

'ZINE 64

Proving the C64 is still alive!

Now available from Computer Scene, 'Zine 64 issue 8 - Contrary to popular belief we are still on the scene, albeit we had a big delay since the last issue.

The latest issue, issue 8 contains a feature on upgrading your C64 to a full 256k of information for less than £15, where to go on the Internet, what the C65 was like as a machine - Including photos and even people who are selling the actual prototype models, latest games reviewed, readers letters page, tips and programming techniques in a much more advanced level than before, feature on our readers, a fanzine review, chit chat with Peter Staaks and information EXCLUSIVE to 'Zine 64 on the Commodore Mail-link, a club for anybody who wants to get in touch with C64 uses either in the UK or abroad and finally, Roy Cross talks about the average C64 user..... Phew!

If, like many users you have purchased an item of hardware or software off Russ Michaels recently, which has not been sent after the closure of EBES, then you MUST read this report, including how you could get some money back off the products you ordered.

Finally we also sell some very cheap hardware (fully reconditioned and tested), available from our editorial address, of which, all are guaranteed to be working on arrival.

For example :-

- 20 DSDD disks £2.50 inc. P&P
- Commodore 1541 disk drive £45 inc. P&P
- Commodore 64 £18 inc. P&P
- Spare Commodore chips/Motherboards from £4

The list goes on.....

If you haven't ever ordered 'Zine 64, or haven't ordered for a while, now is the perfect time.... The editorial team has been increased, the software providers, the proof readers - All help to make 'Zine 64 the success it is.... Any rumours you have recently heard of 'Zine 64 are false, we are back in fighting form!

Finally, if any of you have Internet access, why not drop by our Website at <http://members.aol.com/cholgate/Zine64/homepage.htm> not only to get information on the C64, but also links to other sites, special articles etc...

Order From

'Zine 64 Publishing (UK)
C/O R.P.A Bowen
35, Nottingham Road
Nuthall
Nottingham
NG16 1DN

Editorial address :-
'Zine 64 Editorial (UK)
45, Wheatlands Road
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Devon
TQ4 5HX
Cholgate@Aol.com

<http://members.aol.com/cholgate/Zine64/homepage.htm>

	UK Mainland	Europe	Rest of World
Zine 64 and coverdisk	£2.00	Request prices from Computer Scene	Request prices from Computer Scene
Zine 64 and tape	£2.40	Request prices from Computer Scene	Request prices from Computer Scene
Coverdisk	£1	Request prices from Computer Scene	Request prices from Computer Scene

- World's brightest magazine -

COMODORE MAIL-LINK

Issue #2
Hfl 10,-
January/February 1997

- Reviews
- Computer Scene
- Stuff!
- Links to 1997
- and more...

SPECIAL: ADULT ONLY!

SABELLA

EAGLEWARE INTERNATIONAL PRODUCTIONS

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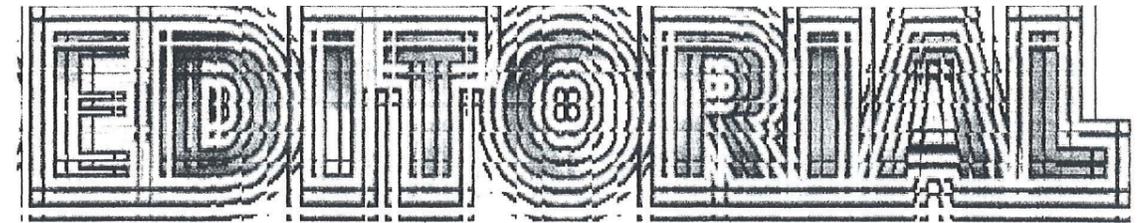
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Dear C64 lovers!

Here is Eagleware back with the second issue of Commodore Tribune. As you can see the outfit has changed a little bit. The coverpicture is now being introduced and all the future issues will have one! Also some logos have changed a bit for the quality! Issue 3 will have again some improvements for the outfit and I hope to have some exclusive software on the coverdisk of issue 3 like for example a new commercial game.... so watch out!

Alex de Vries of Crystal Software & Electronics is the new staff-writer starting from issue 3 and he will do two or three articles per issue. Good news or not!

CT is now officially being distributed in the UK by Computer Scene and in Australia by Alternative Software. I'm still busy with other companies/firms in other countries so watch out you people in Poland, Germany, Sweden, Denmark and USA....

Commodore Tribune is still looking for contributors, distributors, staff-writers and all the help we can get! If you think you can help us out then contact us at the editorial address!

I must type this chapter very fast as I need to get this issue to the printing shop as soon as possible to get it printed in time and I think I will succeed! So if

there are any spelling errors, then please forgive me as I'm working hard to get this to your mailbox in time! I hope you all understand!

Now that the year 1997 has begun we all hope that the C64 world will become much stronger and companies like Crystal Software & Electronics, Eagleware and Computer Scene have big plans! So support them and get really hot stuff!!

I also hope to give you all a free copy of the game Savage Platforms with full instructions and a special disk-sleeve. This game is being designed by Mike Berry and freely distributed with Commodore Scene issue 14 next month! If everything goes right you all can see the game and enjoy it! You don't need to pay extra as it's free! I hope to give this game to you with issue 3 or 4, so watch out!!

Anyway... I wish you all the best for 1997 and I wish that you all will keep on supporting the mighty Commodore 64 and their magazines and companies!

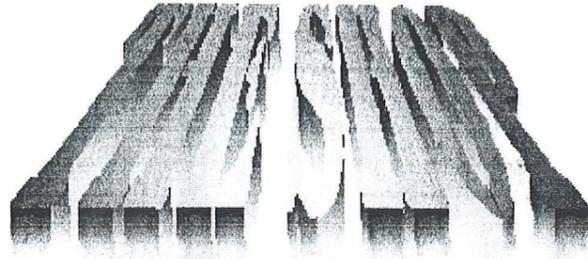
Please send us your views and comments and we'll try and answer then as good as possible! We need you to make a good magazine and things are looking great!
Have reading fun...

Yours sincerely,

Peter Staaks
Editor of Commodore Tribune

CREDITS

Editor
Peter Staaks
Publisher
Eagleware International
Productions
Photography
Powersource Computer
Point Software
Microsoft
Coverpicture
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TerraVision
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PO Box 7092, West Geelong,
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Wojciek Piotrowicz
Krzysztof Pawluch
Marcin Paczkowski
Kurt Pedersen
Simon Quernhorst
Alex de Vries
Parade Software
Adam Wade
Heath Kirby Miller
Chris Holgate
Dean Sadler
Bryan Pease
Krzysztof Wysiadly
all our readers
Commodore Tribune
Designed and produced at
Eagleware using a 486 DX2.
Utilities used are Microsoft
Publisher2.0, Corel Draw 5.0,
Corel Photo Paint 5.0, Corel
Capture and Windows 3.11.



The Shop is the section where you can find all the products from Eagleware International Productions. All prices printed are in Dutch Guilders (Hfl), but at our office we have pricelists of every country. So if you wish to pay in your own currency then send a letter to the usual Eagleware address!!

COMMODORE TRIBUNE PRICES

Subscriptions are available for 6 issues (1 year), anywhere in the world. All prices include postage, package and coverdisk! You don't need to pay extra for the coverdisk, postage or package!!

Single issue	Hfl 10,-
1 year subscription (6 issues)	Hfl 50,-

IF YOU GET A SUBSCRIPTION YOU WILL ALSO GET:
 - A copy of the game DUMI!
 - The three latest disks from our PD library
 - and the Eagleware Promotion Disk!

EAGLEWARE PD

Price per PD disk - Hfl 2,50
 You must buy a min. of 4 PD disks.

There is also a special price if you send us blank disks. Send an IRC for our catalogue!!!

COMMERCIAL SOFTWARE

We are now releasing more games than ever before! All these titles are available at our address or contact your local dealer! Addresses of authorised distributors on the next page!

SINGLE GAMES

Alioth (NEW!)	Hfl 15,- (available worldwide)
Brave African Huntress (NEW!)	Hfl 15,- (available worldwide)
Car-O-Matic (NEW!)	Hfl 20,- (available worldwide)
Castle of Kraizar	Hfl 20,- (available in Europe and Australia)
Destiny (NEW!)	Hfl 20,- (available worldwide)
Doris 2 (NEW!)	Hfl 20,- (available worldwide)
Dumi	Hfl 10,- (available worldwide)
Erotica (ADULT ONLY!)/NEW!	Hfl 25,- (available worldwide)
Fields	Hfl 15,- (available worldwide)
Fight for Thum (NEW!)	Hfl 20,- (available worldwide)
Insanity	Hfl 10,- (available worldwide)

GAMES COMPILATIONS

Brain Killers (NEW!)	Hfl 20,- (available worldwide)
Kreciki Compilation (NEW!)	Hfl 15,- (available worldwide)
Loadstar Arcade Pack	Hfl 15,- (available in Europe and Australia)
Loadstar Puzzler Pack	Hfl 15,- (available in Europe and Australia)
Super Hits (NEW!)	Hfl 20,- (available in Europe and Australia)
Zinj Complex/McRat	Hfl 20,- (available in USA and Australia)

EAGLEWARE DISTRIBUTORS

Eagleware has distributors in many different countries and contact them and ask for their pricelist of Eagleware games. It is possible that their prices may be slightly different! At the moment they only sell some (or all) of our games. We hope to have some CT distributors soon!!

USA

Atticware
 610 First Street
 Liverpool, NY 13088
 USA

Germany

Parade Software
 Horsterstr. 26
 45964 Gladbeck
 GERMANY

Australia

Alternative Software
 P.O.Box 7092
 Geelong West
 3218 Victoria
 AUSTRALIA

Australia

Big Mouth Magazine
 13 Howard Grove
 Ridleyton SA 5008
 AUSTRALIA

Belgium

Eagleware Belgium
 Landswaartslaan 35/1b
 3600 Genk
 BELGIUM

UK

Computer Scene
 35 Nottingham Road
 Nuthall
 Nottingham NG16 1DN
 UK

ORDERING INFORMATION

Postage and package is included in all prices mentioned.

Please DON'T send cheques when you order something at our usual address as we will return the cheque straight away! For foreign costumers PLEASE SEND CASH as exchanging foreign cheques is too expensive!

For Dutch costumers are able to send cheque, but please make them payable to 'P.STAAKS' otherwise the cheque will be returned!

Please when you order products from us make sure you put the cash in a well closed envelope.

If you need to have more information then please send us a letter and we'll give you all the details you need!

FREE DISK!!!

We now have a special disk for you called Eagleware Promotion Disk. This disk is FREE and if you wish to order one then please send us a blank disk and an International Reply Coupon (send Hfl 2,- stamps if you live in Holland) and we will send you this disk straight away!

It contains our PD catalogue, commercial software catalogue, Commodore Tribune prices, ordering information, playable demos/previews, advertisements, the latest news and more useful software!!!

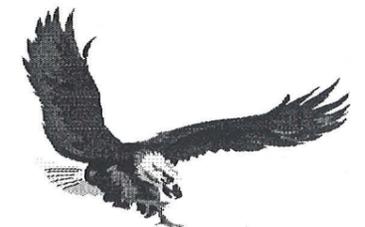
The prices on this disk will be in your own currency!!

SO.... GET THIS GREAT DISK AND HAVE ALL THE INFORMATION YOU NEED!!!!

ADDRESS

You are able to get all these products from our usual address:

Eagleware International Productions
 De Fazant 42
 7905 HD Hoogeveen
 HOLLAND



STUFF

YES... this month I will give you more shivering news from the C64 world! We might even have some exclusive news for you... so hurry and read on!

STARFIGHTER STOPPED?

The main man from Parade Software is thinking about stopping the Starfighter project! The main reason is the lack of support, but he will decide this month if he does continue with this game! Now that Colony from Jonathan Woods will never be released I really hope that Starfighter will! So get writing and support him and you can also write to Eagleware and I will make sure Parade Software will get it...

MORE PARADE STUFF

Parade Software is currently selling more titles. Two small puzzlers they sell are Catch Me (by Shelters) and Pinball (which is not a pinball game). Both games are reviewed somewhere in this issue! Another game is Fight for Thurn and this is a strategic game designed by Taurus Software! This game is an excellent Civilization clone and supposed to be very similar to The Legend of Kyril soon to be released by Crystal Software... Besides all this stuff Parade Software also hope to release the game Mystery very soon, but the programmer is changing certain things and this might take a while...

USA GAMES

The USA firm Threshold Productions are soon releasing two new titles called

Gangster (an Operation Wolf type of game) and Time Traveller. There are also plans for a new Ormus Saga game for the C64!

ANOTHER MAG DEAD?

Yes... 'Der 64'er' from Magna Media is gone! Their coverdisk will be released along with the mag PCGO! for as long as they have new software...

UNDERGROUND GONE...

Scott Eggleston of Underground and Jeff Jones of Loadstar have teamed up and started to produce Loadstar Letter which is a 12 page monthly newsletter.

DOOMED....?

The game Mood which is being produced by NoName is still under production. The graphician has some problems with the scanner. The game supposed to be released by different firms in different countries. Rumours are that Loadstar will release it in the USA, 576 KByte in Hungary and some others in Australia, Germany... Eagleware is working hard to get selling rights for the UK and Holland. You can find a playable demo of this game on this month coverdisk and if you wish to buy then send us a letter and if we get enough letters we might be able to get selling rights in your country...

CRYSTAL SOFTWARE

This Dutch company is also working hard like Eagleware and first lets have some words for their forthcoming releases! They will release the game Target

which is designed by Lepsi Developments and rumours are that Profik is also busy with a game for CSE! The latest news is that they will also soon sell a new paper-magazine called Commodore Star!

GIANA STRIKES BACK

There are rumours that an unknown coder is working on a new version of Giana Sisters and it will be called Giana Strikes Back. The game will be featuring a two player mode and is just like the previous versions a jump 'n run game! Perhaps Eagleware knows more about this...

? - INTERLACED PAIRS

This game is the latest release from XLCUS Software. The coder Paul Kubiszyn is also busy on some new titles and one of them is supposed to be huge! The game is priced at 3.00 pounds and you can buy it on either 5.25" or 3.5" format.

NEW SHINJITSU GAME...?

The UK magazine Commodore Scene mentioned that Shinjitsu Software released Insanity 2 but this is not true as I've spoken to the man behind this company and he told me this...

BACK ON THE CRYSTAL...

Their forthcoming game The Legend of Kyril which is being developed by Taurus Software is still not finished. There will be an English and German version.

NEW HACKERSOFT GAME

Vincenzo Mainolfi of Hackersoft is working on a very strange game called Tanx. I really don't know what game it will become, but it is supposed to become extremely strange! Perhaps another Monty Phytan....?



COLONY TO BE FINISHED?

There are rumours that the game Colony from Jonathan Woods will be finished by the Ambush team. I really don't know if this is true, but facts will be given to you as soon as we receive them...

One fact is that their forthcoming game Worms will be called Snakes for legal reasons...

MORE RUMOURS....

The word goes that Orbital Computers and Commodore Action have closed down. I've also heard that Computer Scene was supposed to become the official distributor of Commodore Action, but so far the guys from Computer Scene know nothing!

ARKANIX LABS

Threshold Productions is now taken over by Arkanix Labs. Threshold have lacked in the past with providing costumers and lets hope Arkanix will do better! They will be using the same address in Seattle...

TURBO TIGERS?

The UK firm Turbo Tiger Software will soon release some new titles called: UFO - Landed, SpaceLord 2 and Hangman Deluxe. These games will be priced around 3.00 pounds for UK users. TTS will also release Quiz Master and a wordprocessor soon!

SAVAGE PLATFORMS...

This Manic Miner clone from Mike Berry (also known as Kernal) is supposed to be finished in February 1997. The game will be given away free with Commodore Scene issue 14. I hope more info on this game in future issues and perhaps....

NEW EAGLEWARE RELEASE

Eagleware is now also selling the game Fight for Thurn which is also being sold in Germany by Parade Software. This game will

be sold in most countries which Eagleware covers. This game is a Civilization clone and a great one. From the same coders as The Legend of Kyril (soon to be released by CSE).

CSE ARE MOVING...

Back on Crystal Software & Electronics. They have recently moved their main office from Assen (Holland) to Copenhagen (Denmark) for legal reasons! Check out Contact Corner for this address and all their distributors!

Other news is that they also hope to release the game Crazy News (which was supposed to be released by Cherry Software) soon and The Legend of Kyril will also be released somewhere in 1997! I've seen a demo/intro and it looks very promising! Their magazine will be released in February for certain dark reasons so it seems they have big plans for the future!

GO64!

GO64! is the new magazine from the new company CSW Verlag! Now that 64'er is dead this is supposed to become THE magazine in Germany. I have not seen a copy only an advertisement. The magazine will also contain a coverdisk. I don't know if the mag is written in English of Germans..... more news when I get it!

MAJOR RELEASES?

Eagleware is busy with some major releases which we hope to release this year! I cannot tell you anything about it as it's TOP SECRET! I can tell you that some famous coders will be working on these projects! I will not promise if these major games will ever be released as it depends on certain other people if they will co-operate by giving certain rights... Sounds promising and it is!

CSW VERLAG GAMES

The new German company CSW Verlag are busy with a new game and I really don't know the name. I've seen some previews and it looks very promising with extremely good graphics and the music will probably be done by Enno Coners a famous musician from the demo scene. I think the game is some kind of strategic game and I'm really looking forward seeing it...

KRECIKI GAMES

The Polish team Kreciki Designs have just finished two new games called Upside Down and Reversi. Both games will be released worldwide by Eagleware as a compilation. The game Upside Down was reviewed in the first issue and was supposed to be released by the Polish firm LK Avalon. Upside Down was not released by them because of certain reasons. Check out Game Info somewhere else in this issue for more details...

NOVATERM 9.6 RELEASED!

Novaterm 9.6 is now available on disk in either 1541 or 1581 format. It comes with a 90-page user's manual. The price for the disk and manual is US\$ 29.95 plus US\$ 1.50 shipping. Send check or money order for US\$ 31.45 to: Nick Rossi, 10002 Aurora Avenue N.#3353, Seattle, WA 98133, USA.

SSI LIQUIDATION

Software Support International is leaving the Commodore Market starting from January 1997. They are still selling all they have until it is gone. For a free catalogue, call 1-800-356-1179 (in the USA).

This is all the latest and hottest new from now! Hope to have more next time...

COVERDISK

I promised you some software from Yugoslavia, but due to certain reasons this is not the case this time. Next time we will have Yugo software on the coverdisk and this is a promise! Anyway... this time we have some great previews, some dentros, utilities and great games! Continue....

Dave Speed preview

The full version is supposed to be released soon by Cherry Software, so here you have a playable preview! The game is a Giana Sisters clone, but a nice one! The game is designed by some fellows from Germany and lets wait for the full version!

Coined preview

This preview was in the Previews section last time so be your own judge! I don't know what company will release this game, but I will keep you informed! By the way... it's a Dutch product!!

Mood preview

Another product that is partly being developed in Holland! Everybody knows the game Doom from the PC? Well... here you have the C64 version and it's great! The full version is supposed to be released soon in

different countries and if you wish to buy a copy when it's finished then send us a letter and Eagleware will try his best to sell the game in countries such as Germany, Holland and UK!!! This preview includes an intro and instructions... enjoy!!

Hebel preview

This will be a shoot'em up by Lepsi Developments based in Poland and will be ready soon! The preview is to my opinion nothing special, but just wait for the full game!

Return of the Jedi preview

This is not a game, but Return of the Jedi will be a picture show from Mayhem! They are responsible for many picture shows and this will be another one! Check out the quality...

Speed

This is a dentry from the Hungarian team Coma! It's a nice demo with some superb effects! See what your C64 can do!!

Plush TV

A very small dentry from the German team Plush! I must admit that it's a very great dentry through! Plush have designed more demos like Plushworld and Plush-Ethics! Most of these demos are available also from

Eagleware PD.

HIV Expert 1.0

This utility is a excellent virus scanner for the HIV Virus on your disks! Just do whatever the program says and your virus

will be whiped out before you know it!

Octanoter

Have you seen notes before? Now is your change to write your own notes with Octanoter. This notewriter is one of the best ever

so start using it now!

Funpaint II

A great Interlaced-FLI-Editor, as the program says. If you liked FLI Editor 3.2 from the last coverdisk then you will love this one!

Interpaint 1.0

Compare Funpaint II and Interpaint 1.0 with eachother. What do you get? Two excellent graphic designers! Start to design your own Hires pictures! Why not send some of your work....??!?!?

Tectron

A small, but nice game from Cybertech Labs. These guys are also responsible for Eagleware games like Doris 2. One thing though.... it can only be played by two players so ask your friend and enjoy!

Stars & Rings

This is the game that made Eagleware as it is now! This games reached the Top 20 PD games chart and was, and is still, highly respected. A special inctructions note is also included as the game is rather difficult to play.... enjoy and give us your views!

TomCat

An excellent shoot'em up made in Germany! I have seen many PD games like this, but TomCat is really excellent!!!

Quadrapped Terraways 2

A superb music collection by the famous Warren Pilkington who also did a lot of work for wellkown magazines....

GAMES

In the last time of Games Info I talked about Car-O-Matic, Alioth, Super Hits and Doris 2. Now I will talk about the two new releases and more...

Kreciki Compilation

Again two puzzler, but actually a very nice compilation. The first game, Upside Down, is an excellent game and here you have to move puzzle pieces and get the original picture back. This game contains very high quality graphics and very nice music. The only bad thing is the irritating loader between parts! I reviewed this game in the first issue and it was supposed to be released by the Polish label L.K.Avalon, but this isn't true. Eagleware has now worldwide selling rights. The other game is just a puzzler and it's called Reversi. It's just an average game and you must have it when you like puzzlers... These games are designed by Kreciki Designs and I hope to see some more stuff from them... be prepared!!

Fight for Thurn

This game is actually a re-release if you live in Germany, because it appeared on Magic Disk some while ago, but together with Parade Software we are now proud to present the English version of this great game! I compared it with Civilization from the PC and though it is a strategic game, its a very simple version from Civilization. The game is designed by Taurus Software who are also working on the new CSE game The Legend of Kyril and the graphics and gameplay are really excellent! There is now sound, but just put

on your fave CD and play this great game!!

Brain Killers

Brain Killers is another compilatoin with two games: Balz and MegaBrain. Balz is produced by Street Children and is a game like Celtix, but hasn't got those many option that Celtix features! It's a game for the quick fingers and actually quite addicting! MegaBrain is a puzzler for people with a great memory. We have seen many memory games around and this one is just like them all and features nothing more! It's just an average game which is designed by Cybertech Labs! If I was you I would buy Kreciki Compilation or Super Hits as they feature much more and are mch better! The choise is yours...

Erotica

This game, also designed by Cybertech, is almost the same as Car-O-Matic. The are some small differences like pictures, loading system and some other small details. If you prefer nude ladies then you really must buy this game, but if you prefer cars or addictive puzzlers then just buy Car-O-Matic. There is not much I can say about this game, except that you must be 18 years or older to but this.... hmmm! Just buy Car-O-Matic!

Brave African Huntress

Finally a text adventure game and a great one! This game is designed in Slovakia by Twilight and is a must when you like text adventures. I will not go in details with this game as you have to play it for yourself! The

graphics are superb designed and there is only music in the intro which is only average! Get this game from us or our distributors when you love text adventures....!!!

Insanity

This game is on sale for a while yet, but I think it needs another mention! It's being designed by a very famous coder who has worked for Zeppelin Games, D&H Games, Electric Boys, Ocean and many other great labels! It's Ewen Gillies and this game is very nice. It's a Mah Jong game and just for the record! It received a 100% rating from the Australian diskamagazine The Big Mouth Magazine! The game is available in the UK through Shinjitsu Software for 2.50 pounds and worldwide available though Eagleware International Productions.... get this game and we have included a playable preview on the coverdisk of issue 1!

Again some games are being discussed and I guess that there are some great new releases from Eagleware International Productions like Kreciki Compilation and Fight for Thurn. But 'oldies' like Insanity are also very great!

All our games mentioned in the The Shop are available through us. Most games are available through our distributors, but ask for their list and see what they sell and at what price! Australian people can only order through Alternative Software or Big Mouth... support us!!!!

MAILBAG

After only one issue we already received letters and please keep sending them as we love to hear your views on CT or other things... If you send us a letter we will either answer it in Mailbag or give you a personal reply...

Hi Peter,

Thanks for sending my first issue of CT and my free software bundle too. I really liked the mag, and the content of the coverdisk was pretty good as well. For a first issue you've done a hell of a job, that's for sure!

Also thanks for the GameMaker games. I must say I enjoyed Stars and Rings Deluxe and Confusing Quest 2 1/2. They were way, way better than their predecessors and I can't stop playing S&R's. It's a shame that you've decided to stop creating your GameMaker games now, but I suppose that machine language games are the way to go.

With the regards to CT, I must say that on the up side the amount of information that the mag contained was excellent. The print quality is very good when compared to most other C64 magazines, the coverdisk was great too with a bit of something for every taste, and the promise of providing information from all corners of the world was certainly fulfilled.

On the down side, there were a

few too many articles based on Eagleware products and I reckon that dotting adverts around from page to page is a bit stupid too.

As far as suggestions for enhancing the mag go, I would definately tone down the Eagleware coverage a bit for starters. By all means have the Eagle News section in the mag, but don't go over the top like you did with the first issue. Secondly, I'd include the names of all the C64 set-ups you now off in the Contact Corner section, but reduce the font size a bit to make more room. Thirdly, I'd get tid of the Charts section as it's not really at all interesting, fourth I'd have all the adverts on the same page if possible and finally why not use justified text in the mag instead? It makes the sides of the text-columns look straight and ultimately a hell of lot neater.

I think that about wraps up my views of the mag. Overall, a very worthy attempt which is well worth the subscription price in my opinion. If I had to rate it, then it'd get about 80% in my eyes, which isn't at all bad really.

Bye, Bye

Simon Hillam (England)

Thanks a lot Simon for this nice letter. First let me thank you for the subscription as I can use all the help I can get. Secondly many thanks for liking the magazine as you mentioned in your letter.

On the subject of GameMaker games... I was very glad to read that you liked them as it is always nice to hear this. The main reason I stopped (for now) is that I'm way too busy with Eagleware and Commodore Tribune. It is possible though that I will design a new game in the near future which will become PD and not commercial. And yes... machine language games are the way to go, I have to admit this!

I also know that there were a lot of Eagleware based articles in the first issue, but this is mostly because many readers didn't know a thing about Eagleware and many changes have taken place here at the office. In future issues not as many Eagleware articles will be printed in the magazine only if we have some new products to offer you. I will not include all the C64 set-ups I know of as I will take up almost 3 pages and this is money thrown away. I have plans for a special Contact Corner in the near future though! The Charts will stay for now, but if nobody sends in their charts it will be withdrawn.

On the subject of justified text, check this text out. It's justified! As soon as I read your letter I started changing all the articles I had finished. Thanks for this advice! It is a great idea!

So again many thanks for this useful and nice letter Simon. I hope the future issues will also be to your satisfaction!

Another letter came in from Simon Quernhorst who lives in Wesel, Germany.

Hi Peter!

I liked your magazine Commodore Tribune very much. It was my first commercial papermag to see for over two years and I just wonder that there are still so many mags around...

Yours,

Simon Quernhorst (Germany)

I'm glad you liked this magazine but it is not really commercial as a commercial magazine can only be bought in the shops! Commodore Tribune is just a mag for supporting the C64 and its users. The price people pay is mostly for printing, package, postage and disk. Eagleware hardly makes a profit of it.

Yes... there are still a lot of magazines around like Commodore Scene and The Gatekeeper. Why not try some of them? You won't be dissapointed and their addresses (along with others) are mentioned in Contact Corner!

Another new subscriber is A.F.J. Kamphuis who is 74 years young and stil a fanatic C64 user!

Dear Peter Staaks,

Find enclosed the money for a subscription of CT. It's a very nice magazine!

Yours sincerely,

A.F.J. Kamphuis (Holland)

Many thanks for your sibscription and I hope you will like all the future issues of Commodore Tribune!

Next is a not that very nice letter from Alex de Vries of Crystal Software...

Dear Peter,

You asked me for my honest opinion about CT and here you have it. Commodore Tribune is a very bad mag! The layout is irritating, the mag contains nothing and the language also contains many spelling errors and things like that. CT is more like an Eagleware catalogus and I'm not waiting for this. The coverdisk also doesn't add anything extra!

Do you actually take the time to read the information you receive and include in the magazine? About CSE: We are NOT selling Riddles & Stones, the German version of The Legend of Kyril is not even finished and we will not support the Plus4 and MSX (the last one is forgiven as this is hot news). Also the game Worms from Ambush is now called Snakes and 1988 was THE year for the C64 games.

The only chapter that was great was Previews and also the article on CSE was quite well written and I can take criticism...

I hope to hear from you soon,

Alex de Vries (Holland)

Thanks for this very honest opinion Alex.

I was kind of surprised when I read that you disgused Commodore Tribune.

I personally (and there are more that share this opinion) that the layout is slightly better then most other mags around at the moment. I'm not still satisfied and I will probably never be! As for the spelling errors... I'm a guy from Holland and you can't expect me to write English without spelling errors. As for the many Eagleware articles I fully agree! Like I mention to Simon Hillam this was mainly for the many new people who didn't know anything about Eagleware. This issue and future issues will not contain that many Eagleware stuff!

If you read correctly... I was talking about forthcoming releases from CSE and I believe you told me that Riddles & Stones was one of them. I was wrong so I'm sorry for this! You also told me that the German version would be finished around November/December 1996 but I might have misunderstand you... I didn't knew anything about the name Snakes until the magazine was printed, so no changes possible here! And I think 1992 was THE year for the C64, but this is my personal opinion.

Why do people from the UK and Australia don't complain about the supposed spelling errors?? They speak and write this language every day! Your reaction please....

Sorry if your letter is not printed but we are unable to print them all but you will receive a personal reply!!!!

March 1996

- Eagleware have released a free diskmag called Vendetta. This diskmag is freely spread and is to support the commercial scene.
- The USA firm Threshold Productions are busy with two new games: Lazer Duel 2 and a game similar to Ultima.
- The Australian PD library have quit and are selling their label.
- The game Mystery from Phuture (Germany) is now available from PC Software.
- Eagleware are withdrawing the game Deadline from the Dutch market.

April 1996

- Computer Scene have taken over the PD library from EBES.
- Cosmos Designs are working on two new games: Lord Mc and Lions of the Universe 2.
- Nemesis Productions are releasing a new compilation called Loaded. The games on it are: Deadline, Wonky Worms, One Ice, Tric Trac and Cardland.
- A new German company is here. They call themselves Parade Software.
- Another new company is entering the C64 scene and is based in Assen (Holland). They are Crystal Software.
- Eagleware is now selling two new games produced in Slovakia and Poland. They are Dumis and Fields.

- Eagleware has now three distributors in the UK and one in Australia.
- Shocking news: EBES are closing their doors and are selling all their remains for a lower price.
- Turbo Tiger Software have a new game released: Quiz Master.
- Jonathan Woods will not finish the game Colony.
- Shinjitsu Software have released a new game called Insanity.

May 1996

- The Australian firm Everlasting Style have produced a new magazine called Commodore Fever.
- Everlasting Style are also releasing a new game called Mortal Dogfight.
- Wizard Games in the UK also closed its doors.
- The game ZZZZ is being released as a part of Supportware.

June 1996

- Another new diskmag is born! Commodore Fantastic is being produced by Nick Dudman.
- Computer Scene announced that Mike Berry is working on a game for them called Savage Platforms.
- Tom Grosz founded his own company called TCP Soft which is based in Australia.
- Expression is another new company and they will soon release The House.
- Crystal Software is releasing a compilation with the games McRat and The Zinj Complex.
- Eagleware is releasing the game Insanity worldwide except the UK.
- Eagleware is also selling two compilations from Loadstar called Arcade Pack and Puzzler Pack in Europe and Australia.
- Eagleware has plans to produce a new papermagazine called Commodore Tribune....
- The firm Cyance have released a new game called Centric.

July 1996

- Alternative Software have plans to release a new papermagazine called Commodore Action.
- Eagleware announced a new game called Hydrophobia.
- Parade Software announced to release a new shoot'em up called StarFighter.
- The C64 PowerDisk is now

- officially dead due to lack of support.
- Alternative Software have agreed to become the second games distributor in Australia for Eagleware.

August 1996

- Computer Scene changed the name of their magazine into Commodore Scene.
- PC Software also changed their name into Orbital Computers.
- XLCUS quit the C64 PD scene and are now concentrating on the commercial scene in the UK
- First Blood in Australia have halted their game Godflesh.
- Turbo Tiger Software have released a new compilation called SEUM.
- ESCOM is bankrupt.
- Crystal Software & Electronics have announced a big release in 1997 called The Legend of Kryil.
- CSE is selling the UK magazine Commodore Scene in Holland and TCP Software is selling it in Australia.
- A new Doom game in under production by the group NoName. The game is called Mood and will be released all around the world.
- Ambush is a new label and based in Sweden.
- The diskmag Commodore Down Under from Australia is taken over by The Dark Realm.

September 1996

- Commodore Fantastic is no more.
- Nick Dudman (editor of Commodore Fantastic) announced to make a new papermagazine with the same name.
- Shinjitsu Software announced many new and interested titles.

October 1996

- Turbo Tiger Software are working on a new game: Hangman Deluxe.

- 'Zine 64 is now officially being distributed by Computer Scene in the UK.
- The Hungarian firm 576 KByte is planning a new compilation containing puzzlers.
- Eagleware have many new titles in the pipeline for release! Some of them are: Alioth, Destiny and Erotica.
- Parade Software have plans to release a new disk magazine similar to Magic Disk and Game On from CP Verlag.

- Computer Workshops in the USA have plans for some new games like a Doom game!

November 1996

- Many major releases at the Eagleware HQ. Over 10 new games/compilations are being released!
- XLCUS is busy with a new game called ? - Interlaced Pairs.
- Parade Software have announced not to finish the game StarFighter, but they will wait until 1997 for they make it official.
- Alternative Software will not release a new magazine.
- COMMODORE TRIBUNE is the new magazine for the C64 produced by Eagleware International Productions.
- The GameMaker games from Eagleware have been withdrawn from sales due to fair some reactions in Commodore Scene.
- Threshold Productions have designed three new games called: Hans Kloss, Acid Runner and Zamczysko.
- Magna Media have quit their magazine 64'er.

December 1996

- XLCUS have released a new game called ? - Interlaced Pairs.

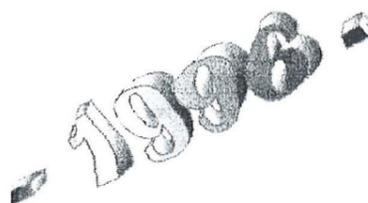
- The USA magazine The Underground has merged with Loadstar and has become The Loadstar Letter. The diskmag will still continue as usual.
- EBES is now really dead and no software can be ordered!
- CSE now have distributors in Sweden, England, Sweden, Scotland, Wales and USA.
- Rumours are that Paul Cresham quit the C64 scene and closed down Orbital Computer and the magazine C o m m o d o r e

- Action.
- Threshold Productions has been taken over by Arkanix Labs.
- Megatronix decided to concentrate on the PC and Amiga public domain only.
- Computer Scene as taken over the PD library of Megatronix.
- XLCUS is working on a new and huge game!
- A new German magazine have come called GO64! and produced by CSW Verlag.

Well... I hope I haven't missed any facts, but I suppose I did. The facts I printed down were the most important from the C64. The loss of EBES was a big shock and I would like to thank Russ Michaels for all his support, but too bad he didn't succeed!

New companies like Parade Software and Crystal Software & Electronics are doing their best to provide the users with what they need and I guess all the firms need a big applaud for their help in this uncertain market!

I hope you liked this special feature... Check out 1997!



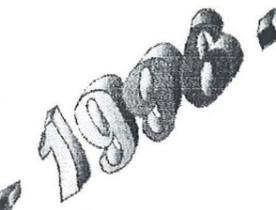
Now that the year 1997 has begun, it's always interested to see what 1996 gave us. In the this chapter I will inform you as good as possible about this rather good year for the C64...

January 1996

- PC Software have taken over the club Commodore Magic.
- Another new diskmag was released called Commodore Power.
- Eagleware International finished Stars & Rings Deluxe.
- The German company CP Verlag quit the 64 scene.
- EBES have imported several games into the UK like Coal Miner, Super Nibbly, Cosmox, Freds Back 3 and Eskimo Games. Not a wise move...
- Everglade quit the C64 scene.
- Cherry Software have many new titles in the pipeline for release. Some titles: Crazy News, Scorpion, Dave Speed and Zone of Darkness.
- PC Software are releasing some new titles: Flubble & Squij, Amorpheus, Capture and Confusing Quest.

February 1996

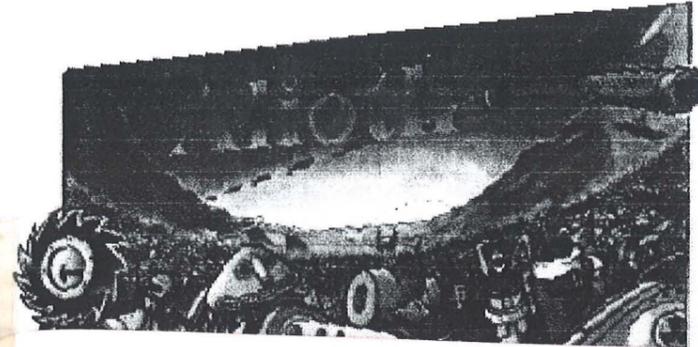
- Another new UK diskzine was released: Contact 64!
- EBES changed address.
- The diskzine from Parallel Logic based in Northern Ireland has ceased publication.
- The PD library Parallel Logic has also closed its doors.
- Eagleware has finished the game Confusing Quest 2 1/2.
- The game Misfortune, supposed to be even better than Mayhem in Monsterland, is now being sold by EBES.



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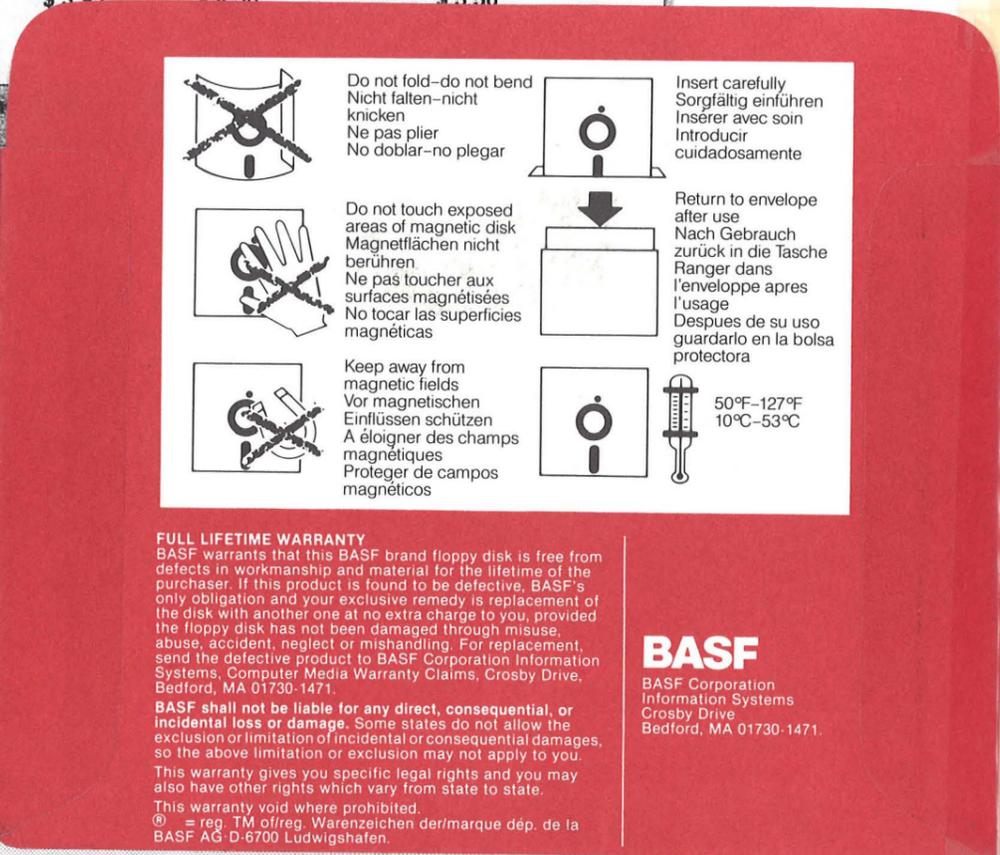
Remember - if it's in Commodore Tribune, we have it!

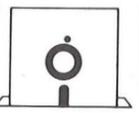
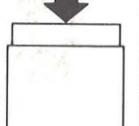
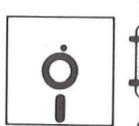
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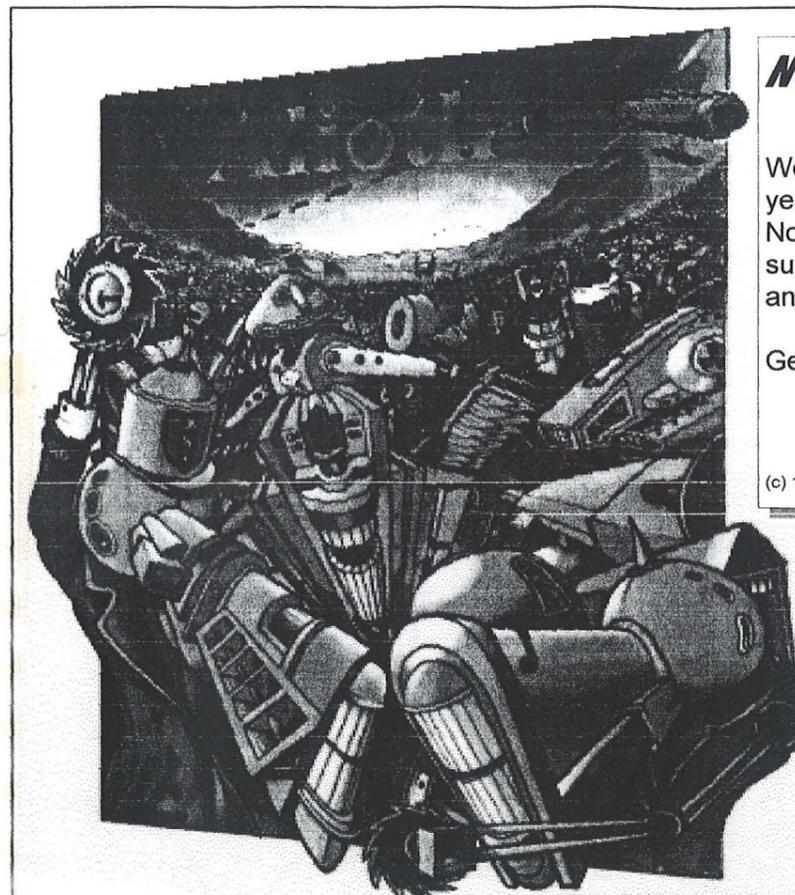
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(c) 1996 Eagleware International Productions

ADULT ONLY!!!!

The game Erotica is a puzzler with erotic pictures. It can only be bought if you are over 18 years old!! This game might contain pictures that are shocking!!!

This game is produced in Poland by Cybertech Laborants and they are responsible for more games like MegaBrain, Doris 2 and Car-O-Matic

TRY IT!!!

(c) 1996 Eagleware International Productions



CHARTS

GAMES

01. (01) Mayhem In Monsterland
02. (02) Lemmings
03. (03) Microprose Soccer
04. (07) Creatures 2
05. (04) Turrigan 2
06. (08) Creatures
07. (06) Pirates
08. (06) Orbits
09. (12) Last Ninja 3
10. (09) Fred's in Troubles
11. (10) Iron Man
12. (—) Slicks
13. (11) Super Nibbly
14. (13) Shadow of the Beast
15. (15) Great Giana Sisters

DEMOS

01. (01) Mathematica
02. (02) Radio Napalm
03. (03) Access Denied
04. (05) Tower Power
05. (04) Comalight 12
06. (07) Love
07. (08) Krestology
08. (06) Extremes
09. (09) Hallucinations
10. (13) Dutch Breeze
11. (10) Eiger
12. (11) Courtesy of Soviet
13. (12) Dawnfall
14. (14) Voodoo People
15. (—) World of Code 3

There were no reactions concerning the charts and therefore we still use the charts of the magazine Vendetta. You can find enclosed a small Commodore Tribune votesheet and I hope you will fill out this sheet and send it back to the editorial address! We will pick one of the sendings and print it in the magazine and we will give you an Eagleware Cheque with the value of Hfl 10,- and you can choose 4 PD disks with this cheque!!! So please send us your charts of games and demos!!

We will give you some of the charts that were send in for the magazine Vendetta and now you can see that Eagleware is everywhere!

Vladan Vasic (Yugoslavia)

Games:

1. Creatures 2
2. Creatures
3. Lemmings
4. BMX Simulator
5. Kick Off

Demos:

1. Mathematica
2. 4 Years Oxyron
3. Tower Power
4. Extremes
5. Parts

Andry Joos (Switzerland)

Games:

1. Mayhem in Monsterland
2. Lemmings
3. Fred's in Troubles
4. Grandprix Circuit
5. Fred's Back 3

Demos:

1. Dawnfall
2. Platline
3. Mathematica
4. Eiger
5. Access Denied

Marcin Buczak (Poland)

Games:

1. Creatures 2
2. Creatures
3. War for the Crown 2
4. Lemmings
5. Parsec

Demos:

1. Access Denied
2. Hallucinations
3. Reflexion
4. Mathematica
5. Parts

Besides the facts from 1996 I will give you also my views for 1997 and what we can expect from this year!

You have probably read in the chapter 1996 that many new magazines and diskmagazines were born and many diskmagazine lived for only two or three issues. On the subject of disk- and papermagazine I reckon that some new will be born and some will die. For example Commodore Fantastic, Devil Disk and Just'64. All dead and what about Commodore Action and 64'er? Also goners! I know from experience that at the moment it's very hard to make a magazine that will sell well with the mighty mags like Commodore Scene and Commodore World around. You have to make something special and I hope that Commodore Tribune has that something special?! CSE will release a new papermagazine called Commodore Star and the last I've heard is that Andrew Fisher will also help them. So be prepared for some more publications....

What about games? Yes... people will continue making new games even if it's just for fun. The Polish scene is going very strong at the moment and the best games are available in that country. Companies like Eagleware are doing their best to get some stuff from this part of Europe, but they this is very hard. I've seen games/previews like James Fly and they are exceptional! For example Eagleware is still negotiating with firms/people in that country so lets hope things will change in 1997 and I have very high expectations.

1997

Lets see what to expect from the biggest C64 firms around...

Crystal Software&Electronics

This new company founded in 1996 is growing fast and their headquarters in now in Denmark (check out Contact Corner). At the moment they haven't got much to offer, but things will change in 1997 if I'm correctly informed. With a game like The Legend of Kryil they have an extremely good game and what about Crazy News? I have very high expectations with CSE and their papermagazine Commodore Star will also be released very soon! Keep your fingers crossed!

Parade Software

Their first release was supposed to be StarFighter, but I hope it will be finished soon! Other titles they sell (besides most Eagleware titles) are: Catch Me, Pinfaball and Fight for Thurn (which is also available from Eagleware). Now that 64'er is dead they have a hard time, but I hope the new magazine GO64! can help them as they just started and they are concentrating on the German market only, so advertising in an USA magazine doesn't help them much! Perhaps if they do decide to release a diskmag things might change... I wish them the best of luck!

Everlasting Style

I believe this Australian firm has just released issue 3 of Commodore Fever and that is all I know. Mortal Dogfight was their latest release, but things

are very quite around them. I hope to hear from them soon as they have the potential to become a great firm! Just be reliable....

Arkanix Labs

This new USA company (former Threshold Productions) have released several games in 1996 like Acid Runner, Hans Kloss and I think they also released Gangster, which is an Operation Wolf clone. I don't know if they have any new titles in their pipeline, but I hope they would start to support the European and Australian users also...

Cherry Software

Big promises, but no actions! Three games released (Bouncy Balls, Future World and Magical Formula), but what about the other forthcoming titles like Maximum Overdrive, Scorpion and Dave Speed! I don't know what to say about them, but I hope we can see some new stuff from them very soon!!

Eagleware International Pr.

You can expect some new releases from us as long as we are supported. Also Commodore Tribune will be improved, but again if we receive enough support! I guess this is the slogan of every company/magazine: We help you, if you help us! This is the only thing that can save the mighty Commodore 64...

In future issues keep on checking Stuff! for the latest news of all the companies and other organisations. I hope everybody keeps his promises and that we can see a more healthy C64 scene in the year 1997...



In the first issue I talked about the first three months of 1992. Now I will continue with this year and tell you all about the next three months from the UK C64 world!

After the two great games Winter Camp (receiving a *Sizzling* rate from Zzap!64) and Creatures 2 (a gold medal winner) Thalamus announced a new soccer game called Arsenal FC: The Computer Game. The game was supposed to be programmed by Winter Camp creator, John Ferrari. Sadly the game never got released... or am I wrong?

Other games that were under production are Hook (from Ocean), World Cricket (Zeppelin), Brides of Dracula (Gonzo Games) and Lemmings (Psygnosis). The last one mentioned is supposed to be one of the best C64 games ever!

The news of Turbosoft was kind of shocking... they ceased trading. Details were a little hazy, and the matter was been referred to the Fraud Squad....

But what about new games? Again many new games were released and I hope to cover most of them.

Electronic Arts finally released their martial arts game Budokan! This game is probably one of the best of his kind ever and also received a 92% rating from Zzap!64. EA didn't release many games in this period, but Budokan was a great one!

Famous five on a Treasure Island was released by Enigma Variations and is an adventure. I'm not a big fan of games like this.

Gremlin released a game for kids called Shoe People. This is an educational game in conjunction with First Class Software. Another game, certainly not for Kids was Covergirl Strippoker from the Sales Curve. This game was nothing special (like most strippokers) and it's easier to buy a Penthouse. The Sales Curve did have one great hit and it was called Indy Heat. This is a racing game and reminds me of Super Sprint.

Not many sports games were released but Genias did release a volleyball game called Over The Net, and it wasn't bad at all. We have seen Volleyball Simulator from Rainbow Arts, but this was nothing compared with the game from Genias. There were also two manager games from Cult and Beyond Belief. Jimmy's Soccer Manager from Beyond Belief was real CRAP! Soccer Rivals (from Cult) was slightly better and you play it in a Monopoly style, which was something new!

Zeppelin Games released some more titles like Q10 Tankbuster, and Arnie. Arnie is the best from these titles and they have probably released more games in this period, but I always hated most of their games! Atlantis Software (another budget label) also released two (perhaps

more) games and they were called Moontorc and Zoomerang. These titles were nothing special and never reached the charts! Hi-Tec Software also released budget titles, but also full-priced games like Alien World! This game did reach some charts and also received a 86% rating from Zzap!64... Black Hornet was one of their budget releases and only a average game and just another shoot'em up.



Covergirl on the PC... hmmm?

The biggest flop of this period (probably from 1992) was G-Loc. This game was converted to the C64 by U.S.Gold. Many great things were written about this game and it was supposed to be the best fighter game ever made on the '64. Well... it was the worst fighter game ever on this computer and The game received a rating from Zzap!64 of 35% which is almost nothing!

The final big release was Steg the Slug from CodeMasters and it was even a budget release! A great game for a great price!

I've probably have missed some releases from this period, but I'm covering it as good as possible! Next time in Flashback I will talk on something else then 1992.... So until the next Flashback!

PARADE REVIEWS

The new German company is currently releasing some new Eagleware games, but also other games... In Parade Reviews I will review two games which they are currently selling!

Catch Me

This game was supposed to be released by Eagleware, but in the end we decided not to release it and one of the reasons can be found in the next words...

The game starts with a nice intro screen and excellent music by a guy who calls himself Booker. You have different options: Start game, choose how many rounds you wish to play and the time. When you start the game you see the playing screen.. You see two rocks flying in the sky (though they only move when you wiggle with your joystick) and player one must catch (hence the name) player two. Sounds great doesn't it? No way!! The game is boring, crap, it can only be played with two players and there are even bugs in it! The timer doesn't work!!! I really don't know why

companies release games like this as you really must be stupid when you like this game. The graphics are average and the only good thing is the music, but after 5 minutes you also dislike this only good thing! As told the game is nothing and therefore Eagleware didn't release this game, not then and not now! I don't know anything about the price, but I reckon something about DM 10,-! Check out the ratings... hahaha!

Graphics : 73%
Sound : 84%
Presentation : 60%
Gameplay : 25%
Overall : 10%

Pinfaball

When I first saw this name I thought it was a pinball game, but... was I wrong! Another small game which is being released by Parade Software! The authors of the game, Manuter Productions, call it 'The Ultimate Nerve Challenge', but I dill not even bother to play it for a second time! I'll tell you the aim of the game as it is being written in the game. Move your pinfaball to the 'X-it' area and you gain a point. When you have reached 10 points you will automatically move to the next

level. Have fun!! Why include 'have fun' as the game is really nothing! It's not even average! Objects are moving up and down fast and you control the pinfaball. Move it to the 'X-it' sprite and gain a point! THIS IS ALL and it's also extremely hard to even reach it twice! Again may I suggest DON'T BUY THIS GAME as it's a waste of money! Again this game is also priced around DM 10,- and if you are stupid enough to buy a copy, the address of Parade Software is included in Contact Corner! The graphics are nice and the music is also pretty good, but these two things don't make a game!

Graphics : 76%
Sound : 87%
Presentation : 70%
Gameplay : 10%
Overall : 15%

As you can see these games are not much and therefore Eagleware will not release them! Why not buy a copy of Fight for Thurn from Parade Software as is an excellent game from Taurus Software!

NEXT MONTH...

Next month we hope to have some exclusive reviews of games from Eagleware which are being reviewed by some people in Australia! This way you have fair reviews, so no-one can say that the reviews are unfair if the game received a good rating (because Eagleware is selling them...)

Also the new game Target from Crystal Software and Electronics will be reviewed in the next issue and this game is designed by Lepsi Developments! Target is for sale in February at CSE!!! But check the review first....

COMPO

Although the response to Commodore Tribune was quite good and the question of the first Compo was also not that hard, we received no response at all!!
What was the question?

IN WHAT YEAR DID SYSTEM 3 RELEASE THEIR GAME 'LAST NINJA 2'?

The answer was ofcourse **1987!**

Anyway... in the next issue there will be another compo and if the response to that competition is also bad then we might withdraw the Compo from Commodore Tribune...

**- COMPO -
THE CHANGE FOR FREE SOFTWARE!**

PUBLIC ADS

WANTED: Looking for GEOS 2.0 or GEOS 2.5. Please send letters to: A.F.J. Kamphues, Sem Dresdenplein 105, 3122 GE Schiedam, Holland.

FOR SALE: Original tape version of Fire & Forget 2. Price Hfl 10,- (incl. p+p). Contact: Peter Staaks, De Fazant 42, 7905 HD Hoogeveen, Holland.

FOR SALE: Two GEOS helpbooks. GEOS 2.0 and GEOS - Inside and Out. Price: Hfl 15,- (incl. p+p). Write to: Peter Staaks, De Fazant 42, 7905 HD Hoogeveen, Holland.

PEN PALS: English C64 user seeks worldwide pen pals for chat and PD swaps on either 5.25" or 3.5" disk. Write, enclosing Data-List to Simon Hillam, 61 Tower Street, Gainsborough, Lincolnshire DN21 2JF, England

Public Ads is where you, the consumer, can place some ads for FREE. If you are looking for a game, if you are looking for a pen pal, you are running a Commodore Club or whatever... Fill in the order form below and send it to the editorial address.

YOU MIGHT GET WHAT YOU ARE LOOKING FOR!

PUBLIC ADS ORDER FORM

NAME: _____
ADDRESS: _____

Classification: 0 For sale 0 Wanted 0 Services 0 User Group 0 Pen Pals 0 Magazine 0 Help

ADULT ONLY

Through the years we have seen many software for adults only. In this special feature I will try and cover some of this software which is mostly PD...

Strippoker games... we have seen strippoker games like Samantha Fox Strippoker and Strippoker. The strippoker game from the Sales Curve, was perhaps a bad game, but the pictures were not bad, but quite erotic (if you are not used to this... hehehe!)! The pictures were very small though and could have been a lot better. The quality from today is much better and there is a lot of software available from several PD libraries.

A rather old program is Peepshow and this is a slide show where you can see all kind of naked girls, but the quality is not that good! Wonderful Women is also a slide show with pictures which are extremely bad!

Good demos are Bloempjes and Bijtjes (from Silicon Ltd.), Ariel Show (MegaUnit), Inter Laser Show (Trans-X) and PornaGraffiti (??). These are demos with Interlaced pictures. Shows/demos like Girls, Peepshow and Pleasure Dome are pictures you can even load up in Koalapainter, thus three colour only!

There are many demos around which just nude girls are being shown and only the top. Some other demos are much harder

and almost perverse. Boys and girls doing it with each other and perhaps other objects. If you are interested in adult only software then why not contact Alternative Software, Eagleware PD or any other PD library and ask if they have some in their catalogue. Although some pictures are way out of line, the quality is often extremely good like in Pornagraffiti!

The game Erotica, which is currently available from Eagleware contains pictures that are rather strong but I have seen pictures from a better quality! These pictures are not bad, but could have been so much better!

Besides all these picture shows there are also sex cartoons and sex games. There are sex cartoons with all kinds of cartoons and make yourself ready for a big laugh! Most of these cartoons contain a lot of humor, but are also kind of perverse. Sometimes a woman doing it with dog or whatever! There are also some games around like Sex Games. These games are not that great for your joyfull stick as you have to wiggle it around and around. You might all know the game Daley Thompson where you have to wiggle your joystick around like hell to make a big jump or whatever. In a game like Sex

Games you have to make a big score! All very funny, but after playing two times you feel throwing the computer out of the window and your arm is hurting like hell!

No... give me nice games like Alioth or Upside

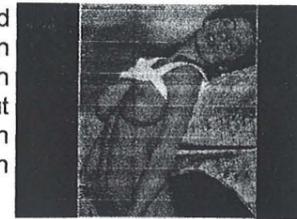
Down. Not Sex Games or whatever. I also prefer good quality demos like Dutch Breeze, Radio Napalm and Comalight 12! I will have more fun with this stuff than with the adult only software!

You all can read that there is many adult only software around and more than we even can imagine. We from Eagleware have a special offer and when you buy a copy of Erotica you will receive 5 (!) free disks from adult only software from the Eagleware PD catalogue.

I've written this article for you all so you can read also about other software from the 'dark side' of the Commodore 64! It's possible

that you don't like articles like this, but if you have come this far then you probably enjoyed this special feature!

So remember... with an order of Erotica you receive 5 free adult only disks for FREE...! Try it and perhaps love it...?!? or not...



YO! Here we are back with some new hints & tips. This time mainly codes so you can reach higher levels for your games....

HINTS & TIPS

Super Dominos Brothers

With this game from Eagleware, which is PD though, you must enter codes before you can play the next test. Here you have them:

TEST 2 3.5.2.1
TEST 3 8.1.9.1
TEST 4 0.9.7.5
TEST 5 7.7.0.8

Confusing Quest

Another game from Eagleware! You need 4 codes before playing the last stage!

CODE 1 4.7.1.9
CODE 2 1.0.0.5
CODE 3 7.9.1.6
CODE 4 5.1.0.7

Cool Croc Twins

This rather nice game contains codes for starting with certain levels....

LEVEL 05 TRIAX
LEVEL 10 DREAM
LEVEL 15 MUNGO
LEVEL 20 JANKO
LEVEL 25 HENRI
LEVEL 30 DOORS
LEVEL 35 FLOYD
LEVEL 40 HUMAN
LEVEL 45 MONEY
LEVEL 50 MAGIC
LEVEL 55 GIRLS

Locomotion

Locomotion from KingSoft also needs codes for the levels. I was so nice to print them for you so use them....!

LEVEL B BOOT
LEVEL C CHOR
LEVEL D DORF
LEVEL E ENTE
LEVEL F FUSS

LEVEL G GIFT
LEVEL H HAND
LEVEL I IGLU
LEVEL J JAHR
LEVEL K KUSS
LEVEL L LAND

Clix Clax

Clix Clax is a game I really like and now it's much easier to finish this game from Idea.

LEVEL 02 PESCHI
LEVEL 03 MASTRO
LEVEL 04 URIOLO
LEVEL 05 NATALU
LEVEL 06 CIUPET
LEVEL 07 MORALA
LEVEL 08 SUFEIS
LEVEL 09 IMANID
LEVEL 10 NIRIDN
LEVEL 11 IDREPE
LEVEL 12 QUAQUA

Thinkcross

This logical game from Ascon is not my favourite, but for the ones who like it here... try to finish the game!

LEVEL 005 CUSTOM
LEVEL 010 MASTER
LEVEL 015 FUTURE
LEVEL 020 DORADO
LEVEL 025 GREECE
LEVEL 030 FLAMES
LEVEL 035 ANIMAL
LEVEL 040 EPOPEE
LEVEL 045 JAGUAR
LEVEL 050 MATRIX
LEVEL 055 WIZARD
LEVEL 060 CATGUT
LEVEL 065 FIRING
LEVEL 070 LADDER
LEVEL 075 FIRKIN
LEVEL 080 SPHINX
LEVEL 085 TYPIST
LEVEL 090 VOYAGE
LEVEL 095 PALACE

LEVEL 100 DECADE
LEVEL 105 ARMADE
LEVEL 110 ESTATE
LEVEL 115 GOPHER
LEVEL 120 KERNEL
LEVEL 125 JUMPER
LEVEL 130 GROOVE
LEVEL 135 HIPHOP
LEVEL 140 OFFSET
LEVEL 145 SUINEG

Next are some pokes and find out yourself what they do....

Afterburner

POKE 4969,173
POKE 6754,173

Armalyte

POKE 59891,173

BMX Kidz

POKE 9015,173
SYS 8148

Cabal

POKE 9905,189

Camelot Warriors

POKE 23730,173
SYS 16384

Cauldron II

POKE 29207,165

Cobra

POKE 2454,173

Crazy Cars

POKE 7795,173

I hope you can use all this stuff and finish one or two games! If you have a special tip, poke or codes then do send them and we'll print it in Hints & Tips... Until the next cheat...

COMPUTER SCENE

In this issue we have a special feature on the UK distributor Computer Scene. Many think this is a magazine, but I will tell you exactly what it is....

Computer Scene started as a new C64 magazine after Commodore Format was gone. The first few issues were rather simple and contained almost no important information. After four issues more companies and people started to support Computer Scene with giving them games for reviews, other software for the coverdisk, new staff-writers joined, artists joined and with the help of other Computer Scene got better and better. The editor, Richard Bowen, is a fanatic C64 supporter and did everything he could to make Computer Scene THE magazine for the C64 and he did a great job. After issue 10 the name changed into Commodore Scene, because the name was a bit weird for a magazine (so some readers said). Computer Scene was now the publisher of Commodore Scene and along with this magazine Computer Scene was also selling games from Eagleware (!!) and therefore becoming some kind of distributor. Another UK magazine, 'Zine 64, is now also being distributed by Computer Scene.

From the time EBES closed their doors Computer Scene also got the remains of their PD library and now they even own the PD library of Megatronix and they have their own Computer Scene PD library. Are you still following me....?

So... lets get things clear! Computer Scene is now distributing two magazines: Commodore Scene (former Computer Scene) and 'Zine 64. They also run three PD libraries: Computer Scene PD, EBES PD and Megatronix PD. Pheeeew!! Is Richard Bowen, the man behind Computer Scene, addicted to work or something? Besides all this Computer Scene is also selling Eagleware games: Dumis, Fields, Brave African Huntress, Doris 2, Car-O-Matic, Alioth and Super Hits and more titles will be add in the near future. I believe that Computer Scene is also selling some products from Crystal Software & Electronics, but I'm not certain and rumours are that they are also the agent of the Australian based firm TCP Software run by Tom Grosz.

Now in the year 1997 Commodore Scene contains over 60 (!!) pages and the editorial staff has grown like mad. The editor is of course Richard Bowen. Staff-writers are: Kevin Evans, Vincenzo Mainolfi, Simon Reece, Sean Richards and Linda Withers. Technical consultant is Andrew Fisher and he is also the music advisor. Puzzles are taken care by Anne Bowen, screenshots are done by again Sean Richards and finally their foreign correspondent is Jonathan Forsberg. So you see... the staff is very big and they all (plus the contributors) make a hell of a magazine. Commodore Scene will be

reviewed in a future issue and then you can read that it also has its bad sides.... Issue 14 of Commodore Scene will contain a brand new game written by Mike Berry, also known as Kernal (he did many games in the past and one of his games is Chaos). The game is called Savage Platforms and is a Manic Miner clone. Another game is Moon Gods and I don't know when this game will be ready, but you see... Computer Scene is doing everything they can just to keep the mighty C64 alive.

'Computer Scene is now officially the UK distributor of Commodore Tribune'

Now some HOT NEWS! Computer Scene is now officially also the distributor of Commodore Tribune in the UK, so they now publish three magazines! I really can't imagine that Richard Bowen is doing all this on his own... before I forget! They even sell some hardware, but I can't remember exactly what so contact them for more info on this subject.

You see... Computer Scene is a rather big organisation which supports the C64! I must say that I admire Richard and his crew what they do for the C64 and its users! They must be applauded for their work and therefore I ask you... SUPPORT COMPUTER SCENE!!

Next month a special feature on Alternative Software based in Australia....

THE TRIBUNE

In the first issue of Commodore Tribune you have read the reason for producing a new magazine and what we can do with it. Read this article and see how it is going with the mag...

Things are looking good for the Australian and UK C64 users. I have contacted Alternative Software (Australia) and Computer Scene (UK) for distributing Commodore Tribune in their countries and both agreed. I've also contacted distributors in Germany, USA, Poland and some more so I hope that all the users from these countries can see the looks of Commodore Tribune! I'll keep you informed!

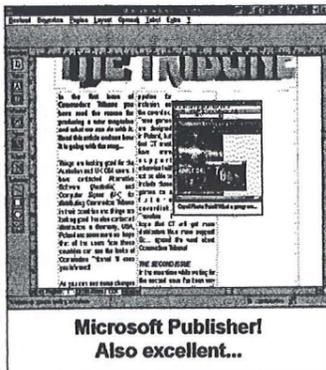
As you can see some changes have taken place. The frontpage is looking much better to my opinion and due to the advice of Simon Hillam the text is now justified which indeed looks a lot better! Also some of the head text have changed as I thought they were not looking all that great. Also the fonts have changed. In the first issue I used the font type Swiss but they were too light and therefore the copies had to be a bit more darker. You might have noticed this with certain advertisements with pictures being very dark. The font type I now use is Arial which looks a

lot better and therefore the copy quality is also a lot better.

I also have some new commercial games in the pipeline for inclusion on the coverdisk. These games are designed in Poland, but first CT must have more support otherwise I will not be able to include these games on a future coverdisk. Therefore I hope that CT will get more distributors thus more support! So... spread the word about Commodore Tribune!

THE SECOND ISSUE

In the meantime while waiting for the second issue I've been very busy with trying new things with the programs I use like Corel Draw 5.0 and Coler Photo Paint where I designed all the titles and the frontpage. I also noticed that there were more options to make Commodore Tribune still look a bit better and I think I did a nice job with this.



All the text is written in Microsoft Publisher and this program is great for this job as it contains all I need! There is only one problem and it could be a big



really mind but you've probably noticed this as there are no screenshots from C64 games. This was supposed to be very easy. Simply load up the C64 emulator and while playing a game press Alt+PrintScreen and return to Windows. You now have the screen on the so-called clipboard, but no way... This way of making screenshots is only possible with simple screens like for example Wordperfect. So still no screenshots but I'm trying my best to get some next time.

I also hoped to have an article on GEOS, but the person who was supposed to take care of this gave me information which I simply cannot use. So... if there is anyone out there who likes to write articles on GEOS or any other article then feel free to send it in and we will check it out if it's suitable for publication. Also if you can help us with screenshots or anything else then simply send a letter and some of your work to the editorial address.

If I have something new that you must know concerning Commodore Tribune then I'll let you know in the third issue of Commodore Tribune...

PREVIEWS!

In the last issue of Commodore Tribune you have read all about forthcoming games and most of them were designed in Poland. Check out this issue's previews and read all about the latest games....

Red (Samar)

This game is being produced by the Polish demo group Samar and is actually very nice. It's a logical game and reminds me of the MSX game Eggerland Mystery from Hal. You control a weird fellow and you are in a maze. Collect all the items but make sure you do it in the correct way, otherwise you won't finish the game... The complete version will contain about 200 (!!) levels and if everything goes right Eagleware will get worldwide selling rights.... The game is rather nice and also addictive. The game contains good graphics and music is also pretty cool. Thank God! Not a puzzler again...
Rating: 87%

The Legend of Kryil (Taurus)

This game will be sold worldwide by Crystal Software & Electronics and I guess it will be a damn fine game! There isn't a playable demo yet, but just a demo for the eye which gives you all the information on the game: A map which uses the 16-color-scrolling mode, masses of beautiful hires-graphics, 1-4 players option and more... It will be a real Civilization clone if I have to believe all that is said about. Fight for Thurn from Eagleware/Parade is supposed to be nothing compared to this game and Fight for Thurn was excellent! The graphics I've seen in this demo are really superb! I hope to include this demo on the coverdisk of the

next issue so you can judge for yourself! You can order the game right now at one of the CSE addresses. The rating I will give is for what I've seen in the demo... This has nothing to do with the game as there isn't a playable demo yet...
Rating: 90%

Scortia (Scorn)

This game is will be a Arkanoid clone and is being designed by Scorn Technologies in Poland. If all goes right this game will be on a future coverdisk and therefore our first commercial game on the coverdisk! The preview I've seen is very small, but the game plays well. The graphics are also very nice and there are only sound effects in the preview so far... Lets keep your fingers crossed and pray it will appear on a future coverdisk...
Rating: 70%

James Fly

Whoow! What a game! This product is probably produced in Poland, for as far as I know. You control little James Fly and collect all kind of items! This game is very similar to McDonald Land, but much better. The graphics are really superb, but I cannot say anything about the music as there are no sounds at all in the preview. The James Fly sprite is designed the same way as Mayhem from Mayhem in Monsterland (hires). I don't know anything to say about this game only that it must become THE best game ever designed on the C64 and even better than Mayhem in Monsterland from

Apex guys. Eagleware will do his best to find out where to buy a copy or even get the selling rights, but this is not a promise... Aaaaahg!!! What a game! This preview will be included on the next coverdisk and you can see for yourself!
Rating: 100%!

Toxic

Again a great game from and again I don't know the designers! This game is a Giana Sisters clone and a great one! Collect crystals and make sure you don't hit the water. The game is very playable and the graphics and music is also excellent! Where do games like James Fly and Toxic come from? I really don't know, but I guess Poland is the place to be right now!
Rating: 95%

Wabbit Hunter (Patriot G.)

Shooting rabbits! That is what it's all about in this game from Patriot Games. I really don't know why people make games like this, but I hate it! A rabbit is running around from left to right and you need to shoot him like in Operation Wolf. When you have fired you need to wait a few seconds to re-load your gun and then you can shoot again! I really hate this game and don't even dare to buy a copy, even when you know where to get it...
Rating: 9%

As you can see many new games are being designed. We hope to cover as many as possible! Until the next time..

CONTACT CORNER

Some addresses have changed for example 'Zine 64. Check it out and see if there is anything useful for you!

SOFTWARE:

Atticware:

610 First Street, Liverpool NY 13088, USA.

Computer Scene:

35 Nottingham Road, Nuthall, Nottingham NG16 1DN, UK.

Cherry Software:

Rullagergatan 9, 415 26 Goteborg, Sweden.

CSE Technologies:

Bogtrykkervej 36 St. Th., 2400 Copenhagen North West, Denmark (Main Office).

CSE Holland:

Leemveld 158, 9407 GE Assen, Holland.

CSE Scotland:

14 Cairngorn Crescent, Barrhead G78 2AW, Scotland.

CSE Sweden:

Nobbelovs Torg 17, 22652 Lund, Sweden.

CSE UK:

9 Hendre Close, Broad Lane, Coventry CU5 7AG, UK.

CSE USA:

5296 Devonshire Road, Detroit, MI 48224-3233, USA

CSE Wales:

76 Castle Drive, Neath, West Glamorgan SA11 3YE, Wales.

Everlasting Style:

P.O.Box 1151, Glenorchy TAS 7010, Australia.

L.K.Avalon:

Skr. Pocz. 66, 35-959 Rzeszaw, Poland.

Parade Software:

Horsterstrasse 26, 45964 Gladbeck, Germany.

Shinjitsu Software:

21 Conquerors Hill, Wheatmstd, Herts AL4 8NS, UK.

TCP Software:

Tom Grosz, Allgomeria Road, Eungai Creek, NSW 2441, Australia.

TimSoft:

Ul.Kosciuszkowcow 8, 75-350 Koszalin, Poland

Turbo Tiger Software:

12 Starella Grove, Dairycoates Avenue, Hull HU3 5DJ, UK

Threshold Productions:

17730 15th Avenue, NE Suite 229, Seattle WA 98155, USA

XLCUS Software:

21 Stockwell Road, Milton Malsor, Northampton NN7 3AN, UK.

MAGAZINES:

Atta Bitar:

Syregatan 7, 151 45 Sodertalje, Sweden.

Big Mouth Magazine:

13 Howard Grove, Ridleyton, SA 5008, Australia.

Commodore bi-Monthly:

46 Aldesworth Road, Cantley Estate 2, Doncaster, DN4 6JT, UK

Commodore Fever:

P.O.Box 1151, Glenorchy TAS 7010, Australia.

Commodore Mania:

Mill Cottage, Burrelton, Blairgowrie, PH13 9PP, UK.

Commodore Scene:

35 Nottingham Road, Nuthall, Nottingham NG16 1DN, UK.

Commodore Star:

Leemveld 158, 9407 GE Assen, Holland.

Commodore Zone:

34 Portland Road, Droitwich, Worcs, WR9 7QW, UK.

GateKeeper:

610 First Street, Liverpool NY 13088, USA.

Secret Service:

P.O.Box 21, 00-800 Warszawa, Poland

'Zine 64:

35 Nottingham Road, Nuthall, Nottingham NG16 1DN, UK.

PD/SHAREWARE:

Alternative Software:

P.O.Box 7092, West Geelong, Victoria 3218, Australia.

Binary Zone PD:

34 Portland Road, Droitwich, Worcs, WR9 7QW, UK.

Megatronix PD:

21 Tiled House Lane, Pensett, Brierley Hill, West Midlands, DY5 4LG, UK.

Shareware Plus:

P.O.Box 301, Worcs, WR8 9YW, UK.

StonySoft:

Beethovenstr.1, 87727 Babenhausen, Germany.

HARDWARE:

CMD Direct Sales:

Postfach 58, A-6410 Telfs, Austria

DataHouse:

Harleshauser Str. 67, 34130 Kassel, Germany

Oasis:

14 Ridgeway Road, Sailsbury, Wiltshire, SP1 3BU, UK.

Trading Post:

Victoria Road, Shinfal, Shropshire, TF11 8AF, UK.

When you contact some of these companies/magazines make sure to add a SAE or an IRC. Give them time to reply as most of these companies/ magazines are run by only one person.

If you need another address then send a letter to the editorial address as we are unable to list all addresses in Contact Corner!



COMING SOON....

The next issue of Commodore Tribune will hopefully contain an exclusive interview with an old legend who coded games like Fly Harder and Domination. Besides this I hope to have some exclusive software on the coverdisk and great features! You will see all the usual chapters and some special features! So... start ordering issue 3 now!!

ISSUE #3 will be released on the 24th of March!

Make sure if you have anything for review, articles, advertisements or whatever to be included in issue 3 the make sure to send it to the editorial address before the 10th of March!

FAULTY COVERDISK?

If your coverdisk doesn't work okay then please send it back to the editorial address and we'll send you a working disk as soon as possible.

Eagleware takes no responsibility for any offending material on the coverdisk.

Commodore Tribune

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BACK ISSUES

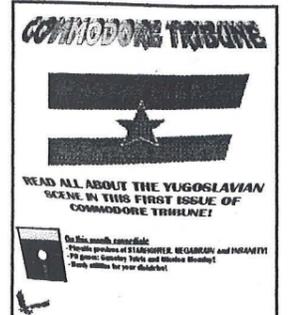
If you have missed an issue and you wish to buy it then contact your Commodore Tribune dealer or contact the editorial address. Ask for the prices and receive a back issue!

Back issues prices - Hfl 10,- (incl. coverdisk)



Issue 1 - 28 pages. Specials: Crystal Software & Electronics, Ambush, Yugoslavian Scene. Reviews: The Duel, Upside Down, Fred the Fruiter, Vin Tim. Magreview: The GateKeeper. Software: playable previews: Insanity, Starfighter, MegaBrain. games: Vioris, Mission Monday.

Issue 2 - 32 pages. Specials: Adult Only, Computer Scene, 1996, 1997. Reviews: Catch Me, Pinball, Chwat, Tronik, GirlTris, Fastball. Magreview: Big Mouth. Software: playable previews: Dave Speed, Coined, Mood, Hebel. Games: Tectron, Stars & Rings, TomCat.



READ ALL ABOUT THE YUGOSLAVIAN SCENE IN THIS FIRST ISSUE OF COMMODORE TRIBUNE!

Do this month's magazine!
Specials: Ambush, Crystal Software & Electronics, Yugoslavian Scene, Vioris, Mission Monday!
10 Great Games: Tectron, Stars & Rings, TomCat!

Commodore Scene

DESIGNED BY JJ 96



C
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Magazine!

Commodore Scene is THE magazine that the C64 community has been waiting for! A commercial quality publication that has secured a strong following from many worldwide users. Bringing a quality read to every C64 fanatic, who requires a network of support for their classic computer.



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