selection with which to begin your collection. Deep breath, here goes...

01. **CLIFF'S BREWERY** (Blackman) - \$20000

An uncommonly popular demo, which retained the accolade of the Top PD demo of all time in CD-R. It boasts several innovative and polished features, some amusing comics, and even a tribute to some of the great CD-R artists.

02. **USA MUSIC ASSEMBLY** (Dustin Lee Foss) - \$20000

This is a brilliant music editor, and is used by many of today's musicians (check out Samples of Megadeth). Editing notes is a cinch, and tunes can be built up neatly by using a series of different sequences.

03. **MUSIC MONKEY** (Ash & Dove) - \$20000

A splendid Amp (Amplifier) written by a legendary duo. It involves a heavily armed jazz banding the incandescent keyboard, and while the parodying is a little comic, it's really a pity.

04. **PICTURE COMPOSER** (Various) - \$20000

This is by far the most popular music

creation utility, and has been updated by countless programmers (each adding more features). It's both flexible and user-friendly, but is really geared towards more experienced musicians.

05. **DR MASTER** (Various) - \$20001

A handy file utility, which I can quote a lot. It's basically a directory editor, which allows you to customize the directory of any disc to include comments, operators, change block values, and much more besides.

06. **GLAMOUR TITLES** (PARSONS) - \$20000

Also featured in CD-R, this disc originally included as part of a magazine, but has since emerged as its own game in its own right. It's a virtually perfect conversion, with the same playability and 'feel' as the original.

07. **POE PROSE** (Various) - \$20010

This disc made it into our Top 50 demo, and quite rightly so, as it's one of Cyberzone's best. It might only have four sections, but the music and synchronization effects make this a quality piece of software.

08. **ELECTRIC GOLF** (Ash & Dove) - \$20001

The writers of Mission Monkey and Penetration also found time to produce demos, including this one. It features some amazing spinning fields, accompanied by Kraftwerk's space samples. Electric Golf is one of the all-time classic demos.

09. **TERRACE** (Ash & Dove) - \$20000

Another game by Ash and Dove, which is remarkably similar to the ground sections from Penetration (and features most of Terrace's classic Parallax tones). Shoot the fascists, and save the world! Simple but compelling.

10. **ROCKMAN 3D** (Dustin Lee Foss) - \$20000

Another sound creation utility — but this one has a subtle difference. As well as 3D sound fields, you can also produce tones which utilize complex feedback (as they drums, speech, or whatever). Rockman 3D is a must for any musician.

(\$20000)

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31. **RETICULATE** (Jesse) - Intersected graphics demo (\$20000)32. **PIECE OF CAKE** (Magabyte) - Multi-part demo (\$20010)33. **WOMBLES AND'S** (Various) - Multi-part demo (\$20100)34. **STARS & STRIPS** (Peter Blake) - PD game (\$20010)35. **THE JAGGED** (Jesse) - Animation (\$20110)36. **LEOFLAND** (Foster) - Multi-part demo (\$20110)37. **RED SPONGE** (Various) - Multi-part demo (\$20110)38. **BORE THAM SOPE** (Various) - Multi-part demo (\$20110)39. **TIGER HILL** (Tiger) - PD game (\$20010)40. **EMOTIONAL SPINAWOOD** (Various) - Multi-part demo (\$20010)41. **MC GOTTFRAY** (Jesse Spivey & George) - Animation (\$20120)42. **WOMBLES 94** (Richard Smith) - PD game (\$20010)43. **URSA LEMBA** (Dove) (George) - PD game (\$20010)44. **LEGENDARY** (Various) (Various) - Multi-part demo (\$20110)45. **MOONDOG** (Dove) - Music demo (\$20010)46. **SUBSTITUTION** (M Tiger) - PD game (\$20010)47. **WINDMILL** (Ash & Dove) - Multi-part demo (\$20010)48. **WREAR OUT** (The Beeble) - PD Breakout game (\$20000)49. **POINT BLANK** (Various) - Multi-part demo (\$20000)50. **DESTROYED** - PD Combatare game (\$20000)

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Contact Points

ICPUG

If there follows mean nothing to you, let me enlighten you. ICPUG stands for the Independent Commodore Producers Users Group, which is a specialist mailing



Andrew Fisher, member of ICPUG, issued in 1988. In enjoy using a Commodore 64.

organisation that is run by volunteers. ICPUG was formed in 1978 for users of the Commodore PET. Now the club serves for users of everything from VIC20s to Apple Macs. But how can the club help you?

As well as free technical advice by phone or letter, plus discounts from many companies, membership of ICPUG gives you access to the huge software library. There are more than 100,000 software programmes from games to games for the 64, and 65 or 66. You need the Stern disc or tape, and they return it full of new stuff.

The ICPUG bi-monthly journal, written and produced by club members, is professional and an extremely good read. It contains everything from humorous articles to deep technical thoughts, and from latest news to classified ads. There are illustrations throughout.

Now, you can join the club on an eight-month basis for the period from May to December for:

- £16.50 in the UK, including a 17" share in ICPUG.
- £26.50 for Eur, Europe and overseas surface mail.
- £27.50 for overseas airmail.

For these prices you get four issues of the journal and access to all the other services. See C&A Source Directory on pages 3-4 for the address.

SBIT transformation

One of the best-looking fanzines around is, in rather less SBIT form, a fanzine full of classified ads for users of all kinds of IBM machines. What because the demand for informative, high-quality cross-format advice is so large that Editor Brian Pearson has changed the content, and changed the title to SBIT.

From June each issue costs £1.25 (this will not affect existing orders), alternatively, you can send five free-class stamps. However, if you pre-pay for ten issues by cheque or postal order each issue costs only £1. Subscribers also offers you the chance of a free advert which can be changed at will during your membership. Issue 6 is due out on Thursday, June

Andy Fisher looks at Commodore Magic, ICPUG - one of the oldest Commodore clubs - and flicks through two fantastic fanzines.



Sixty Four, best one of the Commodore fanzines which caters for the technical users of the club.

5, 1988. For more details check the C&A Source Directory on pages 3-4.

Commodore Sixty Four magic

What do you get when you cross a user group with a fanzine?

A really hot partnership that helps you get more out of your 64.

The Commodore Magic club was started last year

by Martin Hayward. As Jan 11 for a year, it's a bargain. Members get access to a range of services:

- a regular newsletter
- a 400-line PO service for just £1.50 per disc or tape. This allows you to choose what you want within the limit of 20 programmes per tape, or as many as will fit on a 5 1/4" double-sided disc.
- technical help, from writing a BASIC or machine code programme, to using hard- and software.
- a "contact" service for getting to touch with other members of the group.
- the "Shareholders" service, which provides you with everything from a near-POWER to the complete solution.
- advertisements for members and businesses.
- the chance to publish your work in the newsletter - from new reviews to news and personal views.

The price for each service starts from 50p, or the

Join the club

Are you looking for help, advice, news and contacts with other 64 users around the world? If the answer is yes, the solution is for you. And if you run a club or fanzine, contact and write to Clubs/Fanzines, Commodore Format, 36 Greenwich Street, Brix, 4 Grosvenor Gardens, or a mail to at cf@btinternet.co.uk or writing "Clubs" in the subject line, and telling us what you do!

comparable amount of stamps. See C&A Source Directory on pages 3-4 for details.

And there's more...

As well as the Commodore Magic group, Martin Hayward now runs the fast-growing fanzine Sixty Four. Produced by the editorial L.A. (Birmingham), this fanzine has a great sense of humour, and most titles are one of the most up-to-date fanzines around.

As with the Commodore Magic newsletter, readers are encouraged to send in letters and news. 4000 from issue 3 there is the added attraction of a cover tear-in this featuring details of new games.

The latest Commodore Magic is L.S., Birmingham. See C&A Source Directory on pages 3-4 for the address.



SBIT: shorter name, higher price, more in it.

NEXT MONTH

Just what you thought it was safe to turn the page...

The Club's feature returns next issue with more, More, MORE! You love it really.

Take note

Are you musically frustrated? Be creative! Stave off boredom with a Sound Tracker '64 program. Simon Forrester strings you along and shows you the score.



The Music, the Master

When was the last time you used your C64 to write music? This article is for those of you who relaxed and turned away when you read that Don't worry, you don't have to be terribly musical or well-versed in signiture to compose on your computer.

You're going to test specifically of *Sound Tracker '64* (ST64), because it's easy to follow when you're a beginner in music and sound trackers alike.

ST64 uses the C64's sound chip to its full extent, allowing you to play three notes at once (it has three channels). What you're going to do, then, is give the program three lists of notes to play — one for each channel. You could, for instance, have your melody (main tune) playing in one channel, a drum beat

playing in another and use the third for a bass line, slowly playing notes that complement the melody. This is only one arrangement, though — you can use whatever setup suits you.

Back to the future

Say you're writing a song, piece of music, which requires a long list of notes. As you can imagine, entering these long strings of repeated notes could be a bit of a chore, especially if you wanted a song with repeated notes and a repeated chorus. To cut down on the amount of work that is necessary, you use a pattern system.

Patterns are great things. Instead of laboriously entering an *em*, a *re*, a *cho*, the same *verse*

tune, the same *chorus* line, and so on, you can enter four patterns — your *intro*, *verse*, *chorus*, and *tail*. You can now play these patterns in any order, repeatedly, creating a sequence. You look into how to create sequences later in this article.

Your music doesn't have to consist of choruses or verses, but it's just one example of how sequences can be used. Any piece of music that repeats itself can be written in patterns and sequences.

A List of notes

Let's waste no time in getting some notes laid out on a tune. You start with your first pattern, using the cursor keys to travel around the screen. The notes are laid out in three columns representing the three channels. Each position only is made up of the note, the octave for that note, and the instrument number to play the note through. Each of these positions represents one



Change your values in the Editor.

computer beat, and contains either a note, a sustain (holding the previous note with a + symbol) or nothing at all (symbolized by -). Starting with a blank tune, enter the following notes into the first channel: S-3, E, F#-3, E, G-3, E, G-3, E, F#-3, E, A-4, S-3, +, G-3, E-3, G#-3, E, G-3, +, +, F#-3, G-3, E-3, +, +, S, G, G, G.

Enter these notes by moving the cursor over the position where you want the note and/or the corresponding key (for E and S). For stays, hold down the SHIFT key as well, following with the octave number. When you see a +, leave a blank space —

Chopin and changin'

Before you can really get down to the delights of writing music, you have to design some instruments to play that music on, or create.

This is where the instrument editor comes into play. Access this by hitting **E** on the main editor screen.

Fantastic, isn't it? A whole lot of numbers, with meaningless phrases scattered about. However, these values actually define the way each instrument sounds. If you change them each alters the notes it plays.

Change the instrument you are editing with **F1** and **F2**, and alter the values by moving the cursor on top of them and



If you want to amuse the neighbors, start here.

entering the value that you actually want.

But what do these values mean? The easiest way to work them out is to play with them, but here are a few pointers: **Amplitude**: The amount of time your instrument takes to make its notes. A drum, for instance, has a very quiet attack, whereas a woodwinded instrument has a slow one.

Subharmonics: This refers to how long your instrument's notes takes to die once it has started.

Volume: How...

Vibrato: The speed and level of wobble which your instrument has — a mouth organ has vibrato, for example.



the leaves a pause the length of one note. If you play the notes without pauses, they play one after each other, following no musical rhythm. The only way to understand the importance of gaps in notes is to experiment — by a series of the fare without gaps to see what a difference it makes.

Either way, hit X to lose your tune and SPACE to return to the editor when you're done.

Strauss relief

Of course, you need more than simply a melody for your tune. When you want to be backing track, the best lead being drum. So hit the second channel, and place another note (B) in every other position in row, then a gas, then a note, and so on. It becomes your drum line when you give it a drum sound. The drum beats are spaced so they don't coincide with the notes in channel one, but this isn't essential — later on in the melody the drum moves out

That music mystery un-Ravel-led

This is a crash course in music for the completely clueless who want an easy start. I can't cover music theory in its entirety but I can, however, start by introducing you to the basics.

First, there are seven basic notes in music, conventionally named G, D, E, F, A, B, and G. These are also notes in between these, known as sharps which are shown as # in music. The scale really goes G, A#, B, C, D#, E, F#, G. You can treat sharps as separate notes which makes D# in an octave, notice that G and A don't have sharps. Define An octave is a set of 12 notes, from a G to when you run out of notes in one octave, you go up to the next. To help you get an idea of what a G is lower than G, which is one note lower than the G is in the octave above it.

No, I don't know why.



Go back and save the music with the handy 'save' option (press G).

of time. See if you can fit it, by blanking out the original leads with a " and placing new ones in it. For the instrumental sounds use the 'Chopin and change' (see on page 17, it's at this point you are on your own mostly, though I'm not going to give you any more clues on which notes to use and where, as you're only going to deal with the technical side of writing/musical or your OAD. Now, sequencing...

Get a handle on it

So, finished your introduction tune, and you're ready to start another section of the music. When you start editing, you automatically edit pattern one. You place the pattern first in the sequence, following it with a view. Before you create the intro, you need to make

sure you know exactly how long the intro pattern is — all those empty positions at the end make one long silence after your intro is finished. The intro you wrote was 10 beats long, and you can use the F3 and F7 keys to set SF84 this, changing the 'length' value above the note list.

It's time to write that real sequence, though. Use F3 and F7 to fix

through the different patterns, setting on pattern two. You can write your same tune here in the same way you can write your intro on the previous pattern. Fix to the next pattern to compose your chorus and fix to a fourth to write the song's ending. All you have to do now is string those patterns together.

Composer gags anyone?

Now, if you look at the display set above the pattern length reading, you see numbers for both the position and pattern. This is your pattern sequencer which is running the pattern number in each position to form the song.

For instance...

- 1 Use the + and - keys to select your position.
- 2 Use the | and / keys to select the pattern for the position.
- 3 Move to position one, and select pattern one.
- 4 Move to position two, and select pattern two.

- 5 Move to position three, and select pattern three.
- 6 Move to position five, and select pattern two.
- 7 Move to position six, and select pattern three.
- 8 Move to position six, and select pattern four.

Now when you play your tune using the 'save' option, you can hear an intro, a chorus, a chorus, a verse, a chorus, together with an ending, as you sequenced them in that order.

The overture

What, still? You've composed a tune on three channels in several segments, and chained them together in a sequence to create a structured song. You can add another verse, chorus or completely new section of music by changing the sequence, or you could experiment with different ways to use channels (bells, maybe?). All you have to do after that is find a handy record producer.

Well, that's it folks — so ends your Sound Tracker '64 guide. I hope you found it helpful, despite the appalling computer jokes (as that's what you need them — oh, hello-me to your debut album...)



The other menu, where you can save and load tunes, or read the credits.

Track it down to...

Sound Tracker '84 is available from Binary Data (PB) on the disc 'Utilities (Disc Three)', Binary Data, 24 Portland Road, Chesham, Bucks HP8 4NR. NOW £19.95 (TSTL).

The disc also contains other music software you might like to try.

PD FORMAT

Squirm with delight

Andy Roberts sticks his hand into the biscuit tin that is the Public Domain, plucks out some Jaffa Cakes. Jammy or wot? He's been told to share...



If you thought that new CD-ROM releases were thin on the ground, think again. Squirm's Software is a new label set up by Stephen Penhale, and it already has six titles available, including *Photos*, *Lord Dunsinane*, *Furry Mouths*, and *Overquest*.

The company deals with both disc and cassette users and another three discs are planned for release over the next few months. For more information, send an SASE to Squirm's Software, c/o Stephen Penhale, 1 Prince Arthur Terrace, Bathmore, Guelph 8, Ont.



Be a ball - master of the mouse. I mean...

ACCESS DENIED

REFLEX

To my mind, the standard of games on the CD-ROM has risen sharply over the past 12 months, with some truly excellent examples of the genre appearing from all over Europe. When it comes to code and graphics, it seems we can't hold a candle to our European counterparts, indeed recent productions such as *Digital Messiah*, *King of Troas*, and the awesome *Tower Master* can't emphasize this point enough.

The fact that new ideas and techniques appear with every new demo is surprising. Some are the stars

of scrolling messages and scrolling reader items; most new demos are self-running visual spectacles, some of which even span both sides of a disc. Out of all the demos CD featured last year, *Power Flower* was undoubtedly the best, and set new standards in practically every department, be it music, graphics, or presentation. Personally, I thought I'd seen the best demo on the CD-ROM - yet!

Access Denied is a new production from the REFLEX group, which was sent to me by Binary Zone PD. I was instructed to review it as 'for impressions', which is something I never usually do. However, this one is different - it doesn't matter if you're watching it

for the tenth, hundredth, or even thousandth time... *Access Denied* is simply incredible.

The first thing that catches attention is that *Access Denied* is slick - the programmers don't just clear the screen before the demo begins, they obscure, dissolve, and flood it in a variety of ways.

The first section is a top look in time, to the day when 'top-end' demos such as *Digital Exciter* were the ideal fit. If you've never seen one of these demos, you've probably led a very sheltered life.

And the touch before music, a burst of images, logos, symbols, effects, and colours flash rapidly across the screen. If you turn the lights down and the volume up you could almost imagine yourself to be at a warehouse party.

See the good times roll

The next section is a little unusual and features a small collection of images which roll around the undulating scenery. Examine the effect closely and you see that each sphere reacts exactly as it should to the surrounding terrain.

Vector Balls makes an appearance next, and form a variety of rotating shapes which effortlessly morph into each other. Similar effects have been seen before, but this one is multi-colour and features object transformation, too.

The fourth section takes on a technique which is



Scrupulously impressive and handled by experts.

All for a good cause

Has your wallet recovered from the excitement of *Ball Room Day*?

Prepare to dig into your pockets, again, but not in aid of charity.

Philip Boyce, the gent behind PLPD, has put together a collection of no more than 15 top-quality PD games, which comes on five double-sided discs (a large version is also being). The set costs just 50, half



of which goes to Comic Relief. So, apart from picking up some quality software at a slightly low price, you're also helping people less fortunate than yourself.

Send a cheque/postal order payable

to Philip Boyce and to PLPD (see CD-ROM Directory on pages 2 & 3). Please remember to mark your envelope 'Comic Relief Set'.



My top ten

We had such a good response to the 'Top Ten PC Demos' feature in CP95, we've decided to dedicate this spot to your individual top ten lists every month. So, to share your love for with the CP4 community, jot the title down on a (back-of-an-envelope or a postcard) and send it to Top Ten, PC Format, Commodore Press, 20 Marshwood Street, Bath, Avon BA1 2BB.

This month's selection comes from Barry

Evans who lives in Northampton.

- 1 Best Demo (TRACY/Terrace) (SHEP ROBERT)
- 2 Woodstock II (SHEP) (SHEP)
- 3 Town Power (GAMB) (ST)
- 4 Dutch Bros (BLADE) (MAG)
- 5 The Operator (PLAINS) (SHEP) (SHEP)
- 6 Digital Heaven (MAG) (SHEP) (SHEP)
- 7 Camel Park (CMBELLON)
- 8 Implosion Gadget (SHEP) (SHEP)
- 9 Unpleasant Ways to Die (HYPERIC)
- 10 Tatum 3 (MAG)

making more and more appearances nowadays: extended background colour mode (EBCM). This particular part of the demo features a chunky REFLEX logo built out of character blocks, with colour used to maximum effect. Before you have a chance to take this in, the screen begins to zoom inward and effusively, and then begins to rotate. So, Demos such as Europe (CP95) and Star of Tennessee (CP95) have used this particular effect, but this version puts them to shame.

Distance yourself

The next version is very similar, too, but actually superimposes the pattern (which, although breathtaking, is best viewed at a distance of six feet). After that comes an effect seen in Lonestar II (CP94), which is described as transforming animated vectors: various vector graphics turn into fields of shapes and objects, over the total door figure which appeared in the Lonestar II demo. But, as you'd expect, this version is far superior, indeed the programmers have even mapped these shapes on to a background image - unbelievable.

Before you can even begin to enjoy the effect, however, the action slips to a monochrome background, as pixels (which get our ACCUSE DEMOS) are



Outstanding artwork - the end of the film, finally.

It's Dynamite

Our latest magazine are exceedingly popular with our European contacts. In fact, at the last count, there were more than a dozen of these floppy-disk files in circulation (including my all-time favourite Megabyte) that, now old Dynamite has to worry our old magazine courtesy of Philip Davies from UKD Glasgow...

Dynamite #1's

basically a one-sided disc, packed with news, gossip, and PC Games (sponsored by Megabyte). The first issue, apart from a very brief news section, contains four games: *Delusions* (as seen on CP's Prospect), *Ground Siege*, *Kelias* (as seen on CP's Prospect), and *Swashman* (as seen on... and so on). Even though this first issue is a little shaky in terms of quality, it does look well for the future, with some classic games such as *Seminar*, *Explosion*, *Luna Lander*, and *Invasion* planned for the second issue. Philip is also hoping to include more reviews and even some game tips.

To get a copy of this lovely magazine send a blank disc and 45p (or just £1) to

Dynamite 04, c/o Philip Davies, 18 Road Canal, Brynwydd, Campbell, Mid-Glasgow CF6 1AS. Make cheques/postal orders payable to P Davies.

Review this with the rest of the world.



Zoom up the screen - each pixel has its own motion and gravity and the end result is spectacular and technically flawless. Next comes a familiar sight

- vector graphics. And, as you might expect, they rotate, stretch, grow, and morph with ease. So far so good, these particular vectors are the target I've come across on the C64. How can the programmers keep up the high standards set so far?

Cue the cube

Well, the next introduction is just a simple bitmap picture (and not a particularly stunning one) while the disc drive spins in the following section - a rather psychedelic vector cube rotates across an even brighter animated background.

A bizarre monochrome picture hides all the first section with a brilliant piece of music. Then you are introduced to the 'Suspensions' which was inspired by games such as *Mus* and *Demol*. Although it's an impressive effect it lags behind the standards set by *World of Code* (CP95) in terms of size and colour. After another monochrome picture (with various ROP effects) comes a superbly drawn bitmap picture - well, the final part of the demo.

Access *Demol* is the most impressive demo I



Access *Demol* is the epitome of the demo genre.

have seen on the C64. There are no scrolling messages, no vector lines, and no cubes. The editor Access *Demol* demo tests only a few minutes but the experience is exhilarating, mind-blowing, and, most of all, entertaining. Everything takes place quickly, the action slipping to a different level before you can even think about being bored.

I've seen a lot of C64 demos but Access *Demol* is the epitome of the genre.

98%

NEXT MONTH

Only waits for December to find more superlatives to describe the

latest demos. Add that to a sprinkling of news and gossip then dinner party for 50 days. Then serve. But, watch out, it's hot!



TECHIE TIPS

The new generation

Dear Techie Tips,

Can you please tell me the difference between the CD4 and the CD4C because last week my CD4 stopped working. I then went out and bought a cheap



second-hand CD4C and I have noticed, among other things, that it has better sound quality and quieter scrolling.

Foster Shoulton, Victoria, Australia

There are a lot of seemingly small differences between the two machines. The CD4 chip was updated and a few things made to the experience of related bits of the circuit board. This explains the difference in sound quality.

I am, however, surprised that it is noticeably faster. Older soft-CD4Cs have a drop in the standard of completed sounds due to the changes that were made.

The issue of quieter scrolling is also common as the clock speed was not affected at all. Changes that were definitely made, however, include updates to the ROMs and various in the bus-mastering logic for working out what the colours look like.

Saving grace

Dear Techie Tips,

I have often read articles where people say to 'save out' settings, instead of my favourite method: anything like this. What is 'saving out' a setting?

How do I do it?

Chris Wood, Bristol/soft-upd-01



Saving out a setting means that you store the program's settings on a tape or a disc. When you type in a program and then walk the computer off, you save that program unless you have saved

How do you make the Internet connection? And, is it illegal to copy programs from PD libraries? Jason Finch knows all this and all the names of the members of Take That.

If I save a basic program you can SAVE 'NAME' and then press the Return key. Obviously you change the word NAME to something a bit more appropriate.

This then asks you to press the play and record buttons on the tape deck and, as long as you have a tape in place when you do that,

your program is stored on the tape. To retrieve it you just get the tape in the right place, enter LOAD 'NAME' and then wait until a beep is sent, which means to say you can SAVE 'NAME' it and then LOAD 'NAME' it to get a program back.

How public is PD?

Dear Techie Tips,

I'm a bit shy to copy programs from PD libraries and then use them in my work?

I have also noticed the directory of a disc is one of my programs without listing the program itself! Martin Wood, Lewesville



Programs from PD libraries are, by their very nature, public domain. This means they are freely

In the Net

Dear Techie Tips,

Could you tell me if my CD4 can access the information Superhighway? If it can, please tell me what I need in terms of software and hardware.

Stephen Hickey, WestOz@oz.au



In theory at least, the CD4 can access the information Superhighway. However, there is no software that allows you to make connections to the World Wide Web, for instance, or to view the files that are there.

You would need software that allows the internet protocol and also it is very unlikely that your computer could cope with the throughput of information anyway.

Your CD4 only has a small amount of memory in comparison to the computers generally used to

store data and that you should not be making a profit from doing that. So, in theory at least, you could obtain a load of programs from a PD library and then pass them on yourself. However, it is better for you to build up your own list of contacts as that means you and the list can send you their stuff directly if they want it on the PD state. Just specify if another PD library's entire stock is a CD writer.

There are a number of ways to do this, but by far the most easy method is to use the short title program later. Read it as a sub-routine somewhere and it'll store the business for you.

```

000 000 000 00000000 00 00000
000 000 000 00000000 0000 0000
00000 000 000 0000 0000 0000 0000
000 000 000 000 0000 0000 0000 0000
000
000 000 000 00000000 0000 0000 0000
000 0000000000000000 000 0000 0000
0000

```

```

* * * * *
* * * * *
* * * * *
* * * * *
* * * * *

```

A two-way thing

Dear Techie Tips,

The CD40 command does all sorts of things like testing just single lines, testing sections, testing the whole program and so on.

However, there is no option of scrolling through a



screen the internet, as it is also called. The common CD40 systems can also only handle relatively few header values and, therefore, it could take five or ten minutes to read in one small block of information.

Good news! Look for CD40 when Simon Forrester is developing four entire pages to control and the internet. In the meantime, try all you need to store about the internet by Gary Winter, £14.95, ISBN 1 85876 084 7, published by CF Publishers, Future Publishing, and the magazine may 50 000 which is dedicated to things computer-related.

There are several sites for the CD4 on the net with many, many programs. For example, CF master and CD40 by Gary Preston recommends

```

* * * * *
* * * * *
* * * * *
* * * * *
* * * * *

```

Before considering looking up to the information Superhighway should keep in mind the running costs though. He warned that removing information from the internet can involve long telephone calls with the modem.

program backwards. What I mean is, if you start at line 100 you can't go forwards from there but you cannot see lines ahead if without entering a new LIST command. Doing this makes backtracking difficult.

Is there a simple, basic way of listing a program's lines in reverse order? **Richard Wade, Manchester**

There is no command in DOS that lists that sort of thing which it would be very useful. Write the following lines in any basic program that you want to list in both ways and then enter `LIST 0000`.

You can then use the up and down arrow keys to scroll forwards and backwards through the listing, pressing the F1 key to return to Basic at any time. There's no error checking involved so make sure that you don't scroll up or in either direction that you go past the end.

It works extremely simply...
It uses addresses in memory to work out where the start of lines are. It then finds out the line number and prints on the screen.

`LIST 0000`

followed by "LIST F" where F is replaced by the line number that it has calculated.

The keyboard buffer is then filled with some

characters and the routine then quits to Basic.

The computer is forced into thinking you have entered those commands yourself and so processing them and return to line 00000 of the routine. Keyboards are then handled and the next line number is calculated.

```

00000 FOR J=0 TO 99999:PRINT J:GOTO 100
00010 PRINT:GOTO 00000
00020 LIST:GOTO 1000
00030 PRINT:GOTO 1000
00040 PRINT:GOTO 1000
00050 PRINT:GOTO 1000
00060 PRINT:GOTO 1000
00070 PRINT:GOTO 1000
00080 PRINT:GOTO 1000
00090 PRINT:GOTO 1000
00100 PRINT:GOTO 1000
00110 PRINT:GOTO 1000
00120 PRINT:GOTO 1000
00130 PRINT:GOTO 1000
00140 PRINT:GOTO 1000
00150 PRINT:GOTO 1000
00160 PRINT:GOTO 1000
00170 PRINT:GOTO 1000
00180 PRINT:GOTO 1000
00190 PRINT:GOTO 1000
00200 PRINT:GOTO 1000
00210 PRINT:GOTO 1000
00220 PRINT:GOTO 1000
00230 PRINT:GOTO 1000
00240 PRINT:GOTO 1000
00250 PRINT:GOTO 1000
00260 PRINT:GOTO 1000
00270 PRINT:GOTO 1000
00280 PRINT:GOTO 1000
00290 PRINT:GOTO 1000
00300 PRINT:GOTO 1000
00310 PRINT:GOTO 1000
00320 PRINT:GOTO 1000
00330 PRINT:GOTO 1000
00340 PRINT:GOTO 1000
00350 PRINT:GOTO 1000
00360 PRINT:GOTO 1000
00370 PRINT:GOTO 1000
00380 PRINT:GOTO 1000
00390 PRINT:GOTO 1000
00400 PRINT:GOTO 1000
00410 PRINT:GOTO 1000
00420 PRINT:GOTO 1000
00430 PRINT:GOTO 1000
00440 PRINT:GOTO 1000
00450 PRINT:GOTO 1000
00460 PRINT:GOTO 1000
00470 PRINT:GOTO 1000
00480 PRINT:GOTO 1000
00490 PRINT:GOTO 1000
00500 PRINT:GOTO 1000
00510 PRINT:GOTO 1000
00520 PRINT:GOTO 1000
00530 PRINT:GOTO 1000
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00680 PRINT:GOTO 1000
00690 PRINT:GOTO 1000
00700 PRINT:GOTO 1000
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00890 PRINT:GOTO 1000
00900 PRINT:GOTO 1000
00910 PRINT:GOTO 1000
00920 PRINT:GOTO 1000
00930 PRINT:GOTO 1000
00940 PRINT:GOTO 1000
00950 PRINT:GOTO 1000
00960 PRINT:GOTO 1000
00970 PRINT:GOTO 1000
00980 PRINT:GOTO 1000
00990 PRINT:GOTO 1000
01000 PRINT:GOTO 1000

```

Double trouble



Dear Techie Type,
Back in CP/M you got a lot of the Top 100 Techie Tips. One of them said there was a question in CP/M about producing double-height characters on the screen. I have been trying to get this sort of thing for ages now but cannot obtain the relevant copy of CP/M.

I know I could just define my own character set but that, presently, takes up more space in memory. Could you please print the listing again? **Peter Marsden, Northampton**

You are right that altering the character set takes up more space but not in memory. If you had to store it in tape or in the disk as part of a program then it would take more than that but if you store the characters on the fly, I guess this is what you mean.

Anyway, the listing below is the one that appeared in CP/M. This listing is actually the one I get asked for most. It uses the standard ASCII character set and double height. Once you have run the program, write

`END 0000`
to enter the characters and then

`PRINT 00000`

to change to the new ones. Each double-height character is made up of the original character and the inverted character beneath it.

```

1 FOR X=0 TO 255:PRINT X:GOTO 1000
2 FOR Y=0 TO 255:PRINT Y:GOTO 1000
3 GOTO 1000
4 IF G=0 THEN G=1:PRINT G:GOTO 1000
5 G=0
6 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
7 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
8 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
9 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
10 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
11 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
12 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
13 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
14 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
15 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
16 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
17 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
18 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
19 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
20 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
21 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
22 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
23 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
24 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
25 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"

```

Using my routine, POKE now accepts more than one number. BDTF can set a variable and there is a 'print if option as PRINT.

Carl White, Bedford

Thanks very much for this useful listing. For the benefit of everyone else I explain how the three new commands work...

- First of all `PRINT 000000` would be the same as `PRINT 000000 001,000,000,000,000,000` and so on. For example, try out `POKE 300,1,2,3,4,5` which puts "ABCDE" in the top-left-hand corner of the screen.
- The `BDTF` command, which can now be followed by a variable, could therefore something like `G=000000:BDTF G A` or simply `BDTF 0000` which is very useful.
- The final command takes the form `PRINT G,"Y"000"` so you could `PRINT 001,"CF TECHIE TIPS 00000"`

Cool

commands

Dear Techie Type,
I have written a machine language program that improves three of the built-in commands of the DOS. I have included the program below as a BASIC loader and hope you publish it.



```

0 REM BASIC COMMANDS BY CARLOS
1 FOR X=0 TO 255:PRINT X:GOTO 1000
2 FOR Y=0 TO 255:PRINT Y:GOTO 1000
3 GOTO 1000
4 IF G=0 THEN G=1:PRINT G:GOTO 1000
5 G=0
6 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
7 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
8 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
9 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
10 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
11 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
12 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
13 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
14 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
15 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
16 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
17 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
18 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
19 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
20 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
21 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
22 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
23 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
24 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"
25 PRINT "AB CD EF GH IJ KL MN OP QR ST UV WX YZ"

```

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What was most amusing was that we didn't have a copy in the office, so we sent Henry out to get one. He went a little over the top, though, returning with a boxload of Lemmings on disc and tape, and in case our copy didn't last. Our copy lasted fine, but we have enough copies of Lemmings to last some sort of special offer.

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