

ARCADE SPECIAL

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INCLUSIONS

STOP PRESS update sheet,
Coverdisk(s)*, Coverdisk Sleeve(s)*,
*optional

ARTWORK

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ON THE DISK

(all programs load from BASIC)

- Side 1** Centipede (Remember)
Donkey Kong (Remember)
Duck Shoot (Remember)
Galaxion (Remember)
Gremlins (Remember)
Ms Pacman (Remember)
Pacmania (Remember)
Ping Pong (Remember)
- Side 2** Super Pacman (Remember)
Stellar 7 (SCPU)
Hard Drivin' (SCPU)
Pac-IT (preview v2)
Defuzion 3 (Richard Bayliss)

The 3.5" disk obviously has all the games on one side.

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Quarter page	£15.00	£20.00
Boxed (Contax) ad	£5.00	per year
Classified	5p	per word
Classified	FREE	readers/subscribers

General Information

Polo Shirts	£15.00
T Shirts	£13.00
Sweatshirts	£15.50
Baseball Caps	£7.00

The following clothing items are available from the editorial address, please note that these items are quality products with fully embroidered logos on them - these are not cheap rubbish. Sizes : small (34"/36"), medium (38"/40"), large (42"/44"), X-large (46"-48"). Colours : white, black, sunflower, navy, bottle green and burgundy Please allow up to three weeks for delivery.

General Conditions

All material recieved by Commodore Scene will be regarded as 'printable' unless specifically stated otherwise. Swearing and foul language will NOT be printed.

Writers Pack

If you would like a CS writers pack to help you compile your submissions for CS then just drop me a SAE and I will post one out to you.

Advertisers Pack

All advertisement rates are negotiable. There is a 'CS Advertisers Information Pack' if anybody requires one, just drop my a line. All 'paying' advertisers will receive one complimentary copy of that particular issue (no coverdisk).

Distributors Pack

If you would like to distribute (or are thinking about distributing) Commodore Scene within your country then please drop me a line and I will send out this pack to you describing some of the terms and benefits.

ARCADE SPECIAL

MY GOODNESS ME !

I turn my back for one issue and all hell breaks loose ! I really don't know where to start to begin and tell you how much has been going on since last issue !

CS35 (1) : I must first of all thank everybody who has taken time out to send in their bits for this issue, but yet again it is the staff writers who have put themselves out, not even one reader sent in a single line of text about any arcade game. I think that says quite a lot, don't you ? Anyway, if it was not for **Andrew Fisher**, **Richard Bayliss** and a few others then this issue would not have happened at all ! But the 'Big Hand' award must go to **Wayne Womersley (Art Ravers)**

for his neverending submissions and enthusiasm for this particular issue. The amount of stuff he has written puts most of us to shame, well done Wayne.

CS35 (2) : Although nearly all of the articles in this issue are arcade related, there are one or two which could not be left out due to the timing of events. I hope that you are not too disappointed. Also, even with the 8 extra pages and the dropping of the geoTELEGRAPH section (for this issue only), there simply was not enough room to put everything in, so, there WILL be another arcade special in the near future - watch out for it !

System Crash (1) : It wouldn't be right for everything to go smoothly for a change would it ? Well, this issue is no different. When I returned from holiday I was greeted with a fatal hard drive failure on the PC - no computer at all ! This in itself doesn't destroy my essential data files as these are stored on another drive. To cut a long story short, one new hard drive, a complete software re-install and THREE weeks later the computer was up and running again - or was it ? When I attempted to open various files up I was surprised to find that they were corrupted. I am still finding files that don't work as each day goes by. Even the CS35 file had to be erased and rebuilt (wasting about five days). I 'think' things are back to normal now ;-). My thanks to **David Walker** for sending me a program which 'should' avert this type of disaster in the future.

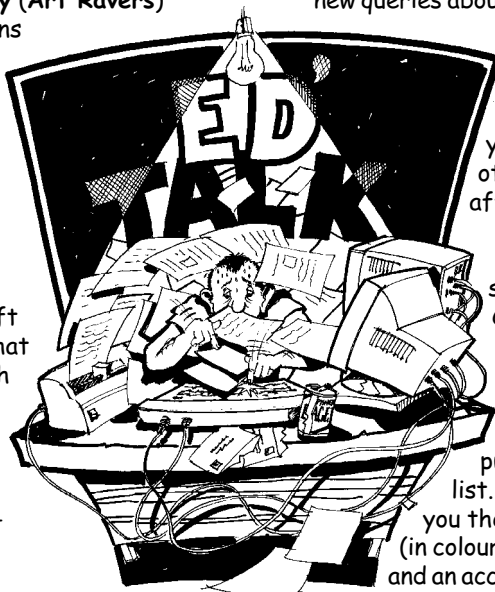
System Crash (2) : Not long after I had written the above mention of the system crash (1), I was hit by a virus on the PC. Unfortunately, as some of you will already know, this was a fatal virus which not only wiped the contents from the main C: drive but also the header from my back-up data drive which stores (stored !) all my CS files including the database, etc. After speaking to several data recovery companies I have decided that the £1000+ charge for recovery is way beyond my means and I have, sadly, decided to re-format the drive and start again.

What does it mean ? Simply put, all the stuff that I had collected over the last two and a half years has been lost, that means EVERYTHING, not just a few files, the LOT.

I have tried to recover some files from past back-ups which I had on floppy but it is not until you need something that you realise that it is missing ! - then I have to recreate it - which takes time.

I have currently recovered about 10% of my files but I estimate that it will take about a year to get anywhere near the level I was before the crash. As luck would have it, the CS35 file had been copied to ZIP disk the night before so only a few text files were lost, even so, the data loss had a delaying effect on the production of CS35 - but not much.

e-mail : I recently (after the crash) got an e-mail from somebody that I didn't know (this is not unusual as I often get new queries about Commodore), but this one was very vague and contained an attachment file. I was very suspicious. I decide to delete the file to be on the safe side. If you send me a file PLEASE put in your e-mail who you are and what the attachment is otherwise I will have to destroy it. I can't afford to get anymore virus's.



Naughty Bitz : The Naughty Bitz special edition will still be supplied with

CS37 in time for christmas. If you want to order a copy then send me £1 and I will put you on the list. Your £1 gets you the special edition (in colour throughout) and an accompanying disk (possibly two disks, but no promises).



CMD : Creative Micro Designs now no longer support or supply Commodore hardware or software. See pages 38 & 39 for details. Obviously, because of this, the **CS Importing Service** is on hold for the time being.

CommodoreONE : It's nearly ready and the specifications are looking out of this world. There will be more news in CS36 I hope, if I can track down Jeri.

Want to see Jeri & CommodoreONE in the flesh ? See page 4 for details.

Shaun Bebbington : Something big is coming. See page 4 for details.

CS web site : For some reason the CS web site address was not connecting to the web site ! The 'all new' site is under construction right now, in fact, some of it is up now. I hope you enjoy watching it take shape over the next month or so (time permitting) !

More next issue

<http://www.commodorescene.org.uk/>

The estimated release date for CS36 is 1st October 2001

ARCADE SPECIAL ARCADE SPECIAL ARCADE SPECIAL ARCADE SPECIAL ARCADE SPECIAL ARCADE SPECIAL

allan ☺

A UK Commodore Event for 2001 !

Saturday, September 29th

So, who's going to be there and what will they be doing ?

WHERE ?

**Limelight Club,
Hightown, Crewe**

DOORS OPEN

2.30pm till 10pm

(Exhibitors/guest speakers access - 12noon till 11pm)

Under 18's will have to leave by 4.30pm

Tickets - ** ONLY £1 **

Contact Allan.Bairstow@btinternet.com or

RAMlink666@aol.com

Any profits from this exhibition will be donated to the 'Citizens Now' group.

WHO'S THERE ?

Shaun Bebbington - CONFIRMED

- Organiser, displays of various Commodore items such as Vic 20, Plus/4, C64, C128 and also Texas Ti99/4a, Dragon 32 and more !

Andrew Fisher - CONFIRMED

- Ex staff writer for Commodore Force and Commodore Format and now writing for Commodore Scene. Will be talking 'technical'.

Peter Hanson - NOT CONFIRMED

- The 'PLUS4 King', demo's, games, software & hardware.

Allan Bairstow - CONFIRMED

- Guest speaker, Commodore Scene magazine, CSsuperPSU, 4 player adaptor & games, latest hardware & software including some bargains and reduced priced goods (Only at the show).

Jeri Ellsworth - NOT CONFIRMED

- Guest speaker, CommodoreONE, the all new 'Commodore on a chip'.



PARKING/ACCESS

Good access. Parking is available.

PLACES TO STAY

Travelodge, Crewe - 42 rooms.
Directions > Junction 16.M6 / A500.

Alsager Road, Barthomley, Crewe.

Cheshire, CW2 5PT

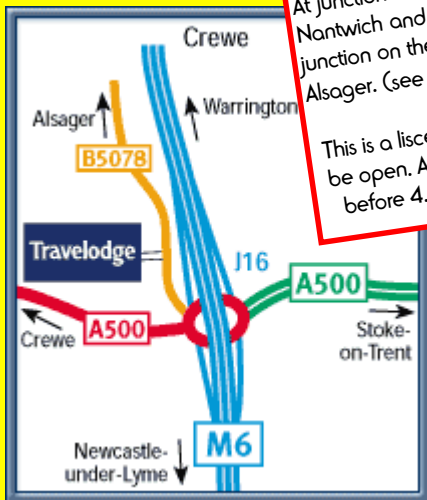
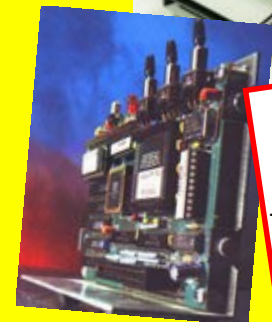
Telephone: 01270 883157

At junction 16 of the M6 and A500 between Nantwich and Stoke-on-Trent. Just off the junction on the roundabout signposted to Alsager. (See map to the left)

FACILITIES

This is a licenced premise and the bar will be open. All under 18's will have to leave before 4.45pm due to licencing laws.

LOCATION MAP



DATA : Protovision have a newer demo version of PAC-IT (v2). It is now available for you to peruse on this issues coverdisk. The full version is not far away now !

DATA : The CS-SuperPSU has some new adaptors coming that will make it even more flexible and compatible with more disk drives. Full details and prices in the next issue.

DATA : We at FCUG won't make it to the Vintage Computer Festival East (see below), but you can be sure we'll be there at VCF 5.0 in San Jose, California on September 15-16. Good luck to organizer, Sellam "Sam" Ismail, and all good Commodorians who attend VCF East. Vintage Computer Festival East 1.0 July 28th and 29th, 2001 Royal Plaza Hotel and Trade Center Marlborough, Massachusetts <http://www.vintage.org/2001/east/> Only two weeks to go! The first Vintage Computer Festival for the east coast of the United States is scheduled for the weekend of July 28th and 29th at the Best Western Royal Plaza Hotel and Trade Center in Marlborough, Massachusetts. The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all different kinds of platforms in all different shapes and sizes.

DATA : At long last the TND web site has been fixed. Now you are able to download my work. Also, there are some other new features added to the web site, which include 'Vioris Challenge'. (Go on play the game, you could win a TND game, which will not appear on the web site). Also there's the jam-packed 'Music Scene', a large pile of TND games for you to download. Plus the return of the best and worst of C64 games. What else do we have? Ah yes, a forum/message board, a chat room. Have a laugh and take part in the Interactive Reactions page, and Plonker Awards. Plus there are other great things and usefuls, which should interest you. What about my guestbook? Ah yeah, it's on the cool links page. Sorry, no hit counters on the main page.but is that really important (*I don't think so, the new CS web site will not have a counter on it - ED*) Happy C64ing people: Richard/TND/Civitas <http://www.tnd64.cjb.net> The New Dimension - More than just time and space!

DATA : Jeri Ellsworth is going to demonstrate the CommodoreOne prototype at the AmiWest 2001 Show in Sacramento, California on July 28-29.

AmiWest 2001 is the annual West Coast United States Amiga computer show; for more information, go to www.sacc.org/amiwest

DATA : Paul B. Murdaugh gives us permission to use his software! After the recent talk about Parsec and Paul's Landmark Series of GEOS applications - GeoTet, GeoSolitaire, VDC Tet, VDC Solitaire, DualTop, Lace II, and accompanying boot and picture files... Through the graciousness and generosity of Gaelyne Gasson, the above files can now be acquired from her FTP site. Go to <ftp://cbm.videocam.net.au/cbm> and look under the geos or the incoming subdirectories. There you will find the zipped sides of the Landmark Series disk, Indmrka.zip (which includes GeoTet, DUAL_TOP, 64_DUALBOOT, Checkerboard, Geo Solitaire, What if?, 640x592 Demo Pic, PICT.CAPISTRANO, Convert128.MOD, Convert64.MOD, README, and VDC Upgrade Info) and Indmrkb.zip (which includes 128_DUALTOP, 128_DUALBOOT, VDC Tet, VDC Solitaire, Lace II, IP.SIMPSONS). Also you will find the Indmrka.txt and Indmrkb.txt files which basically repeat Paul B. Murdaugh's statement that he has released these files.

DATA : The Daily Mirror are holding a small competition - They are looking for the "Best" old technology that you still use. The article reads: "THIS is the world's first laptop. It's 18 years old, has a tiny black and white text-only screen, 600 times less storage space than it's modern equivalent and a feeble modem. But tens of thousands of people still use Tandy Model 100s instead of a new laptop, including the reporting staff of the Los Angeles Times. Why? Because it'll work after being chucked against a wall, boots up instantly and runs for 18 hours. What's the oldest technology you're still running? Send details and a picture to kellysi@mirror.co.uk There's a prize for the best." So, lets send pics of our expanded C64/128 machines. Come everybody, flood 'em with pictures!

DATA : Don't forget to get your tickets for the big Commodore meeting coming up in September. See the previous page for full details.

NEWCOMER

(Enhanced Version)



At last it is here !

I have the completed (v2) release for distribution in the UK (and anywhere else if you want it). Remember that this is PAL only - not NTSC !

I have three packages on offer and all prices include the £5 appreciation fee which I will send directly to the programmers on your behalf.

ENC (cheapo) - £8

- This is for those 'cheap skates' of you out there who are only prepared to send me 8 quality DSDD disks, return postage and packaging. I will copy ENC to your disks and print you out a 'draft' (low quality) B&W manual. This price does not include disk labels or disk sleeves.

ENC (standard) - £15

- Just send the money and you will get the following : 8x DSDD quality disks containing ENC, full colour disk labels, full colour disk sleeves and a high quality B&W manual with full colour cover. Supplied in a plastic sleeve. Postage & packing is included (within UK).

ENC (de-luxe) - £20

- The creme de la creme of ENC ! Same details as above but ENC (de-luxe) comes in a full colour cover / hard back folder with each disk and manual in its own plastic sleeve. I am very proud of this as it looks absolutely lovely. Unfortunately the high price has to reflect the expected low numbers being ordered. P&P included within UK.

Send all orders to :

14 Glamis Close
Garforth
Leeds
West Yorkshire
LS25 2NQ

Make orders payable to :

A J Bairstow

A full review of ENC will be in CS36

I have a dream !

For quite some time now I have wanted to produce at least one issue of Commodore Scene COMPLETELY on the C64/128. Until recently this was not possible for a number of reasons - the main reason was my lack of a laser printer. I hope that this will change next year and I will endeavour to bring you an issue of CS entirely from the C64/128.

In the meantime, I have the ability to put geoPAINT images into CS quite easily (as can be seen from CS33, page 16).

So what ? I hear you ask. Well, I want to grace the next issues front cover with a full page / full colour geoPAINT image.

What I need you to do is find me your favourite image (and colour it if it is in B&W only) and send it to me.

The restrictions are that it must be in geoPAINT format, be a full page image and it must be in colour.

I have a few images on standby if all else fails.

Allan Bairstow

Hello everybody. well this issues letters pages are very much restricted and so are the replies. I hope you get the general feel though - have fun - ED

Hi Allan,
Hope yourself and the family have a great holiday. Just a note to ask when CS is being sent out, or have you already sent it. I hope it's alright me asking.

I heard that Robbie is not too happy over the lack of support to his letter, he has been trying to get everyone's backs up and he has ended up with EGG on his face. I have other nasty notes he has sent to so called ex friends of his, he goes over the top if things don't go his way.

Mike Vainola

Hi Mike,

Ask away - if anybody thinks their copy of CS is late or you think I may have missed you altogether then please let me know. As for Robbie, well, I can't say that I am sorry but then again he obviously has a problem which he needs to sort out. CS no longer deals with him or even opens his letters (which I still get) - ED

Hi Allan,

A quick request - could you "encourage" all active C64/128 users (who have internet access) to join www.micromart.co.uk ? It would "look" good if people were using the forum for

Commodore chat.

Then, ask them to put stuff on the 'forum' under general discussion. I feel presence needs to be felt online as well as thorough the pages of the magazine.

It would also look good if people were responding to other people's letters in Micro Mart. I feel we COULD make a minor breakthrough here!

Thanks, Shaun
Bebbington

Hi Shaun,

For those of you who are not aware of what is going on then please read page 4 for details of what Shaun is trying to do. The other string to his bow at the moment is to try and get Micro Mart to have a regular C64 column. He is very close but he needs our support to help push the editor in the right direction. Come on, give him the push he needs - we'll all benefit in the end - ED

Hello Allan,

Sorry to read about the latest disaster @Commodore Scene.

You have done a brilliant job up to now with the mag, etc, but you have a young family and you don't need all this aggravation and what is more they don't. As I said you have done a brilliant job so far and everyone would understand and agree if you packed it up, why not give everyone notice that it will close at the year end.

I am sure your wife would agree !!

Best Wishes, Ian Swain

Hello Ian,

Okay you win, CS will cease to be from 31st December 2001 !

*** ONLY JOKING ***

Come Ian, I am not going to let a PC beat me into submission, nor am I going to let Bill Gates get the better of me. I know that sometimes things get a bit difficult and sometimes, just when things are getting better, someone pulls the rug from under me ! But, CS is here to stay and I hope you will be staying with us. Chin up mate, things will get easier and better - ED

Hi Allan,

With regards to your response in Commodore Scene issue 34 (Letters Page). I agree with you about 'Flummi's World'. It sure is a tricky game to play, but it is highly addictive. I can get as far as level 11 (Tower Power). How far can you get to in the game? I don't want to boast about Flummi's World.

SEUCK SPECIAL : How about making

issue 38 of Commodore Scene a SEUCK special. I think issue 37, should be a Christmassy issue. I could prepare a Christmassy tune for the CS menu 37, as well as one or two demos or maybe a Christmassy game.

FUTURE DEVELOPMENT OF TND GAMES FOR THE COVER DISK : I'll be happy to continue support for Commodore Scene, by creating more

games for the CS cover disk. Of course I'll be releasing my C64 games on to the Official TND web site as well, but theres' probably still a few CS readers who don't use Internet anyway.

Have fun, Richard Bayliss

Hi Richard,

Well I have to admit that with everything that has been going on I have not had time to play Flummi's World myself. As for everybody else, well, you are the only person who has mentioned it so I have to say that you are the 'champ'.

SEUCK Special : I think this will be CS39 - definately not before that issue - but we need more people writing in otherwise it will not get anywhere.

As for your contributions to CS (more in this issue and on the coverdisk), thanks very much. Many people enjoy your stuff so please keep 'em coming in - ED

Hi,

I didn't know I was going to be published in CS34 !

Your CSsuperPSU is still running along.

How can I use a CD-ROM on my Commodore ? I have a CMD Hard Drive. I'm unable to locate one now that CMD is closing down (a CD-ROM, that is).

Why am I falling behind ? When I was 40 I built lots of electronic stuff, but I've lost touch with new chips !

Oh woe !

Thanks, Bill (William) Kennedy, USA

Hi Bill,

Suprise - you are in CS35 now as well !:-)

Glad to hear that the CSsuperPSU is still going strong, mine is too, as are all the units that have been built. A true boon for the Commodore if ever there was one !

CD-ROM for your Commodore ? No problem, here is what you need : (1) CMD HD, (2) an external SCSI CD-ROM reader, and (3), software to run it. (1) You already have, (2) I have one unit left if you need it but I

suggest you try your local sources first as postage from the UK will be expensive, and (3) CD-ROM Commander 128 (by Achim Teage) is available from either myself or Dale Sidebottom (in the USA). There is also a version of CD-ROM Commander 64 but it is in German - but - it is very easy to follow should you need to run it on a C64. I have no doubt that Dale could also help you locate a CD reader if you need one. Dale can be contacted at P.O. Box 303, New Albany, IN 47151-0303.

Thanks for the recent review of your CS-SuperPSU that you purchased, it will be in the next issue along with some details of some new adaptors for the CS-SuperPSU. I hope that helps - ED

Hello Allan,

You should of asked up for a clean picture of Lord Ronin since I was the one who supplied the now-infamous pic. I have it sitting on a photo CD as well as converted to a couple of different formats.

I decided to get you fresh, non cropped copies for you to play with for your needs, I'm also sending them to you in a larger size since I do know for some printing, that gives you better quality. If these are too big, let me know and I'll send you smaller versions.

I have taken a look at the picture of Lord Ronin by his C64-C (at our old shop location,) and though my software was screwy. (I was using a different converter this time.) I didn't realized that it was out of focus slightly when I took it, but it's still quite useable. I'm also including a pic of Lord Ronin on the Battleship Missiouri, from when it was in the Port of Astoria before it made it's trip to Hawaii, where it sits now.

When I first made the conversions of the pictures, I was using my A2000 and used a DCTV to preview the pictures in colour. This device was a bit fuzzy to begin with and it was easy to miss the fuzzyness. (The PhotoCD was an experimte that worked pretty good on getting pics onto my Amiga.) Since I now have an A4000 with a PicassoIV Graphics card, I could now see how good my original photos were, but for some reason, I hadn't bothered to look at that CD until now.

Tools used in the conversion were my A4000/040 Power Tower, AmigaOS 3.9, PCD2IFF_040 v2.0 (From the PC Manager archive, and Art Department Professional v2.5.0
Kind regards, Mark Edward Reed

Hi Mark,

Well thanks for the new pictures mate, cheers ! Unfortunately due to this issue being the Arcade Special, Lord Ronins column is not here but I have included his picture for everybody to see.

Your set-up sounds great and you obviously are very good at what you do - if only I had the spare time :-)
Keep up the great work mate.

Cheers - ED



Well ladies and gentlemen, thats it for this issue.

I hope you have fun reading all this stuff about arcade games, if you do (or you don't) then drop me a line and let me know.

See you next issue,

Allan Bairstow

- READER (NOT SO) QUICKIES ! -

RQ - My screen remains black when I switch on my C64 with the RAMLink enabled (it used to be fine).

Reply : Recently, over the last few months, I have had this problem (and others) with a few RAMLink's. You are not alone. There are a few things you can try but they all mean you have to open up the RAMLink though. I assume you have a jumper clip fitted ?

Before we start, please ensure that all the contacts are nice and clean (use meths if needed) and make sure all the contacts are actually 'contacting'.

(1) Switch EVERYTHING off and remove the RL from the computer (disconnect the PSU and battery if fitted).

(2) Carefully lift away the RL cover, bearing in mind that it will not fully separate due to the ribbon cable holding on the switches.

(3) If you have a RAMCard fitted then remove it and leave it off for the duration of this test.

(4) Push ALL the chips firmly into their sockets to ensure they are seated properly.

(5) Reconnect the RL (without the RAMCard) to the Commodore and just have the Commodore & the RL connected.

(6) Now boot up and see what happens.

(7) If the problem persists then a major chip fault has occurred and the unit will need to be repaired by 'Click Here' software (the new distributors).

(8) If that cured it then it may be a fault of the RAMCard or the SIMM memory. Install all the components one by one until the faulty hardware is detected.

I have a RL here which is going to be repaired, if you wish to send yours back to me for repair then please pack it carefully and I will send it off. I am hoping that we have a better (and much quicker) service from Maurice than we ever had with CMD !

As Maurice Randall has now taken over the running and building of the RAMLink, I am hoping that 'my' dealings with the RL will include carrying spares and undertaking minor repairs in-house. This should eliviate the need to send away the RL to the USA everytime something goes wrong. No promises yet but I will see what Maurice says about it.



ARCADE CLASSICS

by Dave "Ubik" Korn
reviewed by Andrew Fisher



No review of classic arcade games could be complete without a mention of **ARCADE CLASSICS** released by Firebird. When it loads up you are presented with a picture of four arcade cabinets, each with a different game. Move the highlight to a game, press fire and the title screen for that game appears. Of course, you also get the classic Rob Hubbard tune on the menu screen, complete with sampled guitars.

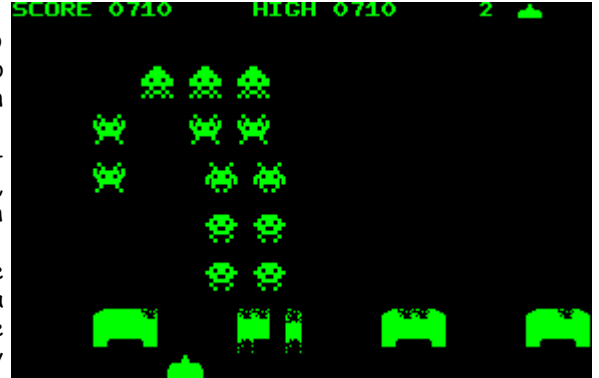
First up is **INVADARS**, a very good imitation of *Space Invaders*, down to the "bug" on the title screen (it says **PLAT INVADARS**, only for an invadar to come in, bomb the T and bring back a Y). Control is good, graphics are spot on and the sound is the familiar bleeps.

Next up is **ROCKS IN SPACE**, based on *Asteroids*. Although not vector-drawn, the sprites look good and all the gameplay elements are there - UFO's, rocks which become smaller as you hit them and the "hyperspace" option which occasionally beams your ship right into trouble. Good fun.



Although I have never seen a "SNAKES" arcade game, there are many games inspired by it on the 64, including **WORM WARZ** from this package. A two-player only game, guide your worm around the screen (which wraps around when you go off an edge), eating the bonus blocks or your opponent's tail. Crash into your opponent (like the light bikes in *TRON*) and you die. Basic and boring, even with a snazzy scrolling backdrop.

Finally, **SPACE WARS** is another two-player only affair. Two ships, a sun and redefinable gravity. Shoot your opponent or watch him collide into the sun before the time limit runs out. This is the definite "filler" in this



budget compilation, particularly compared to the excellent **STELLAR TRIUMPH** by Rino, released years earlier.

Overall, what do I think of the package? Four games in a single load is clever, even they are very limited. Two are good, two are below average, but the whole thing is a lot of fun, and was particularly good value at a budget price of £1.99.

GENERAL ELECTION GAMES by Andrew Fisher

The recent election saw the release of a PC CD-ROM game, based around trivia questions and party politics. Of course, the C64 got there first..

Early BASIC strategy games were often based on politics, and **ELECTION - THE WESTMINSTER GAME** (released by Mastertronic) is one. With simple keyboard graphics, it tries to portray the excitement and problems of running a campaign. Basically, each constituency's vote can be affected by how much you spend on campaigning, and the player who gets the most constituencies wins. It's fun for a few minutes, but soon becomes boring.

Verdict.. LOST THE DEPOSIT

ELECTION '87 by Virgin tried to take a Spitting-Image style slant, with caricatures of the party leaders. You choose to play Maggot Hatcher (Conservative), Keil Ninnock (Labour), Owing or Pig-Iron (Liberal Alliance) or Daniels Paul (Raving Loony). The aim is to collect enough votes to win a majority. This is done by dirty tricks on other leaders, canvassing voters and delivering manifestoes to your party HQ (you can even steal your opponent's manifesto!).

The graphics are surreal, but fairly effective. However, sound is poor and it can be confusing as to where you are. It's neither an arcade game (basic Frogger-style avoiding of vehicles) or a strategy game, but it has a certain appeal for its unusual approach.

Verdict.. SCRAPES IN WITH A SMALL MAJORITY

Finally, having gained a large majority (oo-er) you get to be Prime Minister. **YES, PRIME MINISTER** is based on the TV series with you in the role of Jim Hacker. You start off in your office, a very basic picture with various objects you can click on. Check the diary for your appointments, then the door to go and see someone. Meetings with Sir Humphrey (a nice but small digitised picture) end up in multiple choice questions, with your answers determining how successful and popular you are.

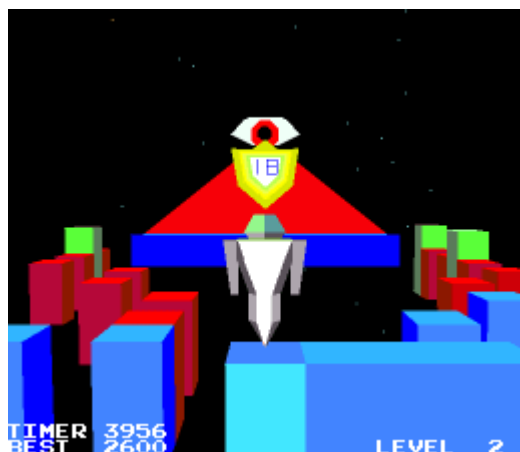
Despite some excellent attempts to portray the humour of the series, this becomes boring when played repeatedly. Like other "interactive" games I can think of, particularly the *Adrian Mole* games, you won't load it up very much.

Verdict.. VOTED OUT OF OFFICE



I,ROBOT

I,Robot is without a doubt one of the most imaginative games to ever roll out of Atari's door. Designed by Dave Theurer, it followed along the same surrealistic lines as Tempest. Unfortunately, it turned out to be one of Atari's biggest



bombs and it did not sell well. I,Robot was just too *deep* of a game to really catch the public's eye.. not to mention being quite hard to boot. It was years ahead of its time. Polygon graphics based arcade games were not commonplace, much less seen for another 5 years after I,Robot's release!

The following is taken directly from the I,Robot manual.

Game Overview

The player is an Interface Robot (#1984) in rebellion against Big Brother and his Evil Eyes in I,Robot. Players will enter another world where they must face off against Big Brother on different terrains, trying to shoot through a protective shield and advance to the pyramid where Big Brother's Evil Eye can actually be shot and destroyed. I,Robot provides players with exciting challenges as they attempt to lead a rebellion against the control of Big Brother.

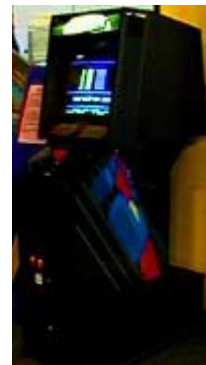
Game Play

I,Robot begins with the Interface Robot facing off against the Evil Eye. The player has to collect all of the red squares on the playfield in order to destroy the shield that protects the Evil Eye and enter the pyramid. The Robot can only jump to the red squares when the Evil Eye is not watching (i.e., yellow or green). If the Evil Eye is red, it will detect the Robot jumping and destroy him. At the acquisition of each red square, the protective shield is weakened. When the Robot has obtained all of the red squares, the shield is automatically destroyed and the Robot can get into the pyramid and destroy the Evil Eye.

After the destruction of the Evil Eye, the Robot travels through a space wave where the player must either shoot and destroy or avoid the objects flying toward him. At the completion of each space wave, the Robot lands on another geometric

terrain, where once again he must face another Evil Eye.

Every third terrain contains a red pyramid which the Robot must enter after destroying the Evil Eye. Once inside the pyramid, the Robot has one chance to collect as many of the jewels as he can before he is destroyed. If the Robot is destroyed while he is inside the pyramid, he is immediately thrust back into space. The player must get through three more terrains before he has another chance to get to the jewels inside of the pyramid.



Hints for Game Play

- The player can advance to higher play levels while inside the transporter.
- Objects to be destroyed for points include:
 - a buzz saw
 - a soccer ball
 - a small ball dropped by a bird
 - the polygons
 - rolling log
- The player can achieve a bonus for shooting all of the tetrahedrons in a space wave. The player can also achieve bonus points by spelling I,Robot by shooting the letters as they appear sequentially in space waves.
- The player must shoot the polygons with SEVEN shots in order to destroy them and achieve points.

Interesting tidbits

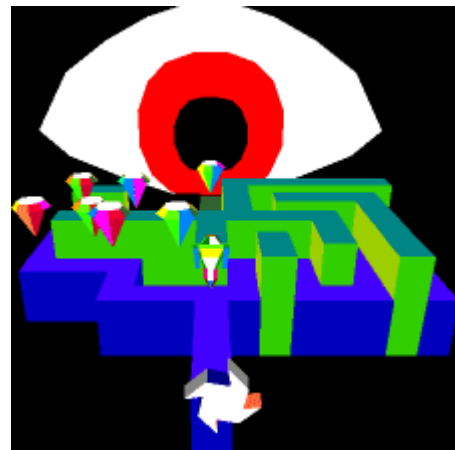
I,Robot was the first game that used :

- Changing perspectives. The player could select his viewpoint.

- Hall-effect joystick.
- Polygon graphics. Actually, flat-shaded polygon graphics with no hidden surfaces.

I,Robot's hardware was spun-off from an unrelated project. Atari engineers had wanted to design a polygon driving game since the late 70's. There were numerous attempts using vector graphics technology, but they couldn't ever pull off hidden line removal.

Prior to 1983 raster technology wasn't tried for this project because it required too much expensive memory. The new hardware, designed by Dave Sherman, still wasn't powerful enough to do what they wanted for the driving game and I,Robot took its place. The previous



attempts of the driving game resulted in the hardware for Battlezone/Red Baron and Star Wars. Atari finally pulled it off in 1988 with Hard Drivin'.

An early name for the game was Ice Castles. Late in the development a storyline was thought up and I,Robot was born!

There were about 1000 total games produced. Only about 500 ever made it into arcade however. Atari had over 500 brand new I,Robots sitting in their warehouse when talks of selling the coin-op division to Namco were underway. Atari execs did not want to have to explain why I,Robot was not selling, so they loaded them all onto a ship bound for Japan. The games never made it to Japan. The shipmates were distributed detailed instructions on how to tip the games over the edge of the ship safely. *...Somewhere in the Pacific lies 500 new I,Robot machines.*

Emulators

There are two emulators available for I,Robot that enable you to play I,Robot on a PC. Emulators actually use the original program from the coin-op and thus require the ROMs from the machine to function. The ROMs for I,Robot are available at <http://www.oakland.edu/~phkahler/ir/index.html>

MAME

MAME (Multiple Arcade Machine Emulator) is a large emulator that emulates about 2000 games. The I,Robot emulation is horrendous, don't even bother with it. John Manfreda's emulator is outstanding. If you have never seen or played I,Robot download it NOW. He has a nice looking page.

Written by John Manfreda

<http://members.home.net/lordfrito/irobot/index.htm>



A lot of space has been given over to I, Robot and with very good reason.

True, it was never converted over to the C64 (or was it? - if you know better then let me know), also *true* is that such a game would have need for more power than the humble C64 could muster - **WRONG!**

I was lucky enough to have played this game in 1984 and believe me it is superb. I was blow away with the gameplay and crystal clear 3D polygon graphics which I had never seen the like of before. But check out the date - 1984 - there were no souped up PC's in the workplace then, there was no super computer powering this machine, indeed, the C64 was more than a match for this machine. So why did it not make the crossover?

We will never know the answer to that question, perhaps it was just because it never saw the mainstream market place, after all only a handful ever made it to the UK arcades! I count myself VERY lucky to have played this machine and I know for a fact that a true classic has been lost to us forever.

A wasted opportunity.

RIP - I,Robot

Allan Bairstow

Point & Shoot'em Action

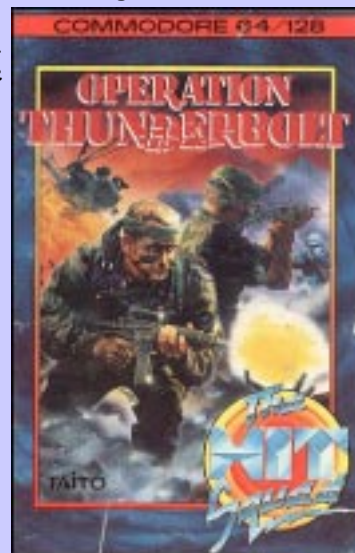
By Nicholas Coplin



Most 8bit systems of the early 1980's had an optional light gun available for adding realism to game-play. Though there was no official light gun option from

Commodore, several other parties including some notable software houses such as Ocean, catered for the market. Two products marketed for the C64 were the Defender handgun and the Stack rifle.

The requirements for a light gun to work with a Commodore are fairly minimal, and if you are fortunate enough to come across one for an Atari system then it is quite possible it would work with at least some C64 software. The trigger however may require modification to work with the more exiting games supplied by Ocean software.



The Sega Master System was another popular console of the time that featured a light "Phaser" (model 3050). This gun may be easier to find and can be relatively easily modified to work with the C64, and in theory other CBM machines, though I am less certain about the range of software

available for the V20 or Plus/4. Best of all the modification involves only re-wiring of the trigger switch and connector plug. Instructions for this conversion can be downloaded from www.64hdd.com



Some might be wondering if the "Zapper" light gun commonly bundled with Nintendo Entertainment Systems of the era can just as easily be modified.

My initial attempts to identify the appropriate modification have been unsuccessful, but who knows what future might hold!

Now, to the games... Whilst internet archives hold many C64 games, light gun games are notably absent as the mainstream emulators don't support the light gun functionality. Many of the titles have appeared, but as "fixed" versions using the joystick rather than the original gun inputs.

www.64hdd.com hosts one game (the coin-op classic "Operation Thunderbolt"), but will gladly archive original light gun versions of other classics such as "Army Days" and "Gangster" if readers would like to send them through to me.

Light gun project info and downloads:
www.64hdd.com (latest info and download zip)
ncoplin@lycos.com (author's email address)

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&

by Andrew Fisher

A memorable holiday at a camp site near Great Yarmouth meant I had a lot of time to play on these two arcade machines standing next to each other.

DONKEY KONG (or **MONKEY KONG** as it should have been called)

This started two characters on the road to stardom. As the plumber Mario you have to save your girlfriend from the clutches of the big ape who has abducted her.

You should all know the idea by now - climb up platforms, avoid rolling barrels and fireballs and pick up objects for bonus points. An early form of power up came in the shape of a hammer to smash barrels, and the fourth level required you to knock out the rivets holding the platforms, making it all fall down before the game looped back to screen one.

There have been many versions of this classic on the 64, including the brilliant **SUPERKONG** by Anirog (which has appeared by mistake as a PD game) and the average official conversion by Ocean.

Over the years there were many spin-offs for both Mario (obviously) and Donkey

Kong himself. My favourite was a Nintendo Game & Watch called **DONKEY KONG JR.**,

where you controlled a little monkey trying to rescue Donkey Kong from a cage. In the 90's Rare (formerly known as Ultimate and responsible for many classic games) updated DK with superb pre-rendered graphics for the Super Nintendo game **DONKEY KONG COUNTRY** - and this time the monkey was the hero. You can even watch DK in computer-animated cartoon form (based on the Rare game) on Fox Kids.

CARNIVAL (or **DUCK SHOOT** as it is also known)

This was a very different sort of game. Emulating a fairground shooting gallery, you had to hit targets and shoot ducks. The major innovation here was the way the ducks flew down and ate your bullets, making the game a lot harder. In between levels an animal with a target painted on it appeared. Shoot it, and it changed direction as well as speeding up. The aim was to



COVER
DISK
GAME

score as many hits as possible before it sped out of range.

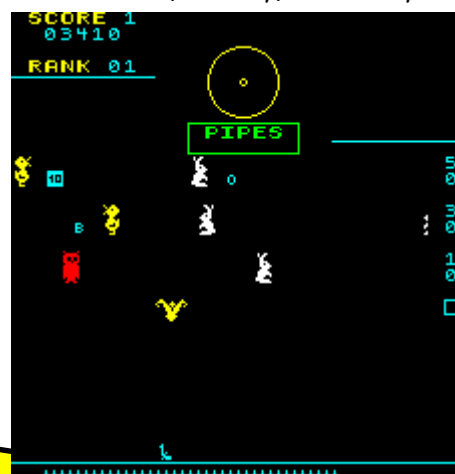


Shaun Southern, programmer of such classics as KICK

START and TRAILBLAZER, produced a pixel-perfect version for the VIC-20 before converting it to the 64. Everything is there, from the way the rolling targets at the top of the screen re-appear if you miss them, to the bonus bullets. It is a challenging game, and well worth checking out (particularly in the REMEMBER re-release which comes with a high score saver and optional cheats).



COVER
DISK
GAME



Allan's bit !

Well I couldn't let one of my all time favourite arcade games go by without me having a say could I?

Carnival was (and still is) one of the most simple and addictive games that I have ever played. I have had many a happy hour playing this game and I look forward to the day when I can play it again, although I doubt I will ever see it again in its rightful place in the arcade. The last time I saw this cabinet was in 1988 on the Scarborough sea front, open to the rain and sand, unfortunately the sun had also taken its toll and the screen was barely readable due to sun/phosfor

Even in its delapidated state, I did manage to view most of the screens, (I purchased some postcards so that I could rdraw every screen), which I then intended to use as a basis for own version (which I never got around to completing as producing CS took over all my free time). I still have all my original drawings though!

The only problem with this (and most other) conversion attempts is the screen orientation. On the arcade machine, the screen is end on (longways - ie : you would have to turn your monitor through 90 degrees). I have never seen anybody attempt to program this way, hence, a true conversion has not yet been done - why not?

I have to say that the C64 version is not very good, many things are missing from the original and I don't enjoy it at all - shame really, but there you go!

Allan Bairstow



WEDNESDAY 16th MAY was a very special day for all Commodore 64 enthusiasts, Why? Because it was the launch date of the third in the 'BACK IN TIME' series. CHRIS ABBOT of HIGH TECHNOLOGY PUBLISHING (creator of the BACK IN TIME series) and JASON MACKENZIE (COMMODORE ZONE) have merged forces its official !!! This can mean nothing but good things in the future for us '64' dudes.

Anyway back to the event, I booked time of work and went with my best friend - PAUL GIBSON (thanks for coming PAUL!). It was quite strange for me cos' I work nights and the day before I'd worked, when I got home I didn't really have time to sleep cos' we were catching the coach that morning. I sorted Rosie out (my dog) and left a key with my neighbours and finished sorting my things to take with me (clothes, camera etc). Paul arrived and we went into BRADFORD and caught the NATIONAL EXPRESS 321 service (driven by DUSTY BIN!). I fell asleep for about an hour and woke up, Me and paul had a chat about life and stuff and before long we were at DIGBY ROAD COACH STATION, BIRMINGHAM. We went to the Pub across the road where we were staying and dropped our stuff off. We grabbed some dinner and then proceeded to walk on to the 'DNA' Nightclub which we managed to find. We made our way back to the pub and I grabbed a couple of hours sleep that afternoon.

We set off just after 7:00pm and found some people there already. We were stood at the door and just inside further in the crowd there was a guy wearing a black jacket with the '007' (JAMES BOND) logo on it. CHRIS ABBOT was there to greet us and after collecting our V.I.P tickets we made our way inside the club and into the lift that took us to the V.I.P lounge. Pretty soon after arriving there I spotted Jeff Minter, Tony Crowther and Ben Daglish they were all sat in the corner talking, after grabbing a complimentary drink (and then spilling it) I spoke to these legends. I discussed my liking of their work (although Ben was saying he'd forgotten a lot of his previous work) and handed out a copy of COMMODORE SCENE to them. I praised Ben for his HADES NEBULA tune which is superb, although as I said to him I didn't think it matched the game. Ben said he couldn't remember the game so I proceeded to give a brief explanation about it being an Upscreen shooter, I

suppose a little bit like Terra Cresta. I mentioned it was by the same guy who did 'BOMBO' which Ben also did the music for, then either me or Ben mentioned the programmer's name - MARK GREENSHIELDS (he also wrote a couple of programming books for the 64). 'He was a tall Scottish guy' said Ben and then proceeded to say MARK GREENSHIELDS in a scottish accent which I found hilarious. I mentioned to Tony how amazed I was at the different styles of games he did, he said the magazines never saw it that way (As you'll read shortly!).

Something the guys did say while we were all chatting was the fact that the Commodore magazines would give such vastly different reviews, I suggested it was probably ZZAP and COMMODORE USER they might be thinking off (after all they were the main 64 reviewing mags in the mid to late 80s). This also sparked off my memories of ZZAP'S review of TERRA CRESTA and COMMODORE USER'S review of



same game - ZZAP panned it, 40 odd % and 'COMMIE' USER gave it a Screen Star, the other thing I mentioned to them as well was the fact that 'COMMIE' USER only gave a marking on each category out of 10 (as opposed to ZZAP'S out of 100!). Tony and Ben were both pretty much saying it was about 'ego trips' rather than the actual quality of the game being

reviewed, it was more about the 'personalities' that were doing the reviewing and that could reflect badly on the game/s being reviewed.

Something else I threw in to the conversation was that the



review of a particular game might be biased if a reviewer were given a game that he didn't like i.e. if you don't like platform games and you reviewed one you feel biased towards it, in a certain sense it's how people judge you on first appearances - Is he/she handsome/ugly? A load of 'worshippers' came over so I decided to talk to Jeff but unfortunately he was talking with someone so

I left him alone, It was about this moment that I saw my first moment of Fan Obsession - A guy was there asking Jeff to sign a couple of his 64 games - and he did! I later got to speak to this guy who's a friend of FRANK GASKING's and like Frank is well into rare releases, he mentioned that he'd managed to track down some hard to find software like MYTH on cartridge and also that a near complete version had been found (they'd tracked the programmer down, a German guy I believe) of Daffy Duck. I was foaming at the mouth. This guy

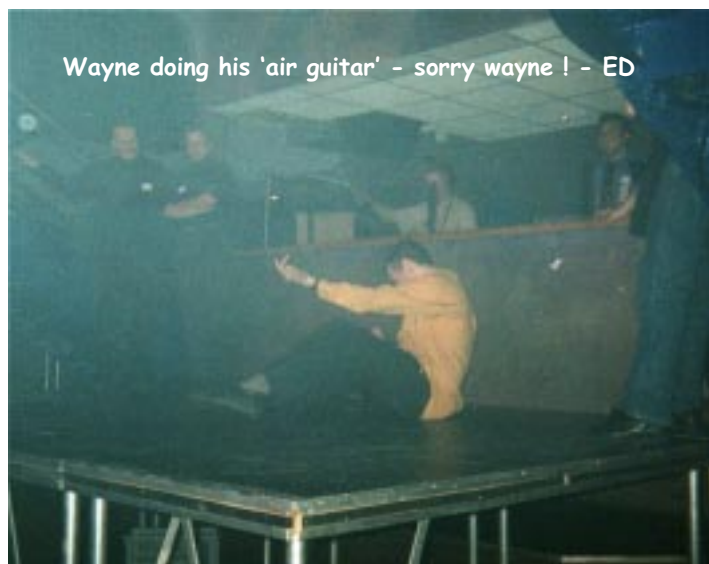


Wayne Womersley & Paul (friend)

also said that he was going to talk to Gary Liddon about 'TYGER TYGER' I mentioned that I had wanted to talk to Gary about the game but if this guy was going to ask I wouldn't bug him (Gary's a huge guy and I don't think I'd want to upset him!!) and could he let me know what was happening to the game. I saw the guy later on and he said that JASON KELK of COSINE SYSTEMS has the source code - You read it here first folks !!!

I decided it was time to move around a bit and mingle, my next plan of attack being to see KENZ which I did. He was over the other side of the room talking with two guys, I approached and greeted in a rather frenzied fashion and after a quick 'Who are you' from the KENZMEISTER himself I introduced myself. We then had a picture taken by the main man - PAUL. The guys went away and I saw a couple of older guys talking, I asked my friend Paul who they might be and he said something like 'only one way to find out' and broke into a conversation with them. I joined in after a quick nosey round the room, and it was only after a few minutes of taking that I realised I was talking to MARK COOKSEY (Ghosts and Goblins music) the guy with him was his friend. I also got to find out that Mark had done the music for PAPERBOY on the AMIGA and that he'd originally gone to work for ELITE as a programmer but when he got there they said 'can you do music' and it went from there! I finished talking to them and just across from the bar I noticed a table with some complimentary CD'S promoting the new XLCUS CD music collection which of course I picked up. Just then PAUL KUBISZYN came over and started talking to me, he reached out and gave me a free copy of the full album 'there's a note inside for you' he said. We had a quick talk and I did say I'd speak to him later on in the night but unfortunately we never did.

Next I saw CHRIS ABBOT I told him how pleased I was with the BACK IN TIME CD's he'd released so far, He very kindly gave me a complimentary copy of BACK IN TIME 3 to review (time (and Allan!) permitting I'll do my best to comment on it this issue). Just after giving me my C.D. Chris got called away and two guys standing near me said 'was that Chris Abbot?'. And I said 'yes'. Being a bit of a torment I asked them if they knew that Chris was Russ Abbot's son (Cooperman, Basildon Bond in the 80s on his Russ Abbot show and more recently Dr Dollittle in the stage performance) and they said 'honestly' and I fibbed and said 'yes' after a few seconds I said 'No just kidding' and laughed, I think they were a bit annoyed - HA HA HA !!! In between all this I talked to one or two normal (!) people like ourselves, there were one or two people from abroad who still had a keen interest in the 64 even if they were running P.C. Websites (mumble, mumble). Anyway the vibe I got from all concerned was nothing but positive which was very nice. I also had a nice talk with Tonka Black (Gareth Dolloway) a thoroughly nice bloke, if all goes well he may be collaborating on a future ART RAVERS demo. Whilst speaking to 'Tonka' I noticed a guy I'd seen earlier in the night and made the observation to Tonka that he looked like GEORGE LUCAS !!! Tonka laughed and agreed with me.



Wayne doing his 'air guitar' - sorry wayne ! - ED

Before I'd even reached the event I had heard a BBC film crew were going to be there, I'd heard reports from people that ROB HUBBARD was downstairs giving an interview and in fact I did see them interviewing Tony and Ben separately. Next thing I knew I overheard KENZ saying that they wanted people downstairs on the dancefloor so they could film them dancing to the 64 tunes. We all rushed downstairs and there were various tunes playing (In fact I don't think any actually appear on the BACK IN TIME 3 CD). One or two other people were filming using digi-cams as well and we all had a good time. After a few tunes I went and got a drink and had a rest I was exhausted, I went back up to the V.I.P lounge and we talked to one or two people. I went back down to the dance floor and they were wanting volunteers to 'AIR GUITAR' for the chance of an 'original style' Commodore 64 with all the 'celebs' signatures on it. Nobody seemed to want to be first so remembering the WHO DARES WINS motto I got up and made a



Rob Hubbard (centre) with some eager fans.

complete - you know what of myself. I was o.k. til' I started banging my head to the music and then I got very dizzy and laid on the

Tony Crowther (left) and the one and only Jeff Minter



floor carrying on the AIR GUITAR (see picture) - Ahem ! I didn't win but at least I didn't win the booby prize - a signed ATARI ST!

I managed to see Tony Crowther again and really got to speak to him at length about a great number of things. I said how much I admired him and that 'LOCO' is my mum's favourite 64 game. I asked him if he based LOCO on the arcade game 'LOCOMOTION', he said what had happened he'd gone into an arcade and liked the look of the game and thought 'I'll have a go at doing that on the 64'. Now let's get this straight, he'd not actually played the game (I did in Scarborough when I went as a kid with my mum and gran a long time ago!) he just attempted to copy the visual side of the game. I mentioned my mum liked the music which of course was a Jean Michael Jarre cover by 'Ben', He said that they'd got the music wrong it was supposed to be another tune and that got put into one of his RATT & BENN demos instead !!! I said to him that I'd actually wanted to greet him with my impression of the SUICIDE EXPRESS intro ('Welcome to SUICIDE EXPRESS') but I decided against it. He said did I want to be let in on something and proceeded to tell me the following - The story goes there is a game called TALES OF THE ARABIAN NIGHTS by INTERCEPTOR MICROS, he hacked the whole speech routine out of that and altered it and used it in SUICIDE EXPRESS. 'I'm a hacker by nature' he said and smiled that Tony Crowther smile bless him. He said if he'd stayed with GREMLIN GRAPHICS he would have been a rich man now - He'd owned a third shares in the company,

I'd always thought he was just a programmer and that was it. During the course of all this Tony mentioned he'd managed to dig out a copy of his first game 'Balloon Rescue' but not brought it with him !!! I mentioned BUG BLASTER to him (The first game he said he'd done in 100% machine code) and said I thought it was a great game and that I enjoy playing it and that it was the best unofficial version of 'Centipede' I'd seen on any computer system, he thanked me and went on to say that he was pleased with the game but the reviewers at the time hadn't made much fuss over it. I told him I remembered playing Haunted House and it not being very good he said 'We've all got to start somewhere' to which I agreed but then again one doesn't argue with a Gaming god does one? I asked Tony where I might get hold of his old games, he said they were available over the INTERNET that's really good, but the fact that I don't possess a P.C. might just slightly restrict me obtaining them - Can anybody help me?

While we were talking about Gremlin Graphics I mentioned Monty Mole, I said I'd liked the game but found I got to a certain point and couldn't get any further, Tony said when he'd done the game originally he could play through it all and that he'd played it about 5 or so years back on an emulator and couldn't do it ! I asked him about the squiggle on the title screen 'was it something to do with the map in the game' He replied that yes it was but no one was supposed to see it. What had happened was Tony was using the original style Commodore 64 which cleared the screen black but the later models didn't (or something like that - Andrew Fisher answered a question related to something similar in a previous 'SCENE' I'm sure). I also talked to Tony about his little demos and games he used to have in his games, he remembered the hidden 'KETTLE' map but couldn't remember the hidden demo or the hidden WILLIAM WOBBLER game - 'This guy knows more about me than I do !' YES !!! praise from the MASTER himself !!! He also told me how he got his nickname 'RATT', what happened was he used to play M.U.D. (Multi User Dungeons) on COMPUNET and he used his own name and he kept getting killed. He noticed there were rats in the game and thought if he changed his name he could cover his tracks but the system wouldn't accept 'RAT' so he added another 'T' instead - Hey Presto ! Ben came over and I left him and Tony talking. I shall also mention that 'Shameless plug of the night' goes to 'Tony Crowther' for wearing a jumper advertising his PLAYSTATION game 'N20'. RICHARD JOSEPH was stood on his own so I decided to annoy - ahem, I mean talk to him. I said I always thought the BARBARIAN music was superb, almost like something out of a film and I couldn't quite believe it was coming out of a 64 (actually the same could be said for Hubbard and Galway's stuff too). Richard said he remembered Barbarian because it came out in 1987 the same month as WIZBALL (oops forgot the month, Wayne you muppet ! August I think). He did go on to say that 'Everyone goes on about Tomb Raider and Lara Croft but Palace were doing that sort of thing years ago with the Barbarian games'. I went on to discuss his other work on the AMIGA - CANNON FODDER and WIZKID etc but he didn't

want to take credit for it, he felt it was more the Sensible Software guys who'd written the music and he'd just done the computer version of it ! He mentioned the Unreleased 'SEX, DRUGS, ROCK AND ROLL' and said that while the game was unlikely to be released they were trying to find a publisher to commercially sell the music from the game.



Gary Liddon and Nick 'Orlando' Pelling

My friend talked to Richard shortly afterwards and found out that Cannon Fodder has been done for the Colour GameBoy, The GameBoy version has more sounds in it for the 'screaming soldiers', if you've played the game you'll know what we mean. I nipped to the rest room and while washing my hands I broke into a conversation with a guy who was at the adjoining sink. He was a

AMIGA and P.C. person (so what was he doing there ?) just then MARTIN GALWAY came out of the cubicle and joined in the conversation. He mentioned David Whittaker was having a wee and then I clicked on - It was the guy I'd seen when we were going into the club wearing the 007 jacket ! I did try and talk to DAVID about his 64 music and stuff but he seemed a little reluctant (and more than a little bit drunk !!!) to talk about the 64 but he did say he'd be willing to do an interview at a later date (I think to be honest a lot of these guys were surprised at what a profound and long lasting effect there games have had on people). I spoke to Martin about his 64 stuff I said I and probably half the universe liked the WIZBALL music he said he couldn't take full credit cos' Sensi' Soft' had got the wierd sounds and stuff in the game - interesting !

The german tribute band 'PRESS PLAY ON TAPE' who do live versions of 64 tunes approached and spoke. They said



This poor lady seems to have forgotten her autograph book !

they'd thought about doing Martin's music but couldn't do it Martin said 'why not' seeming surprised. They said they found it hard to capture his style and I piped in with some opinions which they seemed to feel relevant (something along the lines of - 'Its hard capturing the original style and retaining the uplifting adrenaline and mood of the original pieces' - And I'm no musician !!!). Anyway I did mention his RAMBO music and said it was one of the few 64 games that I considered a 'complete package'. By this I mean right from loading up there

is an atmosphere being generated by the loading screen and music, in fact all the music is absolutely spot on and relevant to the game. Martin said he considered it to be some of his best work, he mentioned that the idea at the time was that each individual game release was supposed to have completely different loading music. 'It just wasn't practical due to the time factor' he said.

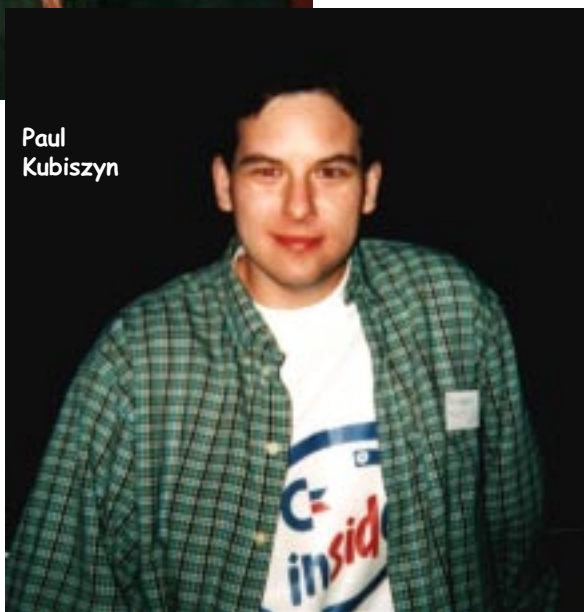
Once again I saw another 64 fan who approached and asked Martin to sign two games 'that's interesting' said Martin 'why' asked the guy who had Daley Thompson's Decathlon and Combat School to sign. 'Well, that's my first and last titles I did on the 64' said Martin. Coming home I kicked myself for not mentioning his 'MIKIE' music - Aaargh - but thinking about it there were so many people, so many questions you could've



The press, keeping everybody busy

possibly have had time to go round them all and ask all the questions anyway even if you'd taken notes! I went on to speak to Jeff Minter I said I liked IRIDIS ALPHA best its so off the wall but brilliant and wierd too. Very shortly other fans appeared and started raving about his old titles like 'sheep in space' etc. Someone mentioned 'Hover Bover' and Jeff said he started work on a Colour Gameboy version which was in the early stages but he might scrap it and do a Gameboy Enhanced version instead! I mentioned Amiga 'Revenge' to him which is a Sample laden laugh I even did a quick impression of the game samples which seemed to entertain his fans! I also asked Jeff if he'd done any games he'd not released, he said he had got into the early stages of a shoot 'em' up with three sprite ships sat on top of each other that you moved and they all moved slightly out of 'sync' with each other. But he'd stopped working on that and gone on to work on something else instead - shame! Someone told me that the guy who'd been stood at the bar quite a period of time during the night was FRED GRAY - The same guy I'd kept saying looked like a thin GEORGE LUCAS. Not being one to stand on Ceremony and knowing I had an ice breaker I went up and said 'Can I just say you really look like George Lucas'. I suppose he could have punched me but he seemed pleased and smiled saying something like 'Thanks for the compliment' which is of course what it was. I went on to talk about his music, like Ben he was having tourbe remembering I

Paul Kubiszyn



mentioned Road Runner and Mutants both great tunes and passed him the obligatory freebie of Commodore Scene.

Towards the end of the night Warren (PILKINGTON) approached us and asked us if we needed a taxi ordering which we didn't but thanked him anyway for thinking of us. We went to try and get something to eat but there was no one there so after a brief sulk I went about trying to find ROB HUBBARD, he was sat in the lounge talking to a guy and they were having a really heavy discussion on company politics. Someone came over for an autograph and finally after another minute or so I got a grip and spoke to ROB. I mentioned that out of all his tunes he'd done so many wonderful tunes particularly DELTA but that so many of them were brilliant he thanked me. I noticed the guy sat with him was smiling almost laughing and I said to him that he probably thought we were all a bit sad and geeky. The guy said 'No! let me tell you something, I first heard Rob's version of Commando and I knew then that I wanted to be a computer musician - that's what I wanted to do'. We went back upstairs and I decided to try and find NICK PELLING, I thought it would be quite a hard task because I never remember seeing an interview or picture of NICK so I had nothing to go on till I got there. Someone had tipped me off about NICK PELLING being there and I found out what he was wearing so we went back up to the V.I.P lounge. I found Nick Pelling no problem and quickly got talking about FIRETRACK which is an absolutely brilliant game. He said that while the game had not been a financial success he said that on a personal level he'd done everything he'd set out to do.

As we were leaving I saw Warren outside the door I mentioned it was a shame that ANDREW BRAYBROOK didn't come he said that he wouldn't come to events like this because fans got so obsessive over him and his work he found it too much to cope with.

UPDATE - Two snippets of info There is going to be another CD RELEASE called BACK IN TIME LIVE Also there is going to be a London launch of BACK IN TIME 3 this will feature people who couldn't attend at BIRMINGHAM.

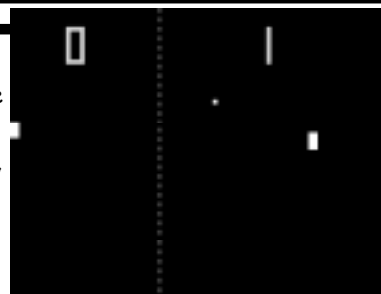


Ben Daglish and the mighty Kenz

PONG (ATARI)

Reviewed by Wayne

I too watched the programme Allan mentioned last issue (THUMB CANDY), I noted down some information regarding a game of historical interest in computer gaming circles - PONG ! ATARI was set up by NOLAN BUSHNELL and he got a group of his friends and there friends got there friends etc and they formed this company they called ATARI (The word comes from the JAPANESE 'FROM GO' which is equivalent to 'Check', a term used in chess). 'What ATARI needed was a game to get them started, BUSHNELL initially wanted a driving game but he felt that his first engineering recruit AL ALCORN should start with something a little bit simpler, as practice he got him to create a version of a PING PONG style game which had been developed the year before. (BUSHNELL) 'We wanted it to be something where people already knew the rules, they already knew how to play and TENNIS/PING PONG was clearly one of those'. PING PONG had already being copyrighted so BUSHNELL settled for a title taken from the sound made at the moment when the ball hit the paddle - 'PONG'. NOLAN had no financial backing so he used every trick in the book to get AL to make PONG as cheap as possible. (AL ALCORN) 'NOLAN asked me to design a video game, he told me he had a contract from GENERAL ELECTRIC for a home game which I believed. He described this game, he described PONG, a spot and a score and paddles and sound and it had to be very cheap to meet the consumer requirements and I went ahead and did that, and it never occurred to me that nobody from General Electric called or came by or wrote a letter but I was too busy building the darn thing !' Incidentally I must mention that there is a version of this game available from BINARY ZONE in the P.D. Games collection, it's a rather accurate conversion too !!!



Reviwed by Wayne

I played this in of all places - Butlins at MORECAMBE !! (now shut down). Oh dear I've only got vague memories of this

splendid little shoot em up, but I'll give it my best shot, here goes - I originally played this in the early 80s, it's a standup jobby. The cabinet features 2 (yes 2) joysticks that have to be worked in unison, basically the game's something along the lines of driving a tank (hence the control method) and destroying the enemy. The control

method is an interesting one as I said and I can't remember seeing it on another game. The controls work as follows - Push both joysticks forward to go forward, both back to go back, left joystick forward, right joystick back to swivel the tank right and vice versa to get the tank to go left (is everybody following this O.K. ?). Fire button/s were on top of the joystick/s if I remember rightly (come on guys go easy on me - it was at least 15 years ago and I was only there a week !). I know for a fact any static shots Allan might print will NOT do the game justice - trust me on this if you play it you'll understand how playable and addictive the game is. ATARI RULES !!! Oh yeah, I nearly forgot to mention the graphics are 'vector graphics' - the sort of thing you saw in ASTEROIDS. And now for a bit of my sad trivia waffle - Looking at my copy of GAMES COMPUTING from DEC 1984 Page 8 contains a listing of upcoming games from software house - QUICKSILVA. The covers of the following games are shown - BATTLEZONE, THE MAGIC MICRO MISSION, SINBAD and also SUMMER GAMES from EPYX. BATTLEZONE it says is 'Licensed



officially from ATARI' (It actually shows on the box the ATARI symbol and underneath this it says 'ATARI approved'). Prices it says are £6.95 for the Spectrum version. I find myself asking 'why was there never a 64 version' the 64 has more memory, more processing power and better graphics than the spectrum (no offence, I like Spectrums you know !). However, there is perhaps a slight possibility that there may have been a version, because on the same page the Arcade Adventure STRANGELOOP by VIRGIN GAMES is mentioned for the Spectrum and not for the Commodore (O.K. they are

different companies Virgin and Quicksilva but you get what I mean yes?) and THERE IS a Commodore version of said game, I have it. Worth checking out is ENCOUNTER by PAUL WOAKES for NOVAGEN This has filled in vector graphics and a very smooth update of the playing area not to mention some atmospheric background noises. I must mention the tape loader cos' its one of the wierdiest, noisiest loaders I've heard ! STELLAR 7 is also a good bet (the SCPU version, which is on the coverdisk, is much better - ED), I only got hold of this the back end of 2000. It comes

from about 84ish but really is a good playable game despite its age. Also STELLAR 7 is more faithful to 'BATTLEZONE' as a conversion cos' it too has wire frame vector graphics and



unlike some games I could mention (STAR WARS) this 64 version moves swiftly and quite smoothly. Oh yeah one final point I must mention - SHAUN SOUTHERN'S company, MAGNETIC FIELDS did a version of BATTLEZONE for the AMIGA 1200 and gave it away on a magazine coverdisk !!! I reckon someone could

pull off a decent version using the Super CPU on the '64' but I doubt anyone will bother somehow !!!

History of Arcade Games

Compiled & written by Petri Kuittinen. October/December 1997
(based on Videotopia article)

<http://www.hut.fi/~eye/videogames/index.html>

The arcade video games are presented in chronological order. This is by no means a complete list. I have selected the most commercially successful games and games which had some technical innovations or new game idea or some other important reason to deserve to be mentioned here.

Computer Space, Nutting Associates, 1971



Computer Space was the first commercial arcade video game released to the public. It was designed by Nolan Bushnell. It had many technological innovations, but the gameplay was confusing and it didn't become a commercial success. Using the profits from the game Nolan Bushnell left Nutting Associates and formed Atari Inc.

Pong, Atari Inc., 1972

Pong was the first successful arcade video game. It was designed by Nolan Bushnell and Alan Alcorn. The game play was extremely simple. It has two players, both which controlled a vertical bar which could bounce back a moving dot which moving between the vertical bars. Nolan placed the first game machine in a local gas station. When he came back the machine had ceased to operate because it was full of money! Pong became an instant success and it created the arcade video game industry. Several home versions were also made of the Pong game and it also created the home video game industry as well.



Tank, Kee Games/Atari Inc., 1974

Tank was the first video game which used ROM chips to store graphic data. It had on-screen characters that actually looked like recognizable objects. Before that video games used simple block graphics like in Pong, or collections of dots as in Computer Space.



Gunfight, Taito/Midway, 1975

Gunfight was a two-player game in style of Western movies. It was the first Japanese title to be licensed for release in America. Midway redesigned it to allow more varied game play. The redesigned version was the first video arcade game to utilize a microprocessor.

Night Driver, Atari Inc., 1976

Night Driver was the first racing game with "first person" perspective, showing the road as if actually seen from the car. Before Night Driver there had been many racing games with



bird perspective (seen from above), e.g. the popular Atari game called "Sprint 2" from 1976. The night theme was chosen to hide the limitation of the hardware to create more complicated images. For many years, most 3D games built on the basic concept of Night Driver, using computer hardware to "scale" flat images called "sprites" in order to simulate movement in the 3D.

Breakout, Atari Inc., 1976

Breakout was designed by Atari's fortieth employee Steve Jobs and his friend Steve Wozniak. A year later these two persons founded Apple Computer.

Space Invaders, Taito/Bally/Midway, 1978

Space Invaders was the first blockbuster videogame. It brought the video games out of arcades and bars into restaurants, corner



stores and brought video games into the public consciousness. It was translated to Atari 2600 video home game system and the home version was also a huge commercial hit.

Football, Atari Inc., 1978

Football was the first true video sports game. It was created by Dave Stubben. Its development originally began as a game called "X's and O's" by Steve Bristow in late 1973. The project was shelved for years until the Atari figured out a way to break out from the limits of the single-screen



game displays of the time. Football introduced "scrolling" video game displays to the world, allowing games to take place on playfields larger than the monitor on which they were displayed. Later-on Atari has made a lot of money for its patent for scrolling video game displays that rose from Football. Football was also the first game to feature the track ball.

Asteroids, Atari Inc., 1979

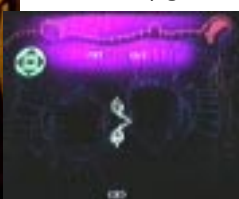
Asteroids was Atari's answer to Space Invaders. The game was designed by Ed Logg and it utilized a monochrome vector graphics display, which was capable of fast moving objects made of very sharp lines (compared to crude pixel graphics of its time). Combined with great game play it became the biggest selling of game of its time.



Asteroids and Lunar Lander (Atari, 1980) were the predecessors Gravitar (Atari) and many modern rotating ship shoot'em up games e.g. Xpilot.

Warrior, Vectorbeam/Cinematronics, 1979.

Warrior was the first one-on-one fighting game. It was a two-player overhead sword-fighting contest. It had a brilliant vector graphics display for its time, but unfortunately it was less reliable than the



Atari one. It was a very rare game.

Battlezone, Atari Inc., 1980

Battlezone was the the first video game to feature truly interactive 3-D environment. It had 2-color vector display.

The United States Armed Forces were so impressed by the game that they commissioned Atari to build specially modified and upgraded versions for use in tank training.

Defender, Williams



Electronics, 1980

Defender was designed by Eugene Jarvis. It was the first video game to feature artificial "world"

in which game events could occur outside on-screen view presented to the player.

Pac-Man, Bally/Midway, 1980

Pac-Man designed by Toru Iwatani and it was licensed from Namco. It was based on an ancient Japanese folk-tale. The idea of the game was to control the pac-man character which was moving inside a maze eating dots and to avoid ghosts which tried to kill pac-man. The was a huge hit around the world. It appeared in magazines covers, spawned a cartoon and hit song.

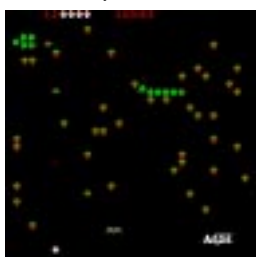
Pac-Man has spawned more sequels than perhaps any other video game: Ms. Pac-Man, Pac-Man Plus, Super Pac-Man, Mr & Mrs. Pac-Man, Baby Pac-Man, Jr. Pac-Man, Professor Pac-Man, Pac & Pal, Pac-Land, Pac-Mania, Pac- Attack, Pac-Man 2, Pac-In-Time, Pac-Man VR, Pac-Man Ghost Zone...



Donkey Kong, Nintendo Ltd., 1981

Donkey Kong was designed by Shigeru Miyamoto. It used the same hardware as an older video game called 'Radarscope'. The idea of the game was to control a jumpman character which tried to rescue a girl from a giant ape. Later-on the jumpman was named Mario, the most famous and succesful game-character ever invented.

Centipede, Atari Inc., 1981



Centipede was designed by Ed Logg and Dona Bailey. It was the first arcade game to be co-designed by a woman. Its colorful graphics and good game play made Centipede the first video game to be more popular with women than with men.

Tempest, Atari Inc., 1981

Tempest was designed by Dave Theurer. It was the first Atari game to utilize a multicolor vector display. It had beautiful 3D wireframe graphics and it became an instant hit.



Pole Position, Namco/Atari, 1982

Pole Position started the trend for foto-realistics graphics in video games. It was a driving game with persceptive from the car view point, just like Night Driver. In addition

to great graphics, it had great game play and it was a huge success, dominated game charts for almost about 2 years. Modern driving games are still more or less based on Pole Position, only graphics have improved.

Robotron: 2084, Williams Electronics, 1982

Robotron was designed by the same people who created Defender. It had excellent

gameplay and two joysticks were used for input.

Tron, Bally/Midway, 1982

Tron was designed in conjunction with the Disney's film of the same name. The game became an important part of the movie.

Tron video game produced more profit than the movie.

Zaxxon, Sega Ltd., 1982

Zaxxon introduced an 3D-lookalike isometric perspective to video games. It had brilliant graphics for its time and it became a big hit.



Star Wars, Atari Inc., 1983.

Star Wars was based on the Star Wars movie by George Lucas. It was designed by Mike Hally and it was programmed and developed by Greg Rivera, Norm Avellar, Eric Durfey, Jed Margolin and Earl Vickers. It was great multi-color vector graphics, 12 channel music and sound effects with speech. In 1985 released a sequel for the game, called The Empire Strikes Back.

Star Wars is the most successful movie of all time and more games have been made of it than any other movie.

Dragon's Lair, Starcom/Cinematronics, 1983

Dragon's Lair was created by Rick Dyer and animated by Don Bluth. It was an interactive animated film and it was the first video games utilize laserdisc. Its graphics were much better than any of games of its time - of movie quality - and it had great stereo sound, but the gameplay wasn't good (player had only few choices to select from). Its incredible graphics created a huge media hype. Journalists predicted that laser video games would the soon dominate video games. But laserdisc players were very expensive in that time and laservideo games machines were very unreliable.



In 1984 Magicom/Cinematronics released another laser disc animation-movie-game, called Space Ace which was designed by the same team. The success of laser video games was short and it started to fade in the middle of 1984. About a decade later interactive movie type games re-apperad in CD-ROM format for home computers and are now one of the most popular PC



game genres.

I, Robot, Atari Inc., 1984

I, Robot was the first game to feature 3-D polygon graphics. Only a thousand I, Robots were ever produced.

Xevious, Namco/Atari Inc., 1985

Xevious had scrolling terrain background with both ground and air targets. Xevious became the basis of new generation of scrolling shoot'em up games.

Gauntlet, Atari Games, 1985

Gauntlet was designed by Ed Logg. It had good graphics and great game-play



with up to 4 simultaneous players.

Space Harrier, Sega, 1986

Space Harrier had

fast scaling sprite based 3D graphics with stereo digital sound. It marked the



beginning of transformation of established genres toward three-dimensionality and more high-powered arcade hardware.

Street Fighter II, Capcom, 1991

Cinematronics Warrior was the first one-on-one fighting video game and Data East's Karate Champ (1984) had already introduced the "side view" perspective, the genre of fighting game practically didn't exist until Capcom released Street Fighter II.



It had many truly different characters to choose from and good game play. SFII started the new "golden age" of arcades. SFII was also converted to many home systems and the Super Nintendo version alone sold more than 15 million copies.

The success of SFII procudes many competitors e.g. the Mortal Kombat,

Killing Instinct and Virtua Fighter series. SFII has numerous sequels and even a movie was made out of it. Fighting games started the new golden age of arcade games.

Virtua Racing, Sega, 1992

Virtua Racing started the new age of fast polygon racing games and high-powered multi-player simulators. Virtua Racing had good gameplay and force-feedback steering with the most realistic graphics up to its date.



Virtua Fighter, Sega, 1993

Virtua Fighter brought fast 3D polygon graphics to fighting games and changed the fighting game industry. Nowadays practically all fighting games have 3D graphics.

Daytona, Sega, 1994

Daytona was one of the first racing games to feature fast texture mapped and shaded 3D polygon graphics. Its great graphics, game-play and team-play option made it a huge hit.

Future

Nowadays most of the arcade games are either fighting games, racing games, sport games or shoot'em ups, with some rare innovative titles. The lack of diversity leaves the arcade business into vulnerable position. The current trend is for more photo-realistics graphics and more processing power, with very little, or no, new ideas at all. The big question is, will the players remaining interested with current game genres or do they want something new?

Most arcade video games have custom designed hardware, but the increasing developing costs and fast development of PC 3D accelerator chips, will most likely make many companies to use more standard PC hardware instead custom solutions.

Nowadays most of the arcade games still have the program, graphics and sound data in ROM chips, but hard disks are coming more popular and popular and will probably replace ROMs.

Standard hardware and harddisks will make it easier to include many games to single video game machine or use the same hardware for different

games.

Many current arcade video games had a local network option, enabling 2-16 machines to be connected to single multi-player game in the same arcade. In future arcade video games will probably be connected external network, enabling players to play against players from other cities or even countries.

The NAGOYO Method

On the TV show 'Thumb Candy', the creator of Space Invaders tells us how to win using his own method.

Basically all you have to do is shoot all the space invaders in the middle section of the group - you MUST leave the outer two columns intact otherwise it won't work.

When the remaining two columns reach the bottom they can no longer fire. You then shoot the lowest space invaders from each column. When they drop another level, do the same.

You'll have to be quick to catch the last couple though !

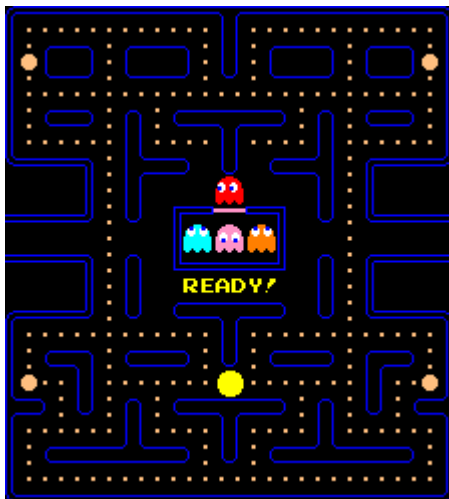




PACMAN

by NAMCO (1980)

review by Helen & Wayne Womersley



We've all heard of Pac Man, a classic game, probably the most popular arcade game alongside Space Invaders, would you lot agree? Very simple concept - picking pills up, running away from ghosts and trying to get in the high score table but wasn't it fantastic? There were several conversions done on the 64 one of our favourites is gobble your, ahem!! No we won't go down that avenue, ha ha ha he he he, no seriously here they are -

MUNCHMANIA

by MASTERTRONIC

The control method isn't quite fluid enough but this is very passable when all's said and done. The graphics are okay but the animation is a little limited on the main sprite. Released at a budget price of £1.99 it was bound to appeal to a wide audience.

SUPER PAC TWINS

by XLCUS

This only got released as a demo, but what a game! The actual style of game reminded me of NIBBLY 92 which isn't surprising when you realise that this is by XLCUS who used to distribute said game for BIB DEVELOPMENTS along

PACMAN Trilogy

with STARFORCE for about a fiver I recall. Anyway, personally I think with some intelligent, well defined baddies and some pick-ups this could be pretty good. Paul Kubiszyn did do another version of this which plays like a Bomberman game, for us though Super Pac Twins is the better of the two.

PAC-IT

by PROTOVISION

Shown on a previous coverdisk so you guys know the score it looks like it's going to be good, the multiplayer option should make things interesting too!

**COVER
DISK
GAME**

PEPSI MAD MIX GAME

by US GOLD

The first thing we thought was - 'the music sounds just like Rob Hubbard'. We never did find out who did the music, this version is O.K. it has some nice little additions to the standard PAC MAN style clone like the ability to change into a pig (!) and the one way turntable style gates that hinder your progress.

*O.K. so enough of the conversions
lets go back to the point of origin - PAC
MAN himself...*

During the course of writing all these arcade reviews a series called 'I LOVE THE 1980'S' has been airing on BBC2, like the retro freaks that we are we've watched and enjoyed these programmes. If you never caught any of them then I will say this, its like someone appearing in your front room and saying 'hey! remember the 80's? fancy a trip back in time to see them - lets go!', and with a jump into said persons time machine you find yourself back in that decade - cool stuff!!! The first ever episode of this series shown in January 2001 featured of course 1980! The program was linked by LARRY HAGMAN (J.R. in DALLAS) and one of the features concerned a game that came out that year - PAC MAN.

The feature began by showing some clips of the game and various people (T.V. presenters, etc) expressed their views on the game. Next the program cut to a man walking into the NAMCO building and ascending an escalator he was introduced as - TORU IWATANI - PAC MAN INVENTOR. The following is directly quoted from him speaking on the program: 'I liked PINBALL and I thought I'd joined a company which made PINBALL

machines but, the company didn't make PINBALL machines so I was quite disappointed but then I thought, why not make something like a combination between PINBALL and a video game.'

There followed some more clips of PACMAN arcade shots and the feature returned to MR IWATANI: 'Round lunchtime I ordered a pizza and as I was eating it I saw that if you take out one slice it becomes a PACMAN shape and I decided O.K. let's use this shape'. (Did you know that in 1979 in America 6 Billion dollars got fed into arcade machines - double the amount that americans spent to go to the movies!!!).

In addition to the games there were spin offs - PACMAN cups, T-Shirts, Key holders, Neck ties, Duvets, Beer mugs, Piggy Banks, Tote bags, Chewing gums, Pillows, Pencils, Balloons, Stickers, Board games, Erasers, Books, Mugs and Hats (Caps actually, they showed a clip of someone wearing a PacMan cap).

The feature ended with TORU IWATANI holding a cuddly toy version of Pac Man saying 'he's very soft and cuddly' - yeah I bet he made you a shed load of money too eh Mr Iwatani!

SPECIAL GUEST APPEARANCES

Pac Man has made its way to various computer formats from the 64 and BBC MICRO (!) to the PLAYSTATION and more recently the GAMEBOY COLOUR (the GAMEBOY version I'm reliably told

is (apart from the obviously smaller playing area!) identical to the arcade version - thanks for the info on that KENZ!!! I have a feeling that there was a Tetris variant of Pac Man quite recently too on one of those console type jobbies!!! Most recently as the BITS girls pointed out on a Mid March edition of there

show, one of the new PLAYSTATION 2 titles - RIDGE RACER 5 features PAC MAN at the bottom of the playing area, apparently succesful completion of levels will lead to you unlocking the hidden car - a PAC MAN car! Erm, I should also mention the PAC MAN cartoon T.V. Series on in the mornings during the 80s (does anyone out there remember what it was called?), it makes me laugh cos' people will probably only associate 'Sonic' and 'Mario' as games that made it to cartoon series.



WHAT NEXT

Well after the arcade smash there was a sequel called **MS PACMAN** with similar graphics except the main 'PAC' has lipstick and a bow in the 'hair'. See *Allan's section at the end for more ...*



PAC MAN SEUCK ANTICS

I really shouldn't be typing this cos' i'm torturing myself but here goes... In the mid 90s I actually began and spent time on a PAC MAN game with the 'original' title PAC ATTACK! I was well into the techniques of SEUCK by the time I began doing this game. I can't really remember how it came about but I think I just had the idea and thought I'd give it a try. I started the game with the player controlling a PAC MAN (push scroll) and there was the obligatory mazes albeit in a chunky style due to the nature of the 'Lego Block' style of bolting together graphics. I allowed the player to collect Power Pills and shoot the baddies. All typical standard SEUCK stuff so far (But with a PAC MAN twist of course), where this version differed was in the graphic style. I actually progressively evolved the graphics, so rather than be moving through screen after screen of the same boring mazes progress actually led to visual treats. I created about 4 different styles of maze, each one the graphics improved. Funnily enough I never had a game design I actually made the game up as I went along. The game at its most basic aim was to collect dots for points and shoot baddies! Here comes the crunch, After all the hard work drawing all the graphics and setting the game up (which as any SEUCK creator will tell you is a pain in the you know what) I went and accidentally wiped the disk - Aaaaargh !!!!

Real Life

I was off work for a week in March and while driving through KEIGHLEY I saw a 2 frame neon sign for a take away called MEGGA BITES. The first frame

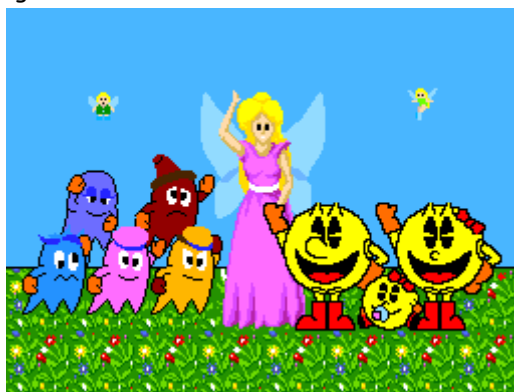
contained Pac Man with his mouth closed, the second had Pac Man's mouth open with a Power pill next to him!

Wooly Hat Train Spotting Type Bit !

I get the feeling Jeff Minter was a bit of an arcade fan cos' if you play Revenge Of The Mutant Camels II there's a guest appearance on one of the levels by a rather well known yellow round munching type thingy! So the question remains - Will there ever be a 100% perfect conversion of Pac Man on the 64. Hmmm, interesting question - Allan and ourselves have discussed this matter previously, Allan's argument was that the technical restrictions of the 64 prevent a perfect conversion. The arcade screen is vertical and utilises the top and bottom borders for the play area. It's possible that someone nowadays might be able to pull it off. I know there was a demo/game competition a year or so ago and CREST did a 4K PAC MAN game - The definitive version is still to be written methinks!!! The most essential part of the conversion to us (Art Ravers) though is not particularly the screen dimensions but more a decent fluid control system. As you lot out there probably know, we own an AMIGA 600, someone called Augenblick did a version of Pac Man in the mid 90s (cost was around 6 quid) called 'PUC MAN'. 'But why is he telling us this' I hear you cry, well I only mention it cos' its - THE BEST EVER VERSION OF PAC MAN ON ANY SYSTEM EVER EVER EVER! If ever a computer was worth buying for one game then PUC MAN would be it!!!!

PACLAND

Next on the family tree is this, basically its got nothing to do with the original PAC MAN (I'd be interested to know who had the idea for this game, NAMCO or the original creator!). The original round PAC MAN shape has been given a body, legs, arms and a hat and he walks across a horizontally scrolling push screen game. Certain elements of the original game remain like the ghosts and power pills but that's all. This was a superb arcade game. Quicksilver got the rights to the conversion, which shocked me cos' they'd never done an arcade conversion before, but they didn't let us 64'ers down and produced a blindingly good conversion and an enjoyable game too. For the niggly types out there the differences between the 64 version and the arcade are mainly purely cosmetic,



the arcade's graphics are bigger (but not chunky and blocky!), oh yeah the first level contains some of the original PAC MAN baddies driving cars towards you that you avoid by jumping over. On the original (arcade) you could actually jump on the roofs of the cars, but doing it on the '64' version kills you. These are minor discrepancies, and that was all we could see that separated them. There's also some 'sweet' tunes to make you all hurl so get your sick bags ready (hee hee!). One final word, I liked the idea of pressing the Function key to put 'credits' in the game before you can start, nice touch!!!

PACMANIA

Last but by no means least we have this - the final part of the PAC MAN reviews. So far this has been the last step on the PAC MAN ladder. Unfortunately we never played this one in the arcades we've been fortunate enough to play the 64 and Amiga versions of this. Once again the game designers took the Original character and did something different with him. This game I felt while adding a new twist to the PAC MAN style game (the game is set at a 45 degree angle) was taking a step back towards the originals content and playability. Like the original there are the intermission screens, actually this makes me ask the question - was PAC MAN the first game to do the INTERMISSION SCREEN type of thing? I was talking to Andrew Fisher on the phone about this game recently and I mentioned the fact that the graphics looked a little unfinished and lacking in polish. As Andrew said though the main thing is this - They've got the game all in one load, and also the fact that the game

graphics might have been deliberately designed that way to accomodate the night (high resolution mode) graphics. The actual Main sprite himself is nicely drawn though, he should be he's a

combination of overlaid sprites. There's some nice 'rocking' Ben Daglish tunes which I found very catchy and stick in your head (always a good sign that!). I also liked the idea of having the collectables in the middle of the screen, because of the viewpoint and larger than original play area (this version scrolls up, down, left & right where the original was just a single T.V. screen playing

continued on page 24 >>>>>

GamePlay hardware for your Commodore

By Nicholas Coplin

Always wanted to use a steering wheel and pedals with Pole-Position II? Dreamed of flying the F-15 Strike Eagle with a "real" flight controller? Well know it's possible!

C64 joysticks are no longer manufactured and finding a second-hand one that is not worn out is becoming increasingly difficult. This article takes a fresh look at how to use modern day PC controllers with your favourite C64 game.

An Analog PC Joystick/Wheel Adaptor for the Commodore computers...

Projects have existed in the past for connecting an analog joystick to the paddle inputs, but these conversions are not compatible with the existing

range of software based on the Commodore's joystick protocol. As we all know there were not many programs made that supported paddle controllers.

This project goes further than simply connecting the analog hardware to the C64 PotX and PotY connections. It actually does the necessary analog-digital conversion



so that the PC controller will work with all C64 joystick applications without the need to modify the program's code. It also should work with other Commodores such as the Plus/4 and the Amiga!

Background - the C64 Joystick Port

As most will know the C64 uses a digital joystick interface. Each direction (up, down, left, right and fire) is a "bit", and can be read via the CIA registers. These bits are pulled to ground when the joystick's

switch is closed. When the switch is not closed, the connection must be left "floating". The latter consideration is important as the same CIA chip is used to scan the keyboard, and as a result the same bits which

are inputs for the joystick are input/outputs for the keyboard matrix. Accordingly, special attention needs to be given to the connection of any electrical components to the ports if the keyboard is to remain operable.

Background - the PC Joystick Controller

The conventional PC controller is a variable resistor (much like a paddle controller), though more modern controllers may use electronics to simulate the function. The variable resistor can take on any value between 0 and 200k-Ohm. The buttons are either "connect-to-ground" types or electronically simulated, especially if auto-fire etc is available. Steering wheels and other non-joystick controllers also use potentiometers or solid-state equivalent.

Circuit Theory

The adaptor circuit can be considered in two sections. The first deals with the analog-digital conversion, the second with the buffering of the converted signal to the Commodore joystick port.

The A/D conversion is handled by a LM339 chip, which contains 4 voltage comparators. Two comparators per PC-joystick axis are required. Each of these is fed with a "reference" voltage and the joystick signal.

Two reference voltages are provided by the circuit, each tuneable with the on-board potentiometers. These pots are part of two voltage divider circuits. One is tuned lower than the "centre" voltage and the other is tuned higher. These provide the threshold which has to be crossed in order for the output to toggle "high" and effectively provide the sensitivity of the joystick or steering wheel.

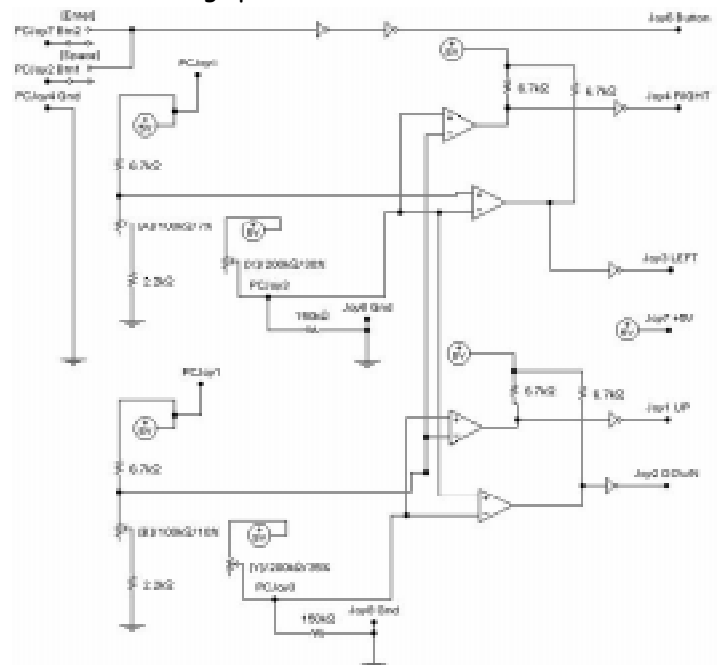
The joystick's resistance needs to be converted to a voltage and this is achieved by connecting it in series with the 150k resistor and +5V.

The outputs from the comparators are buffered to the Commodore's port by the 74LS05 chip. This chip has six "open-collector" inverters. The inverters

convert the comparator's "high" to a "low" signal, but when their input is "low" they effectively "disconnect" from the port. This ability to disconnect the port means that the port is freed up for use internally by

the computer (remember, the C64 uses the same lines of the CIA to scan the keyboard as well as to read the joystick).

The PC joystick's button is passed through two inverters so as to design protect for electronic "buttons".



PC-Analog-Joystick to Digital-Joystick Converter
(C) Nicholas Coplin 2000

Parts

LM339

74LS05

Two Potentiometers {I used 100k-Ohm, but smaller values eg 50k-Ohm are better}

Six 6.7k-Ohm resistors

Two 2.2k-Ohm resistors

Two 150k-Ohm resistors

DB9 connector (female) {DIN connector if connecting to a Plus/4 or C16}

DB15 connector (female)

PCB (prototyping vero-board or custom etched)

Wire

Download containing schematic and test software

Building the Circuit

Follow the schematic closely. One thing to watch out for with regard to board layout is the location of the DB9 connector. You may need to ensure that it does not inhibit access to the on/off switch by shaping this end of the board.

The layout of the components is not critical. I chose to use a piece of prototyping PCB and attached one connector to each end of it with the remainder of the components in logical /functional order: next to the DB15 are the resistors and adjustment potentiometers, then the LM339, the 74LS05 and then wire connecting the outputs to the DB9. During development I had connected some LEDs, but these are not necessary for the finished adaptor.

Calibration

Because there is variation in the value of the resistive components inside a PC controller, the adaptor needs calibration (just like PC software needs joystick calibration).

The two threshold voltages need to be calibrated using for example the CAL-PCJ.PRg program (included in the download). You may need to load/run the program before connecting the interface (especially the first time you connect the adaptor when the potentiometers may be wildly set). Using port#2 for the calibration is also easiest the first time its done as this is least likely to interfere with the keyboard's operation. Connect the PC-Joystick to the interface before plugging the adaptor into the CBM. The 74LS05 chip provides some protection against hot-plugging, but I do not recommend doing this on a regular basis.

The calibration program displays the "bits" for both Joy-Port #1 and #2.



Identify which port you are using and then press the "Fire" button. The "1" should change to "0". Calibrate the voltage references by adjusting the potentiometers until all the "0" just change to "1". Rock the joystick or

wheel side-to-side and continue to calibrate the potentiometers until the "correct" level of sensitivity is attained.

If you want to be super-accurate you can adjust the trims on the PC-Joystick until the "neutral" resistance for each axis-potentiometer is identical.

Different PC-Joysticks will require different calibrations and this procedure needs to be repeated if you change from your "joy-pad" to your "steering wheel".

PC Adaptor project info and downloads:

www.64hdd.com (latest info and download zip)

ncoplin@lycos.com (author's email address)

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EAGLE EMPIRE – ALLIGATA



We are really going back in time with this one, This was programmed by the legendary STEVE EVANS for the COMMODORE 64. But it wasn't until I was actually compiling the reviews for this issue that I stumbled across it on the series 'I LOVE THE 80's'. During the episode 1985 they had a feature that cut to a clip of arcade games being played at that time. The game in question that caught my eye was called PHOENIX, although only a few brief clips of the game were shown it was obvious that PHOENIX had been converted to the 64 and renamed. This is not surprising when you consider the fact that STEVE EVANS also produced a rather nifty clone of the arcade game 'DEFENDER'. The basic idea is you're flying through space and you have to shoot the aliens that fly down at you from the top of the screen, you have a shield (push back on joystick) to protect yourself for a brief period of time. You make your way through a succession of levels before reaching the mothership which you have to shoot your way through to destroy it. The conversion looks very accurate to the original, in fact the only difference I could physically see was the main player ship's explosion looks more colourful on the arcade version! At the end of the day the game does tend to lean towards a repetitive style - playing through the same waves time and again but there is something enjoyable nonetheless that I can't quite put my finger on - Nostalgia anyone?

KILLER RING - ARIOLASOFT

That TONY CROWTHER gets everywhere, Not content with doing a superb 'Centipede' clone and basing LOCO on the arcade game LOCOMOTION he also did this. Basically this game takes a lot of inspiration from the PHOENIX game play but the graphics are completely different, Maybe it's me but the aliens you shoot look like Foxes !! Its only a small mid price little game but nice just the same and there's some cool music too !!! And before anybody asks NO !!! I have NOT used the recipe on the back of the cassette inlay to make KILLER RING biscuits I'm not that sad !!! MEGA PHOENIX When I first got this sent I thought, 'what's this' I'd never even heard of the game before. It's a REMEMBER jobby so of course comes with all the usual trainers and cheats. However if you're a bit daring and willing to try there's some fun to be had from playing without all the extras. Basically this is the typical type of sequel stuff - Better Graphics, Power ups, Bigger Baddies. I really have to say how impressed I am by the main player's ship, the graphics are well animated, good stuff indeed! Oh yeah and a great MANIACS OF NOISE title tune as well.

PACMAN Trilogy

>>>> continued from page 21

area.) the game displays 'new' bonuses to be collected in the status panel at the bottom of the screen. The control method is very fluid too, you can change direction at a moments notice, a definite advantage in this game where lightning reactions can mean life or death !!! There's also the ability to jump over ghosts but watch out - on later levels the ghosts get to do this too ! We've played the AMIGA version and the graphics are absolutely flawless (having said that the AMIGA's capabilities are more powerful than the 64's and the graphics its possible to achieve are most impressive). All said then, without seeing the arcade version I would still say this is worth checking out. REMEMBER have released a 'trained' version of this (It sits, stays, rolls on its tummy and fetches things from the shop for you !) if I were you that's the one I'd be going for...

Wait, there's more, from Allan !

As editor I would just like to add to Waynes excellent article with a few notes from my own personal experiences with the PACMAN genre.

PACMAN WRISTWATCH

During the heyday of the 80's many spin off items were merchandised with the PACMAN theme. I used to own (and played) a PACMAN wrist watch, but get this, it was controlled by a tiny joystick ! Unfortunately I have not been able to find any reference to this watch at all, so you'll just have to take my word for it that it actually existed. The only reference I found was a button controlled version (pictured). Did anybody else ever see the joystick version ?



BABY PACMAN

Unbeknown to me (or Wayne) is that at the same time in the same places in Bradford we were both doing the same thing - playing the video machines, we may have even been in the same queues for games (remember having to queue up to use a machine ?). Anyway, one that seems to missed Wayne was **Baby Pac-Man** in the 'Diamond Horseshoe' arcade.

This strange hybrid machine was only there for about two weeks, during which I played it a handfull of times with very little success as it was difficult to master. The actual machine was a pinball/video game hybrid with the main focus being on the very small two foot by two foot pinball table in front of you, at

certain stage during the pinball game (when you 'locked' a ball) the action would switch to the video screen which was placed vertically in front of you in a very 'in your face' manner (it was far too close to your eyes). Unfortunately, to the control the screen maze meant that you had



to switch from the flipper buttons to the joystick - very confusing. To add to the general confusion, in the maze there were no power pills and the ghosts actually ran faster than you did ! To earn pills and more speed you had to wait until you were back on the pinball table, which was pure chance and not skill. I think that because you never got to use the screen a great deal then you also never really got to grips in understanding the video game half of the machine, resulting in ultimately failing and losing your money. I have to say that I thought this was a very dismal attempt at a cross-over genre and it was ill conceived. I have never - to this day - ever seen it since. Released in 1982 there were 7,000 units made which actually made it quite a rare machine to find.

ATARI LYNX II

I know that Wayne has a very high opinion of the AMIGA conversion of PACMAN and everybody will have a favourite conversion platform, but, has anybody seen both Ms PACMAN & PACLAND running on the ATARI LYNX handheld console ? Well, if you haven't then you are missing probably the best alternate platform conversions - EVER !

As well as my love of the Commodore, my other 'slight' passion is the ATARI LYNX, and because of this I have sought out both of these games and they are true to the originals in every way imaginable - well, they should be shouldn't they ? After all it is an ATARI machine for heavens sake.

Everything is there, the graphics, the gameplay, the colour, the sound, the dogs bollards ! When playing Ms PACMAN you even have to rotate the machine through 90 degrees to view and play the game end on to get the screen in the correct orientation - now THAT is what I call a 'true' conversion.

Can anybody else beat that ?



COVER
DISK
GAME

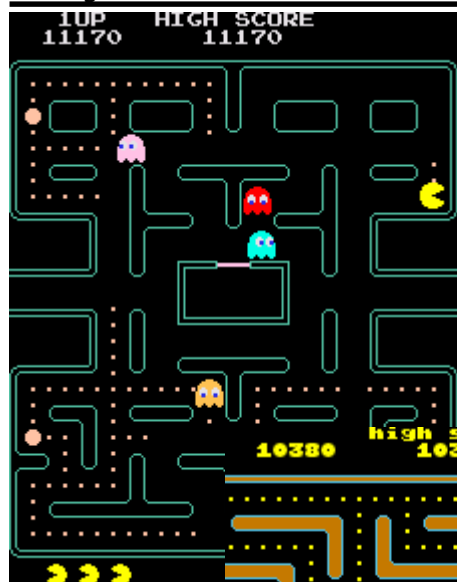


**You want more ? -
You got it !**

Here is what happened to Pac-Man during his lifetime in the arcades. We all know that there was Pac-Man and then Ms. Pac-Man but what about all the others ? There were more than I ever imagined when I started to dig around.

Just look at these lovely shots and gasp in awe at some brief details from the glory days when the arcade was king ! - How many can you remember from these ?

Pac-Man (previously mentioned), released in 1980 the original name of Puck-Man was changed after it became quite obvious that anybody with a black felt tip pen could change the P to an F, now we don't want



that - do we :-)

Ms. Pac-Man

(previously mentioned), released in 1981 Ms. Pac-Man became the mascot for 'National Alliance of Breast Cancer Organizations' in 2000, because of this, she now wears a pink ribbon in addition to the one in her hair.

Super Pac-Man, 1982, (top/centre picture on this page), the dots have gone but you now have to eat fruit, keys (to unlock the fruit) and the power pills increase your size and speed. Not a bad game but very 'samey' after a while.

Pac-Man Plus, 1982, (pictured top/left) this cash in on the original game was almost identical, there were only a few changes to the game - such as the mazes are now green (but the same shape), the prizes have changed to a coke can, cocktail drink, etc. A poor attempt at a clone machine.

Baby Pac-Man, 1982, mentioned previously, (pictures on previous page).

Professor Pac-Man, 1983, (no pictures - probably just as well), oh dear me!, what a dreadful game. This was just a quiz machine and Midway intended to do various versions (family, public and prize) for different locations. It was awful and only 400 were ever made - what a mistake to make!

Jr. Pac-Man, 1983, (pictured second/top), now with a propellor on his head! Very similar to most other Pac-Man games but these mazes scroll off the screen.



Pac & Pal, 1983, (pictured at top/centre of this page), you get to shoot the ghosts with a Galaga type ray, eat all the large (6) power pills to clear the screen, sounds easy but it isn't.

Pac-Land, 1984, (picture centre of this page), a very good twist to the Pac-Man Genre and a very big hit with a spin off TV series as well.

Pac-Mania, 1987, (pictured bottom/left), you are now in 3D and you can BOUNCE! Superb graphics, sound, play and animation, well it is 1987 after all! A GREAT version.

Lastly but definately not least, ladies and gentlemen I give you the ultimate in the Pac-Man genre >>>

Pac-Man VR, 1996, (just LOOK at those screenshots at the foot of this page). I never even knew that this Virtual Reality version ever existed. You wear a VR headset and stand inside a metal ring (the usual VR set up). Here though, you actually 'are' Pac-Man and you see the maze from his perspective. Apparently the ghost appear to be 8 foot high when you come accross them!

Has anyone ever seen it or played it? - Let me know.

Allan Bairstow



ARCADE CLASSICS

PROGRAMMED BY UBIK
PUBLISHED BY FIREBIRD SOFTWARE



I'd like to start by saying if you want some backstory and general all round trivia about how this mini compilation came about I would like to direct you to *COMMODORE ZONE* ISSUE 14. The issue, apart from interviewing the programmer also contains the game on the coverdisk, marvellous people the 'Zone' team. Basically then *Arcade Classics* is just, that a collection of 4 oldie games. Upon loading you're greeted by a rock guitar track by 'THE MASTER OF SID' - ROB HUBBARD. A smartly drawn screen is presented showing the arcade cabinets for the player to select from and play at leisure.

The 4 games included are - *SPACE INVADERS*, *WORMS*, *SPACE WARS* and *ASTERIODS*.

SPACE INVADERS

You move a ship left and right at the bottom of the screen, the idea being to destroy all the aliens that are descending from the top of the screen. There are bases that you can hide behind to avoid being shot. There's not actually being that many conversions of this game

surprisingly, this version while not being 100% faithful a conversion actually has quite a lot of the arcades playability and there's a message if you complete a certain number of 'sheets' (I found out by looking through the game's memory).

WORMS

I have to admit before I played *ARCADE CLASSICS* I didn't even know this was an arcade game !!! Bit of a favourite of mine this, A more recent version of this people will know is *NIBBLY 92* and of course *SUPER NIBBLY* (they do differ slightly but the influence from *WORMS* is obvious). This is a rather good two player game.



The play area is a pretty bland affair but it scrolls different ways according to player joystick movement. Unfortunately there is no one player mode however, I must mention the one player version of this that *XLCUS* did, it graced a *COVERDISK* of a previous *COMMODORE ZONE* the game is called *ASTRO WORM* and it features a nice starfield and there's a nice tune while your playing the game too.

SPACE WARS

Having never played the original I can't judge conversion wise however I have seen moving screenshots from the arcade so I can say the graphics look pretty close. The basic gameplay is so simple for me there was very little enjoyment to be had - definitely one for the old timers out there. One other point of interest for such an old game is this - wasn't this the first game to feature a rotate control method goodness knows the control method has been used loads of times since in games like *SUPER SPRINT* etc. a definite drawback to this game is the two player only option, surely it wouldn't have been that hard for someone of *UBIK's* obvious intelligence to knock up a computer opponent. One can only speculate, but possibly the intention was to keep the games as faithful to the arcades as possible.



ASTERIODS

I played this on the arcades with those little tiny buttons, I seem to remember the arcade graphics (though virtually the same in both versions) were a bit brighter on the arcade. There is a technique for playing this if Allan doesn't think it's too boring I may inflict the article upon you in this issue !!! The game itself is quite interesting for the style of graphics and play. Although the limitations of the game (as do all the other 3) become apparent all too soon. One thing I would like to add - Why doesn't someone do an updated version with a decent 2 player mode ? All in all the games by themselves are not that stunning, but the clever presentation tidy front end and superlative music make this game worth a second look. Also you have to bear in mind that 'GOOD' versions of these games don't jump out at you - check them out. This is one for the retro freaks out there.

Review by Wayne Womersley

Want to cheat at Asteriods and Pac-Man ?

How about this for **Asteriods** : A well known (to most people but not me) cheat was 'lurking'. This involved shooting all the asteriods apart from one small piece and then hiding in a corner and picking off the never ending supply of flying saucers, thus amounting a massive score !

Now I played **Pac-Man** for many years (and still do) but I did not know that it had a cheat in it. The cheat apparently works in all the screens in the original *Pac-Man* only. What you do is this : From your start position, go **RIGHT** and immediately **UP** - then just stay there (facing up) tucked underneath the 'T' section. No ghost will ever bother you and it gives you chance for a breather if nothing else, this can be handy when things get a bit hectic in later stages. ED

ARCADE SPECIAL ♣ ARCADE SPECIAL ♣ ARCADE SPECIAL ♣ ARCADE SPECIAL ♣ ARCADE SPECIAL ♣ ARCADE SPECIAL ♣ ARCADE SPECIAL



OPERATION WOLF

A great arcade game this, the arcade game has an UZI mounted on top of the cabinet. I often used to go to one of the three arcades (now all closed) in BRADFORD and play this in my dinner break when I went to bakery college. The aim (no pun intended!) is to dispose of a set number of targets each

level, these include men, armoured vehicles and Helicopters. On the 64 version You use the Joystick or Neos Mouse to move the cross hair around the screen. One thing I still find odd to this day - It's a very nice picture, but why have OCEAN used

what is obviously a Spectrum loading screen on the tape loader for the 64 version? There are also bonuses that can be shot in order to help you, these include extra ammo clips and grenades (press space) to destroy big vehicles like helicop-

ters etc. The arcade version was brilliant - well playable, the conversion while suffering from slightly blocky graphics makes up for this with a great control

method. Other games in this mould that spring to mind are MECHANIZED ATTACK that I seem to remember CHRIS BUTLER saying he wanted to convert when they interviewed him in the SEP 1986 ISSUE of ZZAP (he never did though and the Arcade version is quite good). While were on the subject of the 64 version of OPERATION WOLF there was a version given away free with the Magnum Lightphaser (remember them?), this version like the tape version offers the player a choice from two methods of playing - light gun or joystick (there was also a NEOS mouse version - ED). It has to be said playing with the light gun on the 64 version does give the playability extra depth, its just a shame the light gun is a little unreliable when your aiming/shooting at targets - and its not me who's a poor player! Just like the arcade the screen 'strokes' when you fire the gun, a neat and effective touch. The arcade version's gun used to make a nice rattling sound when you pulled the trigger.

GIVE IT A GOOD BLAST!

Here's some more Operation Wolf style games for those of you whose appetites for blood and carnage I may have excited...

SPACE GUN OCEAN

This was converted in the early 90s, I never played the

arcade game. Basically its OPERATION WOLF (style action) meets the film ALIENS. The graphics are good and the music's not bad, (actually it's one of Helen's favourite 64 tunes ever) but the graphics are samey and the gameplay lacks variety. It plays quite well but the control method on 'WOLF' is far superior with the recoil style effect when you fire. I have to say I expected a lot more from this and lost interest quite quickly.

JURASSIC PARK II : THE LOST WORLD

Oh dear what a dreary film, the first one was jaw-droppingly breathtaking !!! O.K. so us 64ers never saw either version of the film (actually I have the original JURASSIC PARK game for the AMIGA and I don't think its too hot) but the arcade version of 'THE LOST WORLD' was pretty hot stuff. To give you an idea of how good let's put it this way, me and Helen went to Filey when we were staying at Primrose Valley caravan site (1998) and we walked in the arcade and started playing this. Helen had her handbag on the floor and I had a ton of loose change which we soon got through (when you die you can put money in to obtain credits to re-enter the game). So there we were, I'd spent all my pound coins and Helen's energy levels are dropping well fast and she shouting at me 'Go in my bag, get some money'. Ah yes, you never ever forget moments in arcades like that !!! The arcade game is well worth playing, like us you'll probably find it expensive and it doesn't follow the film plot too closely (thank goodness!) but it does contain plenty of the films dinosaurs and lots of action elements, this makes superb two player action : hunt it out immediately. By the time you read this the third film will be out - hope its better than the second film! I will also be a tad sad and mention the book (The Lost World), cos' its by Michael Crichton and its rather ace.

OPERATION THUNDERBOLT

I'll finish off with this, I know there's other shoot 'em ups but I have to draw the line somewhere (usually on the ground!) Yes you're right, this is the sequel to OPERATION WOLF, Unlike the original I never played this on the arcades. On the strength of the first game I bought

this, I actually paid fifteen quid (!) at the time. Well, the people who did this conversion obviously half read the reviews for OPERATION WOLF and refined half the elements for this sequel. What the heck is he going on

about I hear you ask, well what I mean is that they improved the graphics (very nice) but messed up with the gameplay. The control method doesn't have the same 'feel' as the original, I've always thought it was an essential part of the conversion, if you play you'll understand what I mean. Also the difficulty level is far too hard, 'WOLF' could be hard going but at least repeated play resulted in progress.



Force-Feedback, Rumble Action, ... Are these for the C64?

By Nicholas Coplin

As game systems have improved so has the design of the game controllers. Modern systems provide various feedback signals to the player to enhance their game play. The serious question to ask is can Commodore game players benefit from these products?



Unfortunately, the simple answer is no. There is no Commodore version of the Nintendo Rumble-Pak, nor has software been written to make use of one

should there be a modification possible. Nor can one simply plug in a PC or Sony PlayStation controller with force feedback and expect that it will provide the player with sensational game play.

But "no" is not an answer Commodore users and innovators believe in. After all, the Commodore has several expansion and control ports; even the humble joystick port can be used for output. What!? an input port can be an output port? Well, it's true. The Smart-Watch real time clock and CMD's SmartMouse use the port for output control and do a number of robotics and EPROM Programmer interfaces.

This article provides a first impressions view of the prospects of adding controller feedback to Commodore games.

How do the Experts do it?

There is nothing very complicated about the rumble feature. Anyone who has pulled one apart would quickly realise that the "feel" is provided by an excentric weight spun by an electric motor. The Commodore ports should have sufficient current for powering a similar motor. The communication protocol implemented by the professional systems is usually based on a MIDI (or RS232 style) serial command string (after all the MIDI and Joystick port share the same connector on a PC system). Such a protocol could be implemented by the C64 but would require some additional software overhead.

Some solutions for Commodore Users

For Commodore users the choice still has to be made with regard to



which hardware and software protocol will be the standard for the future. Two choices are possible:

- 1) direct connection to the joystick port
- 2) Y-cable using both the joystick port and the Datasette port

Direct connect:

The first method is the perhaps the simplest and suits the do-it-yourself enthusiast. It relies on some simple trickery of the CIA chip that performs the keyboard scanning. But interestingly, our challenge is more difficult as we need to remain compatible with the joystick's input function.

The challenge is solved by making use of some illegal joystick moves and some illegal keyscan combinations. Firstly, we acknowledge that a conventional joystick cannot move left and right at the same time. Secondly, the conventional keyscan routine tests the keyboard by polling all lines at once or only one line at a time. This means that outputting left-right or up-down could be used as the code signal for controlling the "rumble". Some simple TTL logic gates can provide the detection and switching functions within the controller. If a control protocol was agreed to by the Commodore development community a new range of interactive games or patched favourites could emerge.

Joy	Up	Dn	Lf	Rt	Fire
=====	=====	=====	=====	=====	=====
RumbleOn	0	0	0	1	X
RumbleOn	0	0	1	0	X
RumbleOff	0	1	0	0	X
RumbleOff	1	0	0	0	X
NoChange	0	0	0	0	X

* all other combinations are either valid joystick moves or keyscans
 X don't care
 0 line grounded by CIA or joystick
 1 line not grounded

Examination of the truth table reveals that the rumble routine will need to read the inputs prior to setting the operation code so that it knows the state of the joystick.

The benefits of this method are based on there being minimal / simple coding patches required, the disadvantage is that a small circuit and the feedback mechanism must be built.

The Y-cable options:

The Datasette port conveniently has a motor control circuit. This greatly simplifies both the hardware and software side of building a simple Rumble Pack. All that is needed to drive the Rumbler is a simple POKE, and such short coding should make patching existing games quite easy. Bit5 of memory location \$0001 controls the motor circuit, with signals available on pins C-3. With a full 9Volts available, reasonable motor torque is possible.



The extended functionality available with a PC force-feedback controller could be taken advantage of by combining the Y-cable with the analog-digital PC adaptor described in the main article. In this instance the read /write bits of the Datasette port need to be software coded to act as a RS232 /MIDI style port. Technical detail about the various controllers available on the market is hard to come by, in particular the baud rate and command set. The size of the coding patch would most likely also be significant and controller dependent. It is possible that sort of interfacing is a nice dream, but not likely to take-off in the short term.

What next...

Before a protocol and hardware standard is established consensus on the technical detail needs to be agreed to. Is the *direct* method better than the *Y-cable*? Is there enough interest in the Commodore community to pursue such a project for the C64? Are there enough people around still who remember how to patch games? These are all interesting questions...

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BRADFORD ARCADE MEMORIES

By INSANE WAYNE Hello there me little chuckies how you'd like to hear some sad man gossip ? You would ! Then some budgie throwing ?) Bakery.

I'll begin, In the late 80's I went to Bakery College for a three year course in At lunchtime we got an hour break so I'd grab a sandwich and then pop in the arcades, at the time of my bakery course there were two a third one appeared in the mid 90s but more on that later... The one I spent the majority of my time lazing - ahem I mean studying for this issue of SCENE (HA HA !) was the FUNLAND amusements. For those of you that don't know BRADFORD, it's just round the corner from the NATIONAL MUSEUM OF FILM AND PHOTOGRAPHY (yes, the one that shows the big screen IMAX films there's one down at LONDON called MUSEUM OF MOVING IMAGES, MOMI for short) and just down from Bradford's ice skating rink. This arcade had games like CHASE HQ, DRAGON NINJA, SUPER SPRINT and GAUNTLET. I remember distinctly entering the arcade was an odd affair because you walked in off the street walked down about 5 or 6 stairs then you were in the down-stairs bit (Fruit machines - yawn !) then you walked to the opposite side of the room and ascended a staircase to go up to the arcades - strange !!! The other arcade was two streets away almost parallel to the latter arcade, this was a much smaller one. You walked in off the street and it was like one big room full of games, In here were things like BLASTEROIDS and a huge fave of mine - MOONWALKER, not to be confused with the C64 release the two games have nothing in common apart from they both feature MICHAEL JACKSON. I remember seeing a demo by ASH and DAVE that featured the MOONWALKER logo spinning - it was probably the first time I'd seen anything like it and I thought it was stunning (The demo is called SMOOTH CRIMINAL trivia fans !). Anyhows the arcade 1998 me thinks, this arcade had the cool DAYTONA racing game by SEGA (excellent) and the game PUZZLE BOBBLE although shame on me I didn't play 'BOBBLE'. We went in spied DAYTONA had a game and came out, it was on of those places you felt you were being watched, it gave me the creeps. I have to mention the fact that this arcade had a PAC-MAN sticker from PAC-LAND on the window. So my friends there you have a brief history from the arcades in BRADFORD, hence the fact that I was able to recall my gaming memories to help build up a more rounded review with these Arcade Conversions.



Richard's Mega Arcade Classics Choice Cuts

By Richard Bayliss

Because this issue of CS is an Arcade Special, I have been finding this article pretty difficult, as there have been SO MANY C64 remakes of arcade classics. Anyway, I have chosen a few of my favourites, which are mainly remakes of 'Retro' and 'non-retro' arcade classics, because I am the sort of person who enjoy retro games, as well as modern C64 gems. Anyway, here's a taste of classics to feast your eyes on.

Name: Galaxians
Released by:
Atarisoft

This is quite a nice little retro game. I really love Galaxians, and this game takes the biscuit really well.

As usual you control a spacecraft, blasting the living daylights out of the swooping galaxians that try and either bomb you, or collide into you. This game plays a bit like Space Invaders and the galaxians look like the real arcade galaxians. This is one game I love to bits.

Name: Galaxian
Released by: (PD Software)

Because I love playing galaxians, this is another good remake of the arcade classic. As usual, you control a player ship, blasting those galaxians that swoop down and try to dive bomb you. The game has a real arcade feeling, and it plays exactly like the real thing. The sound effects are arcade-ish and the game is fun. As an extra bonus, I've passed this game to Allan for Inclusion on this issues' cover disk. Great Stuff!

Name: Arcade Classics
Released by: Firebird Software

Yet another nifty remake of Arcade Classics, but this time not just one or two retro remakes, but FOUR. Two of the games are for one player only and the other two are for two players only. The first game is called 'Invaders', which is Ubik's remake of the retro game 'Space Invaders', the sounds were different, but the gameplay was the same and good fun also. The game was painted green, but that's what the real 'Space Invaders' was like in its day, when Taito put green strips over the machine. Also, as well as 'Invaders' was 'Rocks In Space', a remake of 'Asteroids', yet again good fun. The two player games were 'Snake Warz', and also 'Space Warz', which are fun, even right now. Not only that, you get some good and professional music composed by Rob Hubbard. An excellent selection of arcade classics.

Name: Q-Bert X
Released by:
Atarisoft

This is yet another superb classic and even colourful too. You play a cute little creature known as Q-Bert and your mission was to jump over all the boxes and light these in a different colour. On later levels the game gets harder and more awkward and also the monsters get meaner. That's right, monsters will be chasing after you by bouncing on different blocks. It's quite good to play. Strange though!

Name: Frogger '93
Released By: Magic Disk & Public Domain

I bet you don't remember 'Frogger' in the arcades huh? Well, 'Frogger 93' is similar to the original game, but is a lot longer and exciting. You play a frog who has to cross the M42 motorway and the lake. There are so many cars, which goes to show how busy motorways is. You need to cross the lake by travelling on logs and also reach your home. I actually find it funny ramming the frog into the traffic and dipping it into the sea (although that is not supposed to be done in the game). Why does the frog explode? That's what confuses me. The graphics and sound are good on the C64 and it is an enjoyable retro remake. Good stuff and quality.

Name: Frogs & Motorways 1 & 2
Released by: Richard Bayliss

This is a SEUCK version of frogger, which I created in the past. You played a frog, who had to go around the park and motorways, searching home. You could eat flies during your journey and also you could have been zapped by aliens. This is an interesting game which one of the CS contributors enjoyed playing. Basically it is a SEUCK game, with a retro idea. The graphics may not be much, but the game should be fun to play. I have F&M2 to Allan for inclusion of one of the CS cover disks, either the Arcade Special or SEUCK special.

Name: Luna Lander
Released by: (PD Software)

Yet another remake of an arcade classic. 'Luna Lander' was written by Small Change in the early 1990s. You had to control your spacecraft and land on to the landing pad. Later on, you need to return to the mother ship. Sadly, this game lasts forever, but it is good fun and a superb remake of the 'Lander' game. The graphics are slick and the presentation is excellent. Great game, shame about the lastability.

Name: Gravity & Gravity 2
Released by: Richard Bayliss

I know I should not really be choosing my made games, but I



did a remake of 'Lunar Lander' and added some puzzling game play to the game. First of all, 'Gravity' was quite nice, but 'Gravity 2' had a more variety of aliens and confusing game play, especially when the landing pad moves left and right. The title music in 'Gravity 2' was sort of PVCF style, and consist of a 256 character scrolling message, but the game itself should be fun.

Name: Fruit Machine Simulator 2

Released By: Codemasters

Compared to the original FMS, this game is a lot better. As usual you spin the reels and do gambling and all that malarkey, but the game plays like the real thing. There are loads of sub games in this game and it sure is brilliant to play. It was worth the wait for the long tape loading. The low resolution graphics are superb and the music is great. An enjoyable game (And you don't even lose real money - chortle)



Name: Smash TV

Released by:

Ocean Software

Yep, I've seen this game in the arcades, and it is a LOT tougher than the C64 version. You are a contestant in a really violent game show called 'Smash TV'. Your task is to blast like mad at any enemies that approach you. There are superb power-ups involved in this game, and you can collect money. You need to pursue your way through different rooms, finally facing a massive nasty. There are only a few levels in total, but the game itself is superb. The graphics are great and the effects are okay. There are bonuses in the game also.



Name: R-Type

Released by: Rainbow Arts

This has to be one of my all time favourite shoot 'em ups of all time. You had to control a ship through eight different sectors, blasting enemies and collecting power-ups. Later on in each level, you face a really mean guardian, especially the Evil Bydo Empire (Last Level). This game is highly addictive and the music is superb. The guardians are well built and the difficulty gives you this 'just one more go' fever. It's great and rules!

Name: Invaders

Released by: (PD Software)

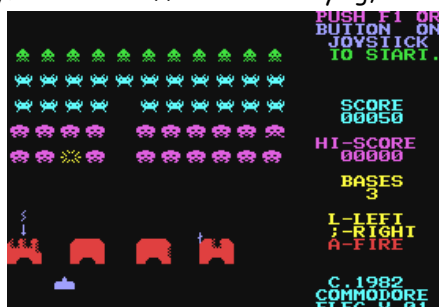
Yet another remake of 'Space Invaders'. This game looks as if it has been programmed in BASIC, but it was clever the way the game was built. Although the game looks mighty naff, it is actually good fun to play. The sound effects are annoying, but the game is fun.

Name: Avenger

Released by:

Commodore Electronics

Yet more 'Space Invaders', but this time in full colour. The game plays the same,



but the sound effects sound a bit like the real thing. The game is fast and furious and is fun to play.

Name: Super Kong

Released by: (PD Software)

Yet another remake, but this time of 'Donkey Kong'. You are a mole who has to climb up the ladders and reach his girlfriend, before the giant gorilla stops you with his barrels of bud lager 'WAAAAZZZZUUUUUP!'. Anyway the game is very difficult to play and is great fun. The sound does my head in though.

Name: Vioris

Released By: (Public Domain)

Tetris with a difference. You can play against a friend, dropping blocks and rotating these. The more lines you do in a row, the tougher it gets for the second player. In one player mode, you practise and get as many lines as you possibly can. This is a good PD remake of 'Tetris' and it is more challenging too.

Name: More Than Nops

Released by: Taboo / (Public Domain)

It's a demo disk and it consist of two remakes of retro games. One of which is 'Tron' and the other which is 'Pong'. Both games are quite fun. Oh and check out the cool DIGI sounds.

Name: Munch

Released by:

GAM Studios

It's 'Pac Man' with a difference. Power Ups, and also strange looking ghosts.



This little game is very strange to play, but it is good fun. You have power ups, such as 'Invincibility', 'Speed' and 'Stop Scoffing' and also 'Turn a Ghost into Pac Man', but there are NO power pellets that allow you to scoff the ghosts. This game is good and it consist of speech. Great stuff.

Name: Super Pac Twins

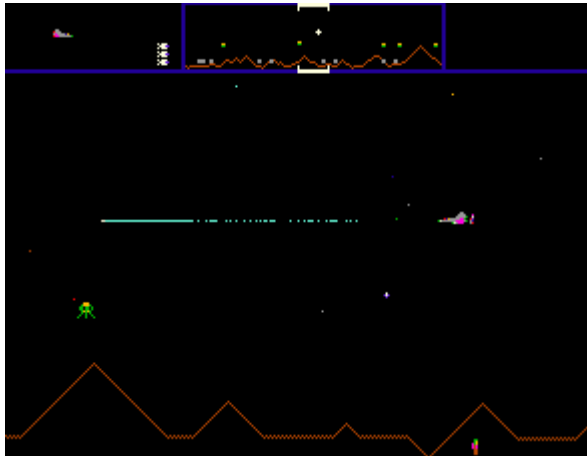
Released by: (Never released)

'Super Pac Twins' was written as a diary in past issues of Commodore Format, and the magazine died out. XLCUS Software decided to scrap finishing the game, as CF no longer existed. One or two years ago, because I had the demo of 'SPT' on the Commodore Format cover tape (which I still have), I Emailed XL to ask if I could try and finish 'S.P.T' for him and release the game for CS. He gave me his permission, but sadly everything went horribly wrong. The game was finished, but unfortunately I was clumsy and used an unreliable cruncher. What made matters worse was that the filename was 'over-written' typical. Anyway, the game looked great. If this did not happen, then I would have passed the finished version of the game to XLCUS (via Email) to consider about releasing the game to CS for free.

Well that's all the choice cuts I have made. Apologies to all if I have not selected any of your favies, but these games were enjoyable to me.

DEFENDER (WILLIAMS)

An early 80s game, DEFENDER for me is one of the 'TRUE' original classic Arcade games. I only had the pleasure of playing this a couple of times at what was the 'ABC cinema' in BRADFORD in the early 80s (since knocked down for shops). The game is simplicity itself - move left or right over a landscape and



shoot all the aliens. Under the landscape are colonists, occasionally aliens come down and take them. You must stop this by shooting the aliens. If all your colonists are captured or you just feel like being silly and shooting them, the game goes crazy and throws loads of nasty fast aliens at you. Another point of interest is the 'scanner', this is located under (or above depending which version you play!) the playing area. The idea of the scanner being to give the player an overall view of the whole playing area - clever! This has, of course been used many instances since in games like LOCO, SUICIDE EXPRESS, SANXION and OCTAPOLIS (although there scanners only show a part of the upcoming play area). DEFENDER was one of the first games I ever played that had a 'smart bomb' another feature of the game was the ability to 'warp' from your current position if things were getting a bit crowded with aliens. Here's a few games that are DEFENDER related -

DEFENDER - WILLIAMS/ATARI

Yes this was actually converted, I challenge anyone out there to get hold of an original copy of this game! This version is a close copy of the arcade (although the arcade version wasn't exactly cutting edge technology). Out of all the DEFENDER type games on the '64' this one for me makes excellent use of sound effects which really help set the atmosphere. The action is perhaps a little slow and there are odd glitches but

this is still a very enjoyable game. The one problem, and this affects a lot of arcade conversions, is the fact that you have to use the keyboard to activate smart bombs and the warp option, well done for including a pause mode.

GUARDIAN - ALLIGATA GAMES

Interesting to think that the majority of this firm's games were done by just two people - Tony Crowther and the guy who did this - Steve Evans. OK so it's not a 100% pixel perfect conversion but, it is faster and smoother than the previous version. Not only that but also I noticed the aliens appear to exhibit more intelligence consequently leading to a more frantic game.

PLAGUE - COMMODORE DISK USER COVERDISK

Programmed by Richard Little exclusively for 'CDU' as they liked to call themselves. This is quite a competent conversion, the main ship sprite as with Guardian isn't really well drawn graphics wise, but

the enemies have quite a nice metallic style about them (even if the colour schemes aren't quite there!). The thing I like about this version is you can fire smart bombs by holding down fire button, a quick flick fires the ship gun in the normal way. Not bad use of sound effects and I found the main ship explosion visually effective: it's a multi-sprite explosion and it looks very good.

FALCON PATROL - VIRGIN GAMES

For those unfortunate souls who missed out on DEFENDER or are just not aware of its presence this is the 64s answer to it. Programmed by STEVE LEE The player takes control of a Jet Fighter and must shoot down attacking enemy planes. Just like DEFENDER you have a scanner and yes you can also move left and right. Falcon Patrol adds a touch of strategy to the game by giving you a limited ammo and fuel supply. Special mention must go to the effective use of sound, the game has like an audible background noise, play the game and you'll understand what I mean, this was reviewed in one of Frank Gasking's articles in a previous issue. Like he said, it is a truly great 'oldie' game. There was a sequel to this which added more features like being able to fire diagonally and more enemies, but for me the original despite its age is great stuff.

INSECTS IN SPACE

One from the Sensible Software camp, this features a Martin Galway tune of epic proportions (some nice insect noises!). This game differs from DEFENDER in actual graphic style but the basic game concept is the same as DEFENDER. There are a few additions in this game such as being able to scroll the screen up and down as well as the obligatory left/right scrolling we've come to expect from this sort of game. This game is available on the BIG BOX 2 compilation and I wholeheartedly recommend this.

GUARDIAN II

As far as I know this was Steve Evans last game. This game is also available on the BIG BOX 2 compilation it was originally released by HI-TEC SOFTWARE on its own. This is similar to the original but contains more enemies and also Warp Gates that enable you to move short distances. Again, another



good game and exceptional value on the compilation it comes on.

DEFENSIVE

Programmed by two Compunetters this game as far as I know only reached the early demo stage. The preview I saw of this was basically taking the basic DEFENDER concept and bringing it kicking and screaming up to date. The graphics look nice and although fairly limited as to what you can do the games style reminded me of a sort of DEFENDER meets SANXION. I doubt that this will ever get completed which is a shame cos' even the demo version looked impressive. Question - I wonder why the programmers pinched the baddie from BLASTEROIDS as the end of level baddie for this game?

COLONY - PREVIEWED ON COMMODORE ZONE COVERDISK #9

Another what if? scenario. This game was another that promised a lot. The Parallax is nice, the colour schemes are a little strange but work nonetheless. You take control of a jet fighter and get to shoot at enemy fighters, this is the part

of the game that reminded me of Defender. Unfortunately I thought the main player's ship was too bulky in size and also I thought the control method could have been better. The other part of this game that differs from Defender is the fact that you could take your ship to a clearing and land, thus allowing the player to walk about on-foot like the game RETROGRADE. This game to me, is like an update of Falcon Patrol. I wonder what happened to the programmer and why he didn't finish it off?

ATTACK OF THE MUTANT CAMELS - LLAMASOFT

Yep, Even his hairy highness himself got involved in a spot of cloning! Regular readers of this illustrious mag will of course have seen it in a previous issue. I actually played this in the early 90s when I got the compilation YAK'S PROGRESS (sadly one of the two tapes has chewed now if anyone can help I would like this again on tape preferably disk though!) a double tape compilation. It's Defender with camels basically, plenty of silly sound effects and some rather dodgy looking camels - Don't ya' just love JEFF !!!

THE EMPIRE STRIKES BACK

This was on the coverdisk of Commodore Zone's STAR WARS special. It was done by Paul Baker and Steve Green (Two Computanetters if i'm not mistaken). Oh dear it's only a demo, but if you've seen it you'll understand when I say, this looks absolutely fantastic. Not only really nice graphics but also a great Parallax scrolling effect too. The title screen is excellent (featuring a certain STAR WARS villain!) and the music is by ROB HUBBARD from the game W.A.R. (MARTECH 1986)

STAR RAY - LOGOTRON

This I believe was originally released for the Amiga, We have this in and amongst our collection of Amiga games. This game on the Amiga is a real treat graphically, it plays fairly well too. Unfortunately the 64 conversion has'n't fared well, without the superb graphics you're left to the gameplay to do the talking and unfortunately the game itself isn't too hot.

SAD TRAINSPOTTER TYPE BIT

Ahem! Well gang I suppose I'd better wind this review up with a final little bit of info. Andrew Braybrook's game MORPHEUS has you controlling a spaceship, the ship's main weapon is a beam weapon similar to Defender. This was intentional, cos' I remember reading Andrew's diaries in ZZAP and he said so. UPDATE (heading) I thought I'd finished this review and then while talking to Allan he told me about there being a

CARTRIDGE version of DEFENDER! Apart from the obvious advantage of instant loading the game is a rare title (I'm surprised FRANK GASKING hasn't done a feature on this game!). The game is exactly like the disk version which I also own - there's no physical differences, the interesting thing for all you hardcore trivia computer fans out there is what I read on the sticker printed on the cartridge. WILLIAMS ELECTRONICS are credited but there's also the official ATARI logo and a 'WARNER COMMUNICATIONS COMPANY' credit too, finally there's a copyright '1983 ATARI INC. ALL RIGHTS RESERVED. MADE IN U.S.A.'

Wayne Womersley

GREMLINS reviewed by Andrew Fisher

"Don't get them wet.. don't expose them to sunlight.. don't feed them after midnight" Gremlins became a cult classic when it was released, a clever mix of horror movie and "cute" puppets. The second film was less well received, which has strange parallels with the computer games..

And now for something very rare. Did you know there were

actually TWO games based on the first Gremlins film? Converted from an Atari game, GREMLINS the arcade game looks dated, but is a nice tie-in with the film. You play Billy as his house is overrun by Mogwai and Gremlins, and you only have a (t)rusty sword and three flash cubes to defend yourself with until morning.

Although quite simple graphically, the characters are well defined and move well. They behave just like in the film - if Mogwai gets wet (walks into a puddle) he splits into two Mogwai. If he eats any of the food lying around, he forms into a pod which hatches into a Gremlin.

Around the room are some useful and not so useful objects. As well as puddles of water and food, there is an automatic popcorn maker (spits more food onto the floor), a TV (Mogwai will stop and watch it) and the fridge (Gremlins will chuck food out of it, and the ice-cube maker causes more puddles). Dropping a flash cube freezes the creatures for a few seconds, and you can pick up Mogwai and put them in the cage for bonus points at the level's end.. as long as the Gremlins don't release them again!

All in all, a fun game with some basic sound effects and tough gameplay on the later levels (which you can skip to, another nice feature). REMEMBER have just finished their re-release version of it, so track it down now.

Adventure International also released a text adventure based on the film. This follows the plot very closely, down to the infamous blender scene and the Gremlins running riot in the toy store. The parser is limited at times, the response time fairly slow, but there is a lot of text and it portrays the sinister atmosphere of the film. Awarded 80% in ZZAP!, I have only played the BBC version.

Finally, **GREMLINS 2** was delayed by many months and nearly did not get released at all when Mirrorsoft hit financial trouble. In reality it could have done with a few more months' work. Some nice Gremlin sprites hop around detailed backdrops, but gameplay is tough and unrewarding. It's made worse by the strange weapon system, which includes items like a tomato and a torch. Rambo Gizmo is a lot of fun, when he comes parachuting to your rescue firing a toy bow and arrow.

ZZAP! took the mickey out of the instructions, which featured hundreds of trademark symbols and Commodore Format just took the mickey.



STARFORCE

Yet another stand-up arcade machine, This is a very polished first class upscreens shoot 'em up. Basically it's a case of shooting the landscape and collecting the bonuses. I played this under similar circumstances to POWERDRIFT i.e. I'd played the '64' versions I've mentioned in this article before playing the arcade game. I actually got to play this at the local amusements arcade (which has more fruit machines than anything else !) in the late 90s. I'd just better point out that the '64' game STARFORCE has nothing to do with this arcade game they just share the same name, check out the review of SPACE INVADERS / ARCADE CLASSICS for more info. The clones go something like this -



WARHAWK - firebird - price £1:99

Out of all the clones this is probably the most faithful. There's actually an interesting story behind me getting this game. It was originally released by FIREBIRD in 1986 (one of my favourite years for music, life and stuff !) and got very favourable reviews. I didn't get hold of this till the early 90s, I'd gone to Cannon Mills and saw this, Space Harrier 2 (which I've since sold) and another game for a fiver. I snatched them up, to be honest I was disappointed with this initially. I think it was a classic case of seeing the reviews and then not getting the game until much later. By this time I had built the game up in my own mind how fantastic it was going to be - my expectations were too high (I blame it on my youth - said FEARGAL SHARKEY !). Actually having had the game a while I began to appreciate it more. If you take it for what it is - A mindless blaster it's not so bad. The first thing you see during loading is a great loading screen from 'SIR' of COMPUNET FAME, I wonder what his real name is ? The actual game itself is in fact probably as close as your going to get to the arcade game. The action is fast and frantic and there's plenty of background graphics to obliterate, actually I should say at this point the graphics on this are much bolder and bigger than on the arcade game. Actually I must also mention FIRETRACK here as well, although not possessing the BAS-RELIEF graphics of STARFORCE for me it is a more destructive game. Firetrack's graphics are more varied and 'otherworldly'.

URIDIUM - GRAFTGOLD/HEWSON 1986

A brilliant shoot-em up this - It's actually one of KENZ'S

all time fave '64' games. I personally didn't play it until about a year after this (I was sucked into PARADROID for a long time !). I personally prefer PARADROID to this for my own reasons, but there are some things about URIDIUM relevant to STARFORCE on the arcades hence its appearance here. Apparently the programmer, ANDREW BRAYBROOK had seen 'Z' on the 64 and wanted to do something with better graphics, his inspiration - STARFORCE ! The rest is history, Andrew didn't just do an out and out shoot em up he actually gave the enemies intelligence. Also the screen scrolls horizontally (rather than vertically) and there's also the ability to fly back over the terrain at any time which you never could with



STARFORCE. Andrew did follow this up with URIDIUM PLUS with different ship layouts and tweaked graphics but we all know - There's only one URIDIUM. Or is there ? O.K. so most of you guys out there won't have an AMIGA 600 we do (got ours in 1993 !). Did you know that not only did Andrew Braybrook do a sequel to PARADROID (PARADROID 90) but he did a game called URIDIUM 2. Basically it's everything arcade freaks want, Andrew took the best bits of URIDIUM, improved graphics, sounds added speech extra weapons and it's a damn playable game to boot. If you ever imagined what URIDIUM would look like in the arcades try this out for size - you will not be disappointed. The programmers originally wrote the game and didn't have a publisher, so they took it round a computer show and got an interested party namely firebird who stuck it on their budget label.

Wayne Womersley

PUZZNIC

While on holiday in Cyprus this year, I whiled away some spare time in the hotels arcade area. You know the score, you get lots of old (well out of date) arcade machines that nobody else wants ! The only game that took my fancy was this little gem. I was not very good at it but I did enjoy it very much. The only problem was that everytime you completed a screen you got a revealing view of a scantily clad female - not very good when you kids are watching you.

When I got back I looked on the internet and low and behold, it had been converted to the C64 - to top it all off, it isn't half bad (minus the girly pix). Check it out.

Allan Bairstow





FRANK BRUNOS BOXING

(ELITE SYSTEMS)

I'm not a very good gameplayer, pretty average in fact so it is with some pride that I admit to completing this game.

Upon loading you are presented with a really nice title screen complete with glittering stars and the rather appropriate 'ROCKY' theme tune. You're given the option of replaying the current boxer or loading a new opponent. You get a code each time you win a fight (you have to win 2 of 3 rounds) you write this code down and when prompted type it in and the next fighter loads in. There are 8 opponents in all, each has his own moves and special ability the fact that each opponent is loaded separately has allowed the coders more room to give each boxer his own characteristics. I also like the way that each boxer has his own tune relevant to him e.g. the first boxer the 'CANADIAN CRUSHER' is introduced with the 'LUMBERJACK' song made famous by MONTY PYTHON.

'What's this review got to do with arcade games' I hear you say, well when me and Helen went to TENERIFE we went into an arcade in one of the underground shopping centres. There inside the arcade was this cabinet - But Oops, I can't remember its name (Aargh somebody help - PLEASE !!!). Anyway after a couple of goes it was obvious where the programmers of FRANK BRUNOS BOXING got the style and game engine from.

Actually, seen as how I've started I'll give you some more trivia. I remember buying COMMODORE USER in the early 80's and they had a preview of this in the magazine, the feature consisted of a game summary and some screenshots. Although I don't have that magazine now I can specifically remember the screenshots, the character you play (FRANK BRUNO) was green wire frame graphics - EXACTLY like the arcade game I mentioned above. So, what gives? Did the programmers originally set out to convert the arcade game and fall foul of copyright laws or did they have the license to do a FRANK BRUNO boxing game before coding started. ERM, YEP sad transpotting type bit - did you know that the tape loader features a version of the synthesizer classic - 'LIVING ON VIDEO' and it's spot-on, the 64 version was done by MARK COOKSEY it's actually the first tune by him that I can remember he did of course go on to do the excellent but eerie GHOSTS AND GOBLINS music.

Wayne Womersley



AN ARCADE MUSICAL INTERLUDE

PAC MAN goes RAVING

Helen went to Blackpool in the early 90s with two of her friends and went in a Nightclub in the middle pier called 'SE-QUINS' in the club the DJ was selling tapes live from the night just like they do when you go to clubs abroad. Actually that brings to mind an incident from TENERIFE where a club was playing a dance track called 'WATERFALL' (was it by ATLANTIC OCEAN?) and one of the bartenders was banging the bottles with a stick in time to the tune - a superb holiday moment !!! Anyway back to BLACKPOOL, Helen got this tape and brought it home and one of the tunes mixed on the tape is a rave version of PAC MAN it's really superb and works well (HA! HA! I can just see ALLAN sat with his head in his hands shouting NO! What have they done !!!).

TETRIS by DOCTOR SPIN

1992 Erm am I REALLY admitting to buying this - Erm yes I am, sorry folks. This is one of those 'one hit wonders' ahem when I say one hit wonder I use the term loosely you understand. What I really mean to say is they probably did this and thought 'we'd better leave the country and hide before we're shot.' O.K. bit of background info I did actually like this at the time when it was released (I did honest!) and I have the cassette single tucked away and who knows one day it may become valuable and I'll be on The Antiques Roadshow (Yeah, Right!). The idea behind the single was to base it in the original GAME BOY music (KOROBUSHKA) but give it a dance beat to give it a chance of catching on in the charts. Interestingly the main tune is credited to SIR ANDREW LLOYD WEBBER! He was also EXECUTIVE PRODUCER. Looking on the back of the inlay it says 'CARPET RECORDS' make of that what you will... (I still kinda like it though!)

LICENCE TO OWN A 64 !!!

In this Issue you'll read my review of the rather cool game SPY HUNTER what I bet you didn't know is the programmers originally intended to have the JAMES BOND THEME in-game but apparently it was going to cost too much and hence the programmers opted for the PETER GUNN THEME (also used in the cult film THE BLUES BROTHERS!)

Is it relevant?

Maybe I'm going off the beaten track a little here but it does have a touch of relevance to this issue. Daft Punk's video for their top 20 single 'ONE MORE TIME' featured a spacehip and space background, obviously getting their inspiration from ASTEROIDS. I actually saw a brief clip of this on BITS, it was they who'd spotted it! If you lovely peeps can think of any other relevant arcade type bits of relevance why not send them in and maybe just maybe you can hire the A TEAM, Ahem!!! I mean maybe Allan will do another arcade special in the future (Not Too Soon though cos' this one's tired me out! - ED).

by Wayne Womersley



"And then which button did you press?"

NOT SO SERIOUS CONDITION

by Andrew Fisher

COME FLY WITH ME

BBC sketch show "TV TO GO" has COM-MODORE AIRLINES portrayed in several sketches. Unfortunately it seems to suffer from bad management and lack of investment. Hmm, sounds familiar..

DON'T HAVE A COMMODORE, MAN?

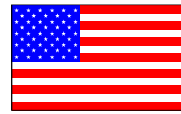
In the Simpsons Comic, issue 40 May 200, page 21, there is a quote from Mr. Burns (as he talks to a nerd called Gary) that says: "All that eludes me is the world of computers. With your expertise I can master the COMMODORE 64 and CONQUER THE WORLD!"

I've scanned this picture and enlarged it with ESCOS by 1001 Crew. Hopefully it may appear on the coverdisk..

SOUTHFORKENDERS (every evening, every channel, prime-time)

What do DALLAS and EASTENDERS have in common? Both have been text & graphic adventures on the good old C64. THE DALLAS QUEST was released in 1983 by Data East, has very few locations and too many sudden deaths - like being trampled to death in a cattle stampede. Macsen, who also produced other TV-based games like Blockbusters and Treasure Hunt, took the license to EastEnders and the result portrayed many of the favourite characters at the time..

FANZINE ROUND-UP



Things are looking a bit grim this issue as there is absolutely nothing from the UK.

Firstly I must apologise because last issue I

missed out a copy of the LUCKY REPORT, sorry guys. Anyway the issue in question was missed out because I had it in the car as I was still reading it. The 'Diversity' issue was a superb issue containing bios and profiles of some well known Commodore people (myself included). A great read, even with me in it.

The Jan-Mar LUCKY REPORT is of the same high standard containing some interesting view points. The issue is notably colourfull throughout and has colour pages showing the test pages from the new geoPUBLISH / POSTSCRIPT upgrades - SUPERB !

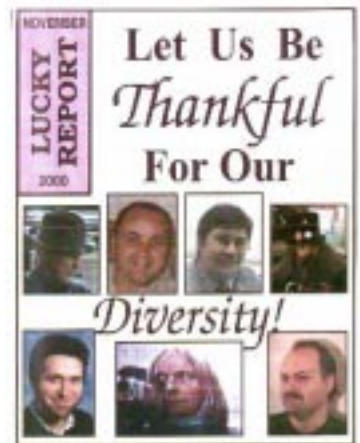
The APRIL issue has guest editor Earl Williams at the helm. You can tell that a different person is editing as the layout and style are slightly different than normal - which is a good thing. Great job Earl.

Now who wants to compile the next issue of

CS :-)

The COMMODORE MAILINK brings us two new issues (May 2001 & July 2001).

The second issue (bottom/right) is in colour ! The editor has now got a colour laser printer and Postscript printing. It seems everybody is getting on the Commodore Postscript revolution.





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A lot of the information for this issue
was gleamed from the KLOV site at -
<http://www.klov.com/index.html>
- go view it now !



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1022, USA
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GEOS Publication
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USA
LUCKY Report
K.Dale Sidebottom, PO Box 303, New Albany, IN
47151-0303, USA
The Village Green
C.C.U.G. #447, 623 29th St., Astoria Ore. 97103

DISKZINES

The Big Mouth Magazine
Now available from Commodore Scene
eLoadstar
Coming soon to CS



ADVICE ON ?

Allan Bairstow
- General, GEOS, See 'Commodore Scene' box
Mike Berry
- Programming
6 West Bank Street, Hindsford, Atherton, Manchester,
M46 9AQ
Andrew Fisher
- Technical, GEOS, Music
30 Rawlyn Road, Cambridge, CB5 8NL

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The CS Importing Service

(The service is currently suspended until new details are finalized)



Since the last issue came out several things have happened. Creative Micro Designs (CMD) decided that support for the Commodore was no longer viable and pulled the plug on all Commodore activity.

This caused me a few problems, firstly I have had an order in at CMD since February of this year and despite my many phone calls, faxes and e-mails it has not yet appeared. CMD told me on many occasions that the order was receiving 'their immediate attention' - it still didn't arrive. The second problem was that CMD took the money from my account in April just as they announced they were winding down the Commodore side of their operations but they promised me that my order would arrive soon - it hasn't! The third problem is that some people now want their money back - and I can't blame them - the only problem is that CMD have it, not me.

Just as things seemd to be going horrendously wrong, Maurice Randall entered the picture with the following announcement :-

Click Here Software Co is currently finalizing a deal with Creative Micro Designs in order to take over the licensing, manufacturing, and distribution of their entire Commodore-related product line. We intend to keep these products available for many years to come in addition to continued support of all the existing products through new and exciting upgrades.

I'm leaving on Thursday morning (July 12) for Massachusetts so I can be at CMD bright and early Friday morning. I'll be there for about a week to learn about all the technical aspects of the products and the tricks involved during the production and assembly of each product. Mark Fellows plans to work quite heavily with me over the weekend. Mark is the man responsible for most of what we have enjoyed over the years. And a great deal of the technical side of things is known only to Mark and most likely cannot be found in any notes or technical papers. I will be prodding as much information out of Mark as I possibly can.

Both Doug Cotton and Charlie Christiansen, Jr. will be there to also help me. Much of the design work that went into the products came from ideas these guys had. And they are also very familiar with most aspects of the products.

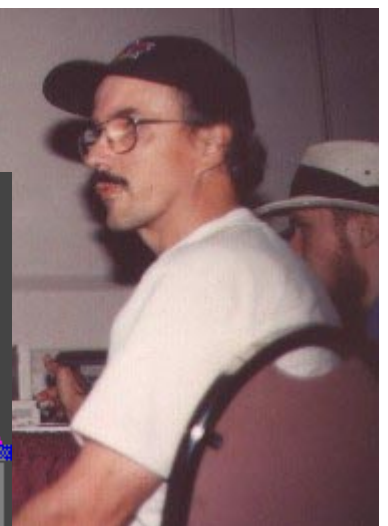
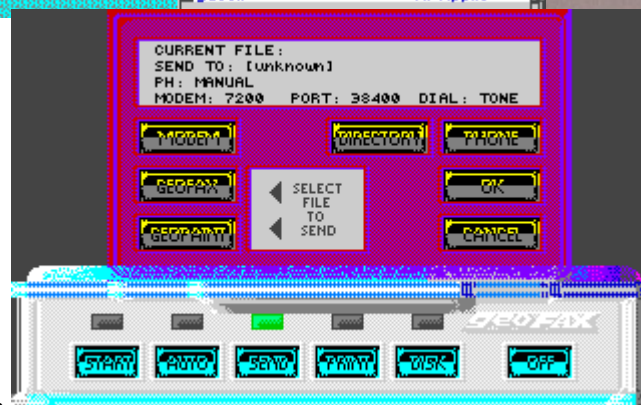
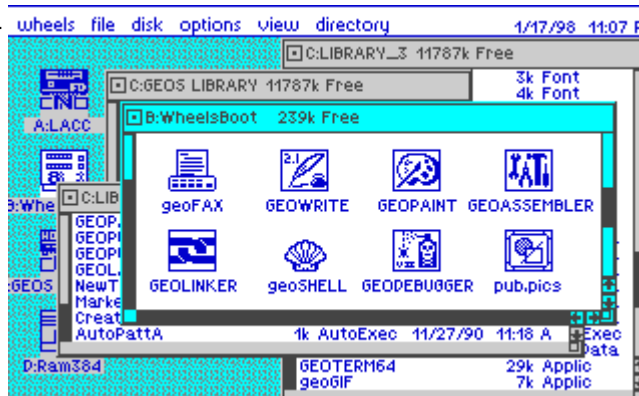
CMD has provided us with some products that no other company could do or was willing to do for us. I want to personally thank them for that.

Here's a look at some of the new products I'll be introducing once I'm all set up and running...

THE NEW HD-DOS

I'm doing an upgrade to the HD-DOS and it will contain many new features. Remember the talk about the print spooling? That's what the auxiliary port is for. You can plug in your Commodore-ready printer or printer interface into the auxiliary port and the HD can act as if it were the device 4 printer. The HD intercepts the printer data when an application tries to print. The HD will then store the data into the printer partition. It will then either send the data immediately to the printer or save it for later printing. There will be several configuration modes. For instance, the incoming data can be sent out as-is. In this case, a program such as TWS might be sending data as if the printer were in Epson mode. If you have an Epson compatible printer plugged in, then the data should pass on to the printer as-is. But what if you have a PostScript compatible printer? In this case, you

would set the configuration for incoming Epson data and outgoing PostScript data. The HD-DOS would interpret the incoming data and automatically convert it to PostScript code for the printer. This makes it possible for most any Commodore program to be able to print to a PostScript printer. There can also be



an HP PCL mode as well as a Canon BJ mode.

How can a hard drive do all this? CMD made this possible by putting a 64K computer inside the HD case. Yes, there's something very similar to a Commodore 64 sitting inside that case. If it had a video chip, think what we could do with it!

Some users are presently connecting a CD-ROM to the HD, but special programs are needed to handle the data transfers. To make things easier, the new HD-DOS will incorporate a new partition type called "CDROM". Just create a CDROM partition and when you switch to that partition, you will be able to access the CDROM drive just like you would any partition on the hard drive. Plug in a second cdrom drive and create a partition for that one too!

There will be other features added to the new DOS such as the ability to recognize a disk change for those who have installed Iomega Zip drives into their units. You will no longer have to partition all your disks the same way and you will not have to press the reset button during a disk change either. When a disk change is sensed, the DOS will automatically re-read the partition table from the new disk just like the FD drive does when you insert a new disk.

The new HD-DOS will include a new BOOT ROM which is very easy to install and a new DOS disk which will also include some new utilities. I'm estimating this upgrade will be sold for about \$40.

THE NEW HD-ZIP DRIVE

Another nice new product will be an official production HD-Zip drive. For us Commodore users, this makes much more sense than having a hard drive with gigabytes of storage. You'd be surprised at how much stuff you can put on a 100 megabyte Zip disk. If you get low on space, just get another Zip disk! Or keep different projects on different Zip disks.

The new HD-Zip drive will have all the same features as the regular HD-Series drives. The only difference will be visible on the front, where the Zip disk is inserted.

The HD-Zip drive will also include the new HD-DOS mentioned above.

I don't have a firm selling price on this unit yet, but I've determined that the price will be \$299 or less (plus shipping). Once I get production up and running on these units, I might find that costs are low enough with the "in-house" cases and other in-house production that I can keep the selling price below the \$299 figure.

HD-ZIP KITS

Do you already have a CMD HD? How would you like to put a Zip drive in it? I will be selling a kit in two forms, with or without the actual Zip drive mechanism. The kits will also include the new HD-DOS mentioned above.

The kit will give you the necessary bracket and screws, a template for cutting the front panel, a new front panel decal, and an instruction sheet.

Currently, I can only estimate what the selling price of these kits will be. Most likely, the kit without the Zip drive mechanism will be somewhere around \$55. (remember, that includes the new HD-DOS).

So what now ?

I think the best way is to wait and see what happens. If I had know that Maurice was going to take over the supply and production of all this

hardware/software then I would have sent the orders directly to him.

I hope Maurice does take over the continued hardware/software as to have it in the hands of a trusted and very well respected user of the Commodore has got to have advantages over a company running it for a big profit margin and then ditching it when the going is not quite as profitable as once it was.

The items that Maurice has mentioned here can be ordered now (well, the next issue from CS). Maurice needs our support and we need Maurice, so lets help him all the way with plenty of orders.

Some things that are not mentioned here are the fact that the RAMLink recieved so many 'final orders' that another run had to be made, also, Maurice will be building all the units 'in-house' so he will have full control of all the hardware, etc.

In the future I hope to increase the scope of the CS Importing Service to cater for repairing certain items and I also hope to carry spares as well. All these things are in descusion at the moment with Maurice so not too much can be said at the present time.

I hope that the next issue will carry a new and improved CS Importing Service for you all.

THE FUTURE LOOKS GOOD !
- ED

Maurice Randall
% Click Here Software Co
426 Sumpter St
P.O. Box 606
Charlotte MI 48813

You can call me or email me with any question you'd like at :

Tel : (517) 543-5202

e-mail : maurice@ia4u.net

To find out the latest information on what is happening then just click onto Maurice's web site at :-

<http://www.ia4u.net/~maurice/>

UPDATE : True to his word, Maurice dealt with my outstnading order ASAP and all items have now been delivered to their rightfull owners.

So, it looks as though everything is GO again.

The next issue of CS will cary the all new CS Importing Service for all you good people. - ED

