

COMMODORE User

With the June issue of **Vic Computing** you should have received a copy of **Commodore User**, the new magazine for everyone who has an interest in getting the most from Commodore computers.

Some readers are worried about our intentions on **Vic Computing**, and we'd like to set the record straight by telling you what we're doing — and why.

First, **Vic Computing** and **Commodore User** both come from the Paradox Group. We're small, independent, and specialised: unlike most of the microcomputer mags you see around we aren't part of some money-making publishing megalith. Nor do we intend to become that kind of company.

And we don't make huge profits out of **Vic Computing**. In financial terms, publishing is a bit of a vicious circle — to become successful you have to run pretty big issues with a lot of readers buying the mag and a lot of advertisers advertising in it. But to achieve that level of frequency, circulation and advertising support in the first place takes a lot of money. Up to now we just haven't been able to risk that much investment. Or to put it another way, we simply haven't had the money to invest.

Vic Computing is becoming more successful, though, and that's one reason why we intend to go monthly. It also means we're better able to raise some cash from outside the organisation. And all in all we can now think about going on to the newsstands.

But it's horribly expensive, and that makes it a big risk. Our largest single bill right now is the cost of printing the magazine. And to put the magazine into the country's newsagents we'll have to print many more copies than we do now, so the printer's bill is going to be astronomic.

Still, we do intend to try it. We will of course continue to sell subscriptions for postal delivery to you as well. But from the Autumn we want to be a monthly magazine.

Going monthly and being sold by newsagents represents two major changes already for a bimonthly subscription-only magazine. The third change is equally logical — we'll be extending the range of our coverage to include other Commodore 'personal' computers.

And what's the reason for that? It is partly because there's already so much interest from Vic owners in the Commodore 64, particularly in view of what's likely to happen to the 64's price over the next 12 months. Then there's the promise of new under-£500 computers from Commodore: our readers will want to know about them. And finally (of course) there's the financial aspect again — a wider scope means more readers and more advertisers, which in turn means we'll be able to produce thicker issues of the magazine.

Because we will be covering more than just the Vic, there doesn't seem to be much point in clinging to the name **Vic Computing**. That's why the magazine we go monthly with in

the Autumn will be called **Commodore User** (subject to the approval of Commodore, which owns the name), and it will incorporate **Vic Computing**.

But we'd like to assure you of this: over the year **Commodore User** will give you at least as many pages of editorial content devoted to the Vic-20 as you would have got from **Vic Computing**. That's a total of around 180 pages on the Vic.

And while we will be running some articles specific to other computers — notably the 64, of course — many of the 'extra' editorial pieces will be of relevance to Vic owners, since Commodore computers all tend to follow much the same principles of operation.

What's more, we don't intend to kill off the name 'Vic Computing'. It will be retained for the Vic-only section in the new mag.

Subscribers needn't worry, either. We guarantee that your **Vic Computing** subscriptions will be honoured for however many issues you're still owed when we make the change.

Nor do we intend to alter the style and balance of the magazine: we like the way **Vic Computing** reads at the moment, and we hope you do too. But in the expanded mag we should be able to run more readers' programs in the **Virtuals** section and more useful programming tools in **A Matter of Routines**. And we're retaining all the regular columnists — Butterfield, Todd, Tommy, Henry Deckhand — as well as our regular contributors to **Vic Computing**.

We aren't entirely altruistic — we would like to make some money — but we don't want to screw anyone. If we were in business simply to make money, we probably wouldn't be doing **Vic Computing** or **Commodore User**; there are easier and more profitable ways to make money out of computers.

But we like publishing, and we like small computers. We buy and use add-on hardware and new programs; we write and use programs; we have to struggle with the same suppliers, products and user manuals that you do; we have all the pleasures and problems of the microcomputer user in the real world. Since the real world demands that we have to have some way of making a living, we regard ourselves as quite lucky as being able to do that by producing a home computing magazine.

We want **Commodore User** to reflect all of that. We are sure we can produce a good magazine for you — and we're certain it will be a worthy successor to **Vic Computing**.

It's not just our magazine, though — **Vic Computing** is yours too. We believe the changes will make for a bigger and better magazine that's good for both of us. But we would like to know what you think now that you've seen the pilot issue of **Commodore User** and read this. Already we've had some letters on the subject — see the 'Dear Vic' pages — but we would like some more feedback. Write and let us know what you think.

Vic Computing, Commodore User and the future

VIC COMPUTING



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AUGUST 1983 VOL 2 ISSUE 6 95p

Tommy's Tips
Eye on the Games Gang

Expanded DIY character editor

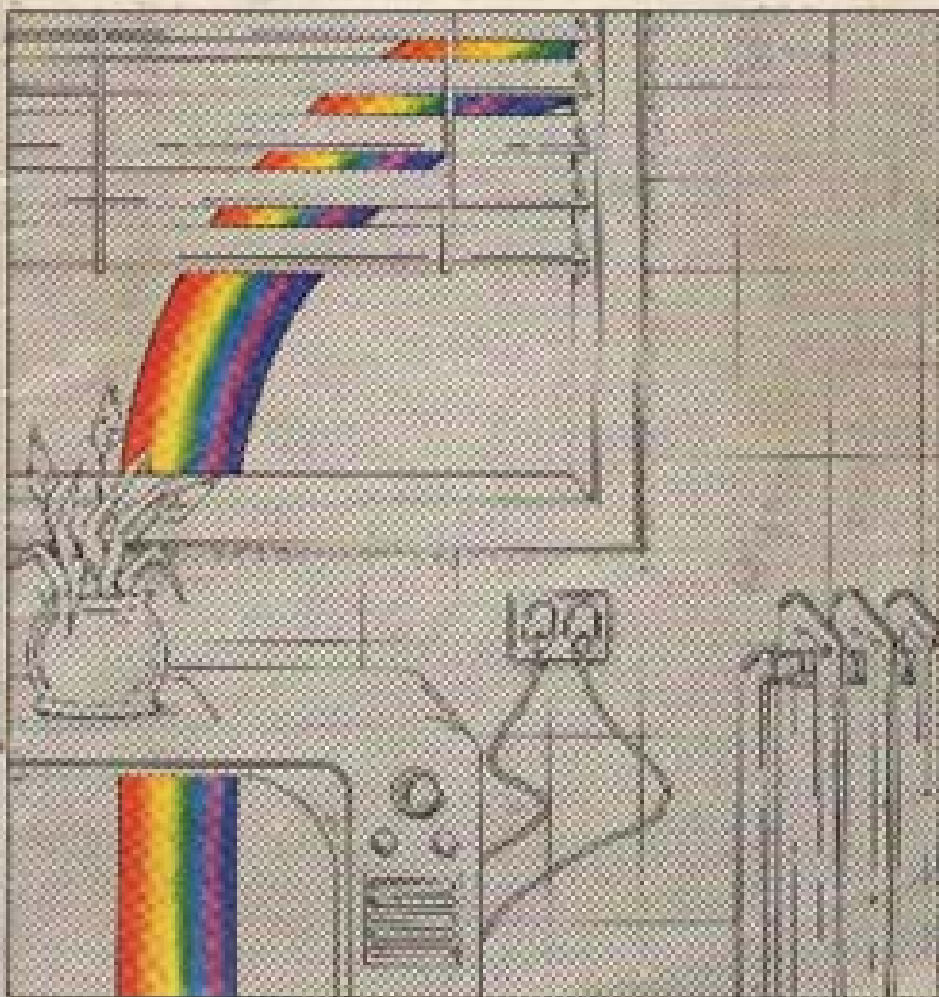
A peek at the Show/Butterfield and chips

64 Business Packages Round-up

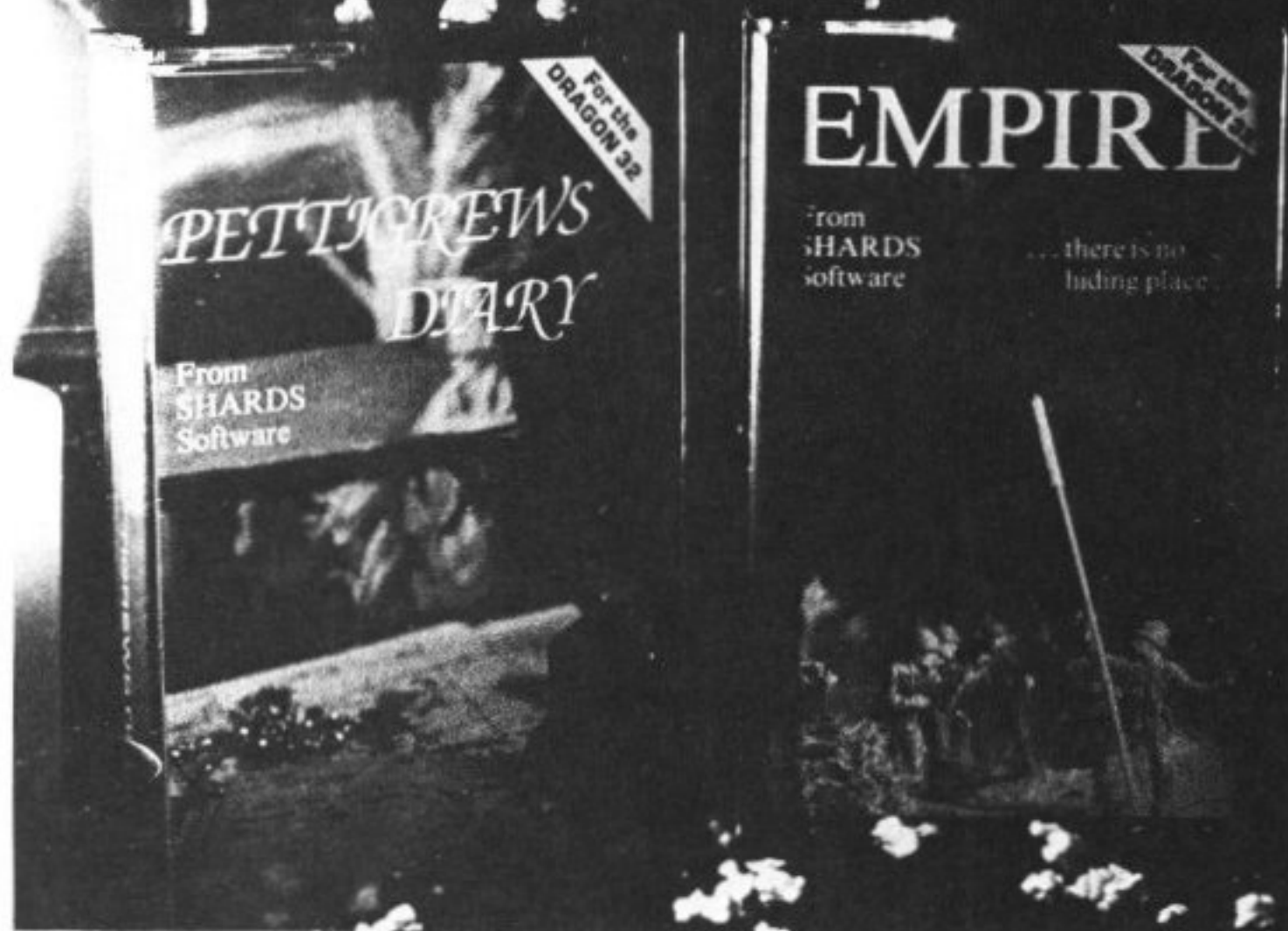
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April 1982 Vol. 1 Issue 4

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We haven't forgotten Vic owners either. Brick, Beaglebug or dodge the traffic with Hoppa. All are published complete with our 'Easy-Enter' technique exclusively developed for **COMMODORE USER**.

Look out for the January issue of **COMMODORE USER**.
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The Complete Commodore Software Guide

Not content with one free gift, our February edition contains a 36 page Complete Commodore Software Guide. We list over a thousand programs, with prices. Whatever the software package you are after for your Commodore — from Jet Set Willy to word processors — The Complete Commodore Software Guide is the place to start.

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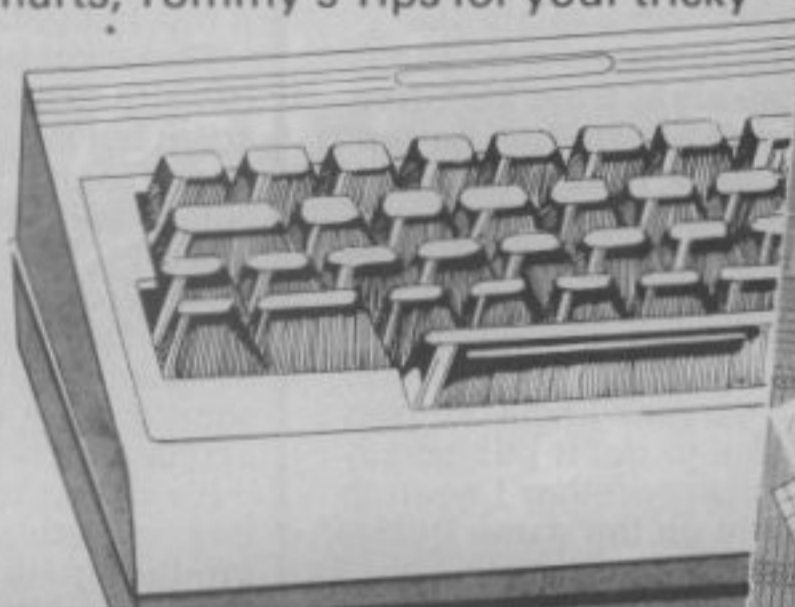
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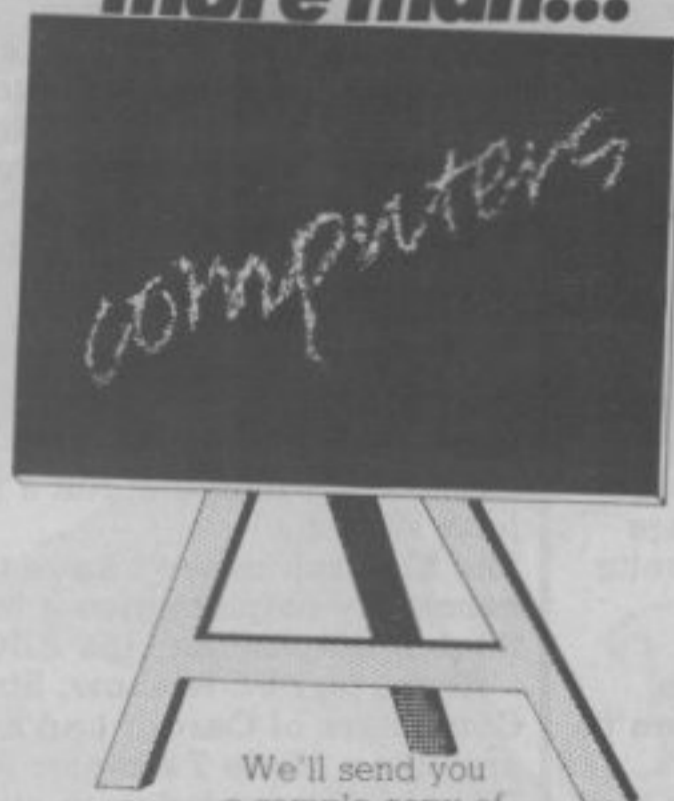
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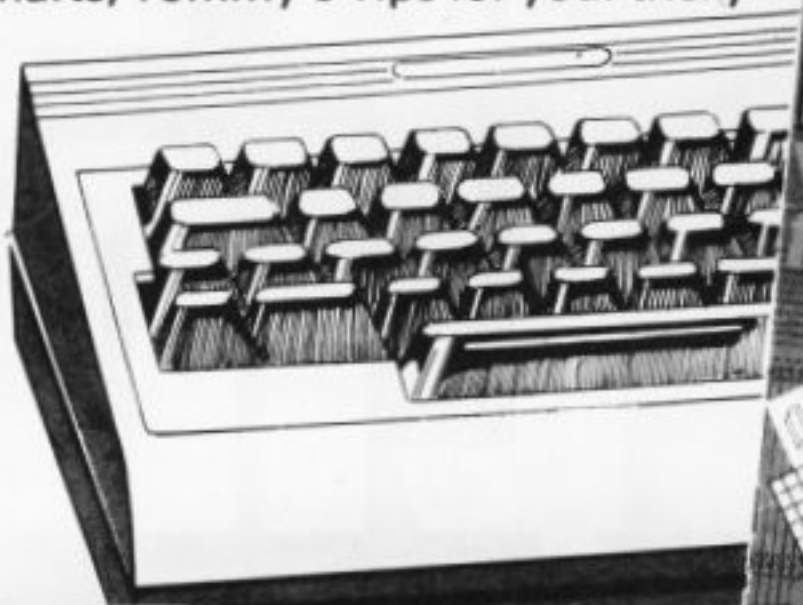
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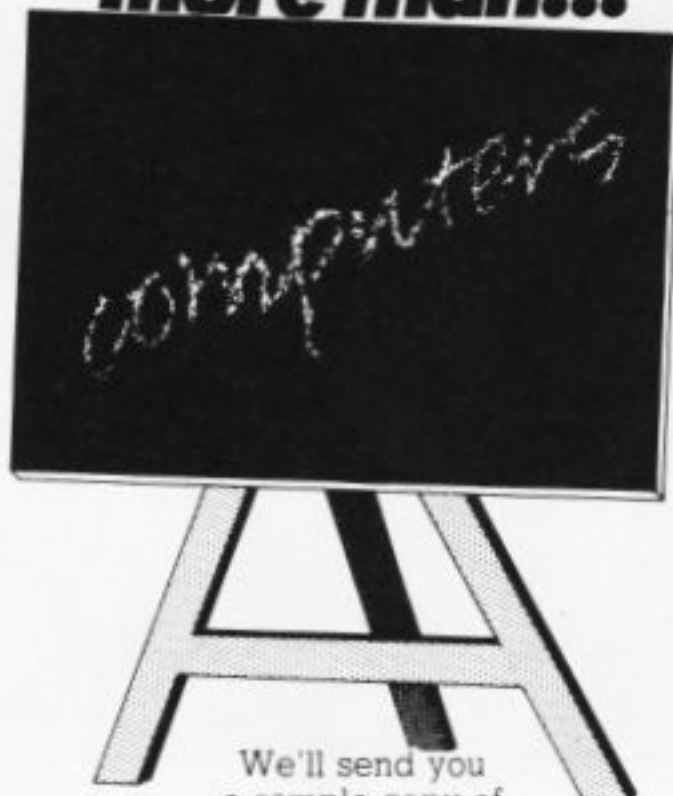
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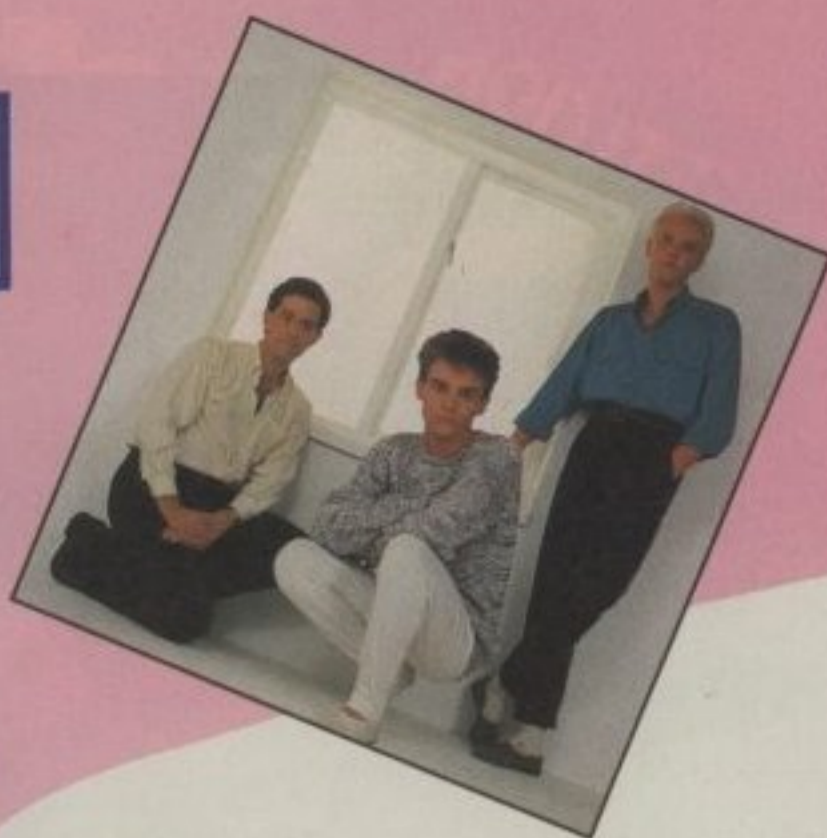
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THIS MONTH



MUSIC 64

This is it — the definitive guide to musical add-ons for the 64. You can't miss our music special in your newsagents next month. It will have a flexi-disk on the front cover with a medley of hits by **Heaven 17** — composed on the new TMS music system. Discover the sounds hidden in your 64 with this definitive guide.



G FORCE

The crack team have been busier than ever lately writing our new BIGGER reviews of the latest Christmas releases. For your enjoyment we check out Jeff Capes Strong Man Game, Rock and Wrestle, Rambo, Commando, Lord of the Rings, Gyroscope, Mercenary, all the cheapies, and all the compilations. Just don't forget, G Force reviews are always first and best.

HAPPY HACKER

Introducing a new Mr. Hacker with a new look guide to what's going on at Compunet and Micronet. Plus MODEMS — what are they, which one, how much, and where to buy.

FREE TYPE IN GAMES

Can't afford ten quid for the latest smasherooney? Worry not, there are always short, free games to type in CU.

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In the great February issue of ...

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If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox*, *Rock and Wrestle* (please Melbourne House) *Zoids* (please Martech) and *Yie Ar King Fu*. Plus reviews of all the latest games under development including a sneak view of 'V' and several others.

Programmers!

Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus Computer Magic — short programming tricks for your 64.

Epyx

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of *Summer Games II*, *Winter Games*, *Impossible Mission* and *Pitstop*. Not to be missed if you want to find out what games to look out for next year.

Free

on the front cover of next month's issue **PLAY BETTER** — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have GOT TO GET THIS FREE SUPPLEMENT.

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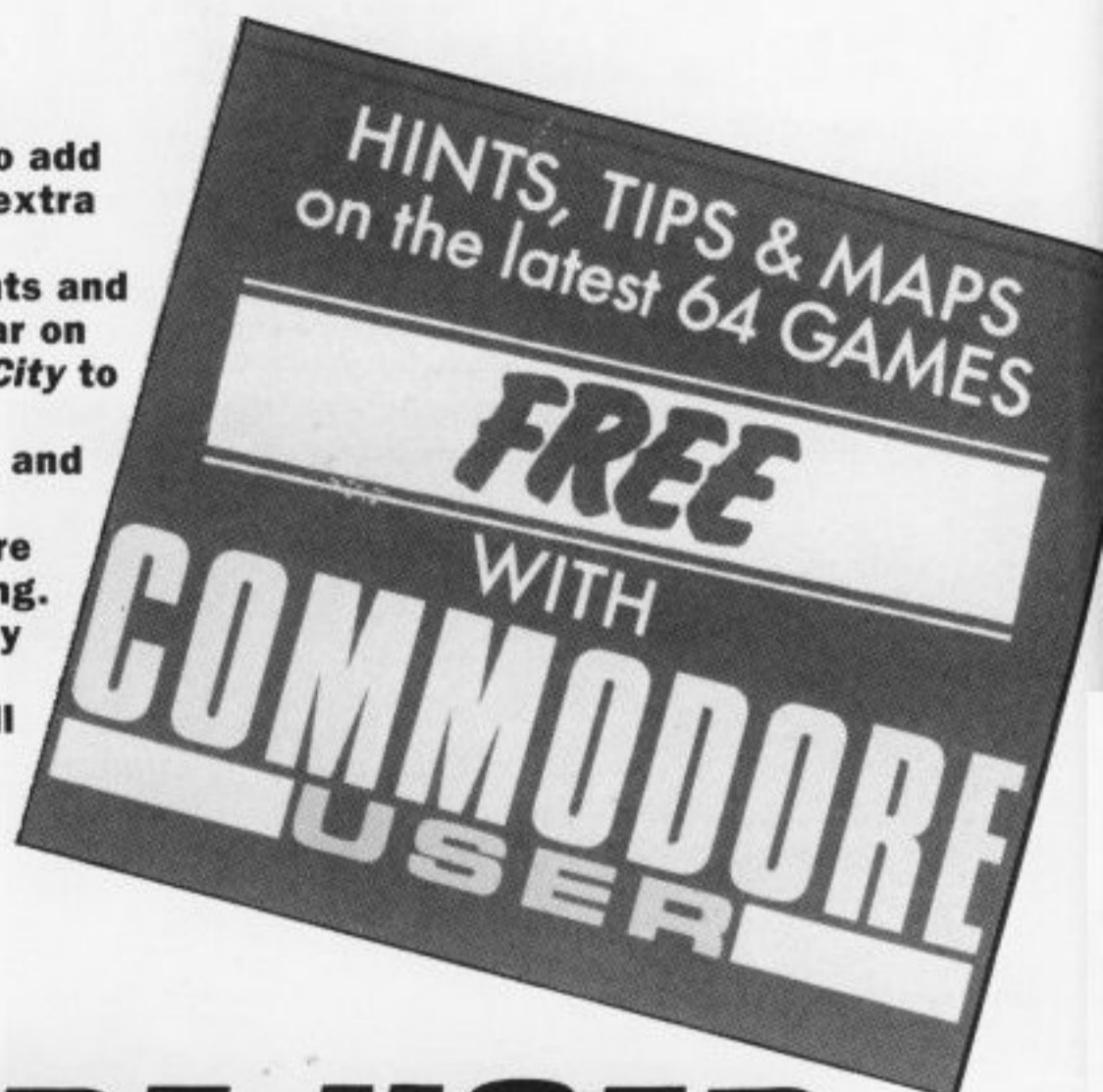
It's freebie time again and Commodore User is set to add value to your favourite magazine by giving you 24 extra pages of your favourite column — Play to Win.

This column has established itself as the leading hints and tips column in the business with scoops so far this year on *Ghosts and Goblins*, *Druid* and *Mercenary the Second City* to name but three.

Play to Win III is 24 pages of full colour maps, hints and tips of the toughest games around.

For security reasons we can't say what the games are going to be but they will be big, tough and frustrating.

Our crack team of tipsters have been beaver away through the Summer backed up by our regular game reviewers. Miss this one and we can guarantee you will be disappointed.



COMMODORE USER DELIVERS!



SCREEN SCENE

The Christmas launches are beginning to arrive. We already have copies of *1942*, *Jack the Nipper*, *Deactivators*, *Ghosts 'n' Goblins* on the C16, *Paperboy* with lots more promised. The November issue will have a mass of Screen

Scene — occupying most of the extra pages left over by Play to Win — which is appearing as a super free booklet.

TYPE-INS

C16 type-ins are back. We are giving away a free game from Robcom's King Size 50 Game Pack. Robcom reckon you'll like the sampler so much you'll buy the company — er sorry, the tape.

TRIED AND TESTED

Little red boxes to control your home? Tried and Tested investigates. *Hot Shots*, *Into the Valley*, *US Hotline*, *Buzz* and all your favourite regulars.

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MONTH

P.S. Our previous
Play to Win issues
sold out. Order your
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COMMODORE USER

IT'S A MONSTER!

There'll be no missing our December issue on the newstands. It'll be weighing down the shelves with our two Christmas gifts to you.

GIFT No.1

biggest ever issue of the best Commodore magazine in the business. Certain other mags have been shouting about quantity. The Commodore User readers know that we trade on quality. December's Commodore User will be – the first as always with the reviews of the big 64 and 16 games. The only difference is an extra 25 pages – all completely free. We haven't stinted on the colour either – there's an extra ten pages of that as well.

GIFT No.2

A splendid double sided Poster/Calendar for your bedroom wall. Side one contains a top artist's interpretation of one of the big Xmas launches. Side two contains a massive Play To Win special map of a game that has been driving you up the wall. Here's what your bumper Christmas Special will include:

Play To Win – ten pages of hints, tips, maps, pokes and something special for the C16.

Screen Scene – biggest ever, with even more colour. C16/Plus4 owners can also look forward to more pages and more colour with no less than ten Screen Scene pages guaranteed just for you.

Type Ins – one for C16 and one for the 64.

Into the Valley – gets its share of the space with ten pages on adventure including review of *The Archers*, *Moonmist*, and a special Valley Rescue feature on the Ultima series.

Hot Shots finds out what the programmers want for Christmas and puts you to the ultimate test in the Hotshots Trivia Quiz.

There is just more of everything in this monster. So order your copy now. A mere £1. On sale November 26.

COMMODORE USER

IT'S A CORKER!

Get some bubbly in now cos we've got something for you to celebrate, and I don't mean Christmas. The spirit of giving knows no bounds here at Commodore User. Regular readers have already benefitted from two free gifts in a row but — as the man says — you ain't seen nothing yet.

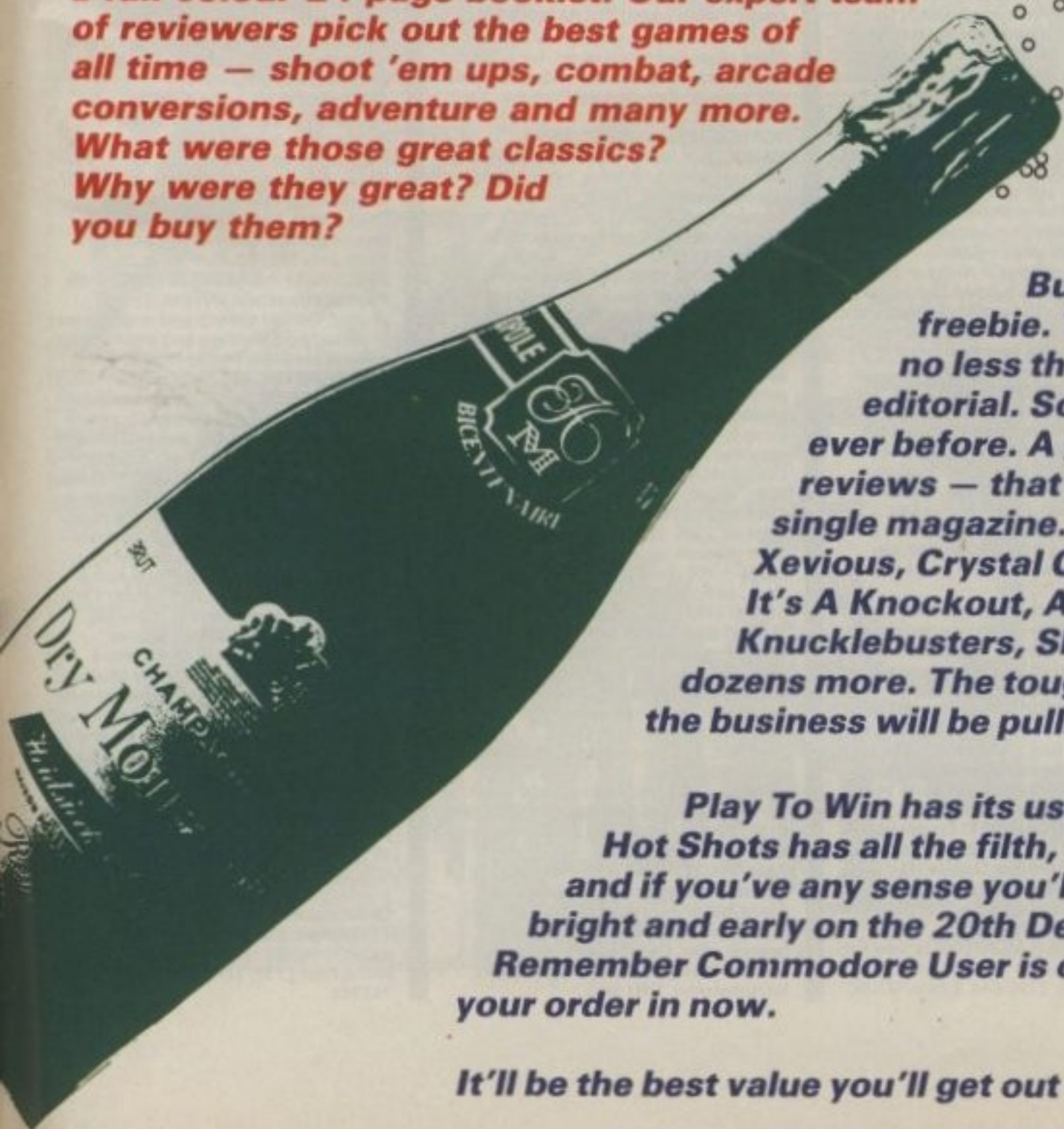
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a full colour 24-page booklet. Our expert team of reviewers pick out the best games of all time — shoot 'em ups, combat, arcade conversions, adventure and many more. What were those great classics? Why were they great? Did you buy them?

But don't just buy it for the freebie. The mag itself will feature no less than 90 pages of sparkling editorial. Screen Scene is bigger than ever before. A guaranteed 40 pages of reviews — that's more than any other single magazine. Look out for: Gauntlet, Xevious, Crystal Castles, Scooby Doo, It's A Knockout, Avenger, Kwah, Knucklebusters, Shaolin's Road and literally dozens more. The toughest team of reviewers in the business will be pulling no punches as usual.

Play To Win has its usual share of exclusive maps, Hot Shots has all the filth, Tommy has all the answers and if you've any sense you'll be at your newsagent bright and early on the 20th December. Remember Commodore User is out early this month. So get your order in now.





It'll be the best value you'll get out of a pound this year.



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Commodore User's Big Fat Preview Special features three playable demos of top coin-op converts - Flying Shark, Buggy Boy and 720°. No cover price hikes to pay for the tapes either. A gift from us to you. Inside you will find more games reviews than any other magazine by top writers Mike Pattenden, Gary Penn, Ken McMahon, Ferdy Hamilton, Bohdan Buciak, Bill Scolding and many more. Nick Kelly's Arcades keeps you posted on coin ops and there are stacks of compos. In fact there is so much in this issue you would be a total     not to rush down to your news agent and place your order right now.

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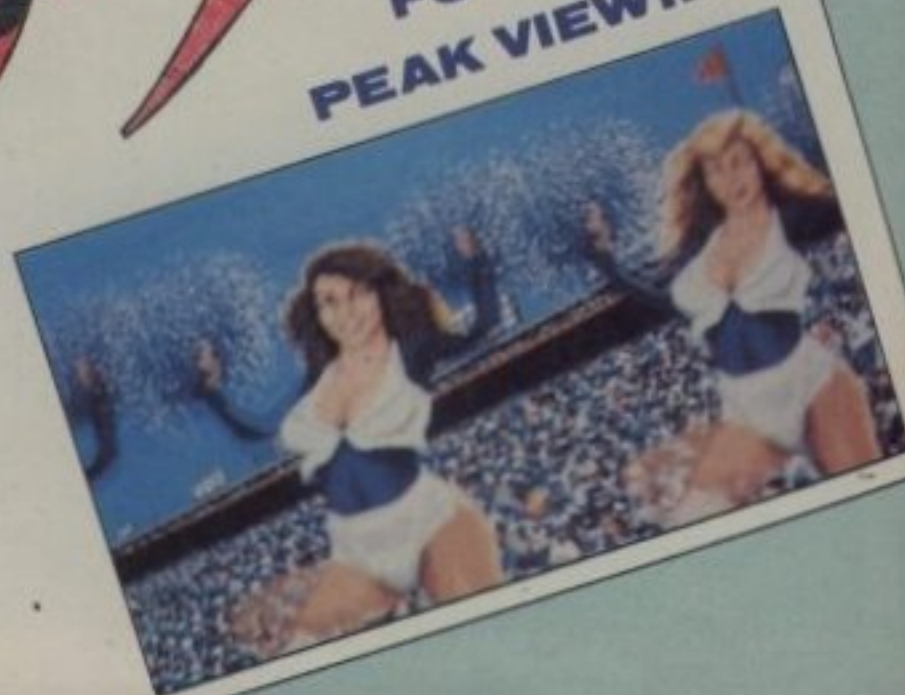
So what's so special about February? Is it because it's not a leap year? No. Is it special because the Ed's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of the magazine. **VERSION 1:** 64 owners can settle back and enjoy a brilliant game from Special FX called *Hyperactive*. You'll also find a demo of the much fancied new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.

F.16 FALCON



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FEBRUARY IS

SPECIAL!

VERSION 2: is for Amiga owners only. You get the same magazine but this copy costs £2.50. If that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is ONLY on sale in WH Smiths and Menzies.

CU

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AMIGA-64

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F.16 FALCON



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