



## COMING IN THE YEAR 1997.....

Issue 2 of Commodore Tribune will contain many great things like more info on the new Eagleware games, magazine review of The Big Mouth Magazine from Australia, more Eagle News, another Flashback, a special on PD libraries and more great stuff!!!!!!!

ISSUE #2 will be ready on the 20th of January!

When you send us software for reviewing, articles or whatever you wish to be published or used in the second issue of Commodore Tribune then send it to the editorial address before the 5th of January!!!!

### 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.

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# COMMODORE TRIBUNE

Issue #1 \* Hfl 10,- \* November/December 1996



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



### On this month coverdisk:

- Playable previews of STARFIGHTER, MEGABRAIN and INSANITY!
- PD games: Gameboy Tetris and Mission Monday!
- Handy utilities for your diskdrive!



**EAGLEWARE INTERNATIONAL PRODUCTIONS**

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Hello C64 lovers....

After long time of thinking I'm proud to present another product from Eagleware International Productions! COMMODORE TRIBUNE is THE new magazine for the whole C64 world! Now that there are many magazines why make another magazine? If you make a new magazine you have to make something special, and I hope that this is the case with Commodore Tribune. It contains news from all over the world! It is mainly a games magazine, but future issues will hopefully contain some stuff about GEOS and other serious software. But why buy Commodore Tribune? Well... this magazine is slightly different than the other magazines. I'm trying to get something special everytime and this month we have for example an article about the Yugoslavian scene. I reckon many people have never heard anything from this scene and now is your change to learn something about it!

If Commodore Tribune gets enough support then we are able to make it better and better! We are able to get colour pictures or print the complete magazine in full colour. If CT gets enough subscriptions I will also be able to add some commercial software on the coverdisk.

But.... like any other magazine IT NEEDS YOUR SUPPORT! CT doesn't only need subscriptions, but staff writers, people who are able to make screenshots, artists to make pictures, contributors, distributors and all a good magazine needs! If you think you can help us out with anything then send us your work and a letter to the editorial address listed in The Shop coming up next! COMMODORE TRIBUNE NEEDS YOUR HELP!  
I'm also very busy to get distributors for CT in many countries. We are busy with people in Denmark, Australia, Germany, UK, USA and some more! If you think you can distribute CT then contact us.....

I'm very happy that this fist issue is ready as I'm very tired and things are very hectic here at the Eagleware office. The new commercial releases are almost finished, the new PD catalogue is almost finished and now Commodore Tribune issue 1 is ready... TIME TO SLEEP!!!

At the end of the day I want to thank Eddy Seinen and his company Remmers BV for printing Commodore Tribune. More thanks and greetings at the bottom of this page....

Okay... I will stop talking now and please send us your opinion about this first issue and please support us if you like what you have in your hands...

Well... enjoy this issue and till next time!!

Yours sincerely,

Peter Staaks  
Editor of Commodore Tribune

## GREETINGS AND THANKS....

In no particular order... THANKS:

- Martin Lindskog
- Arnold Cistai
- Eddy Seinen
- Remmers Bouwchemie BV
- Harold Staaks
- Edwin de Nijs
- Frits Koudijs
- Heath Kirby Miller
- Kurt Pedersen
- Richard Bowen
- Brian Pease
- Fender Tucker
- W.Hueser
- Adam Wade
- Serge Engelen
- Selma Bertels
- Sebastian Borkowski
- Balazs Bernat
- Kim Andersen
- Rene Janssen
- Marcin Paczkowski
- Simon Quernhorst
- Laurie Alderson
- Lee Petersen

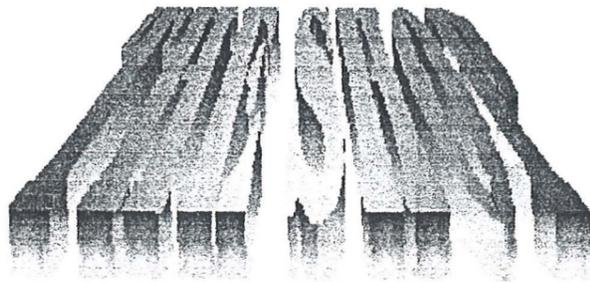
GREETINGS TO ALL THE PEOPLE WHO HELPED ME OUT WITH WHATEVER THEY DID!!! I HOPE I HAVEN'T FORGOT ANYBODY AND IF I DID... I'M VERY SORRY

- Lee Peterson
- Jan Klooster
- Ewen Gillies
- Ola Hansson
- Magna Media
- Blazej Strazak
- Alex de Vries
- Paul Cresham

AND ALL THE READERS!!

**Remmers**  
Bouwchemie B.V.

Postbus 142 - 161 05, 4172 H5  
NL 7900 AC - Koogstraal - tel 056/45 90 30  
Brugsekerweg 11 - tel 056/35 90 30  
fax 056/195 81-8520 Kuarne/Koedijk - fax 056/94 55



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

Excellent PD software for a very low price.

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 us a letter and IRC for our PD 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	Hfl 15,- (available worldwide)
Brave African Huntress	Hfl 15,- (available worldwide)
Car-O-Matic	Hfl 20,- (available worldwide)
Castle of Kraizar	Hfl 20,- (available in Europe and Australia)
Destiny	Hfl 20,- (available worldwide)
Doris 2	Hfl 20,- (available worldwide)
Dumi	Hfl 10,- (available worldwide)
Erotica (must be over 18)	Hfl 25,- (available worldwide)
Fields	Hfl 15,- (available worldwide)
Insanity	Hfl 10,- (available worldwide)

### GAMES COMPILATIONS

Brain Killers (puzzler compilation)	Hfl 20,- (available worldwide)
Loadstar Arcade Pack	Hfl 15,- (available in Europe and Australia)
Loadstar Puzzler Pack	Hfl 15,- (available in Europe and Australia)
Super Hits (three excellent games)	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!!!

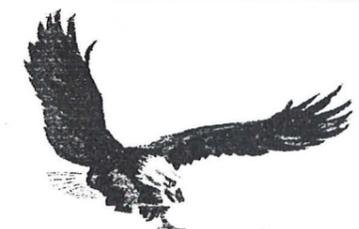
The prices on this disk will be in your own currency!!

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 PD Hoogeveen  
HOLLAND



# STUFF!



STUFF! is the news section of Commodore Tribune and there are many things happening in the C64 world so please read on and shiver....

## NO ALTERNATIVE?

The long awaited magazine from Alternative Software Commodore Nation will not appear in 1996 and but Heath Kirby Miller, the manager from this Australian company said that there are plans for a magazine next year! So for now no new Australian magazine, so you have to do it with Commodore Tribune!

## STARFIGHTER

The new company Parade Software have finally released the preview of their latest production Starfighter. This preview looks very good and is also included on this months coverdisk. They also have plans to release Catch Me and Mystery. We'll keep you informed!

## R.I.P. ESCOM?

There were rumours that the big company Escom were bankrupt. The latest news we have is that this is true although they have just released a new set of pentiums in Holland, but the headoffice in Germany supposed to be bankrupt! More news when we get it!

## PENGUIN TOWERS CLONE

Yes!! Ewen Gillies of Shinjitsu Software is working on a Penguin Towers clone called Bomber Clott and it looks very promising! We hope to have a playable preview very soon for inclusion on the coverdisk.

## WHAT'S UP WITH XLCUS?

This group lead by Paul Kubiszyn is now concentrating on the commercial market in the UK. They will probably producing new C64 games, but so far this is all we know and ofcourse we'll keep you informed!

## MAGIC CRYSTAL

The new Dutch company Crystal Software + Electronics is growing fast. They now have a distributor in the USA, the UK and Sweden. The mainly sell old originals like Lemmings, but also a compilation with the games McRat and The Zinj Complex. They are now busy with some new releases and one of them is called Legend of Kyril. This is a strategy game and the producers have a German version ready. In 1997 will start developing an English version. Another game is Riddles & Stones which has already been released by RAS Software. CSE is also currently selling the UK magazine Commodore Scene in Europe. The people from CSE have big plans for the future including dealing with software for computers like Plus4, MSX, PC and some others...

## THRESHOLD PRODUCTIONS

This USA company are currently releasing three new games called Hans Kloss, Acid Runner (Lode Runner clone) and Zamczysko. The first two games are priced at \$14.95 and Zamczysko at \$9.95.

## A MYSTERY....

The UK firm Orbital Computers (former PC Software) will soon

release the game Mystery in the UK and it will be priced at 4.99 pounds.

## IS IT AN AMBUSH?

Yes... you've probably heard the name before from scene demos, but they will be concentrating on commercial games from now on! They have several titles in the pipeline and no doubt they will be cool! Read all about them this issue....

## COMPUTER SCENE GAMES!

The UK magazine Computer Scene are currently producing two new games called Savage Platforms and Moon Gods. Savage Platforms will be similar to Manic Miner and Mood Gods will be a Shoot'em-up scrolling vertically like Starfighter from Parade Software. Looks very promising and the games will be sold on the coverdisk of the magazine! So buy it....

## WORLDWIDE SALES

Now that the C64 is getting stronger and stronger again the new magazines are also getting stronger and stronger.



Magazines like Commodore Scene and Commodore Action are now being sold in Australia through TCP Software and Commodore Scene is being sold in the rest of Europe through Crystal Software + Electronics. Let's hope that Commodore Tribune will get the same support as these magazines get....

More news next month....

# EAGLE NEWS

Eagle News is the news section of our company Eagleware International Productions. In this feature I will inform you about the latest releases and other interesting news!

## November 1996

November 1996 is a very important month for Eagleware as many changes will take place here at the office. A special administration program is designed for Eagleware and with this program we can keep all the important facts on our harddisk. This way we can save time and concentrate on other important things!

## New releases!

Yes... november contains also many new and great releases. We are going to release titles from Cybertech, Nostalgia Productions, Twilight, Lepsi Developments and Samar. These are highly respected game- and demoproducers which means that the productions are from a high quality! The game Alioth from Nostalgia is a good example. This game features superb music and excellent graphics and not forgetting great gameplay! My personal opinion is that this game is one of the best arcade from the last two years! Lepsi Developments are also working hard on new games and one we will release is called Destiny. You are running around in a maze and you play it like the first level of Rambo III. Collect items and watch out for the enemies! Another title Lepsi will have finished soon is Target! This

game is a shoot-'em up and we haven't seen some good shoot games since Lions of the Universe. Also Parade Software is working on a new shoot-'em up and this one is called Star Fighter and the preview is enclosed on the coverdisk! We hope to release these two titles aswell as many others. Read all about the new releases in our special article, November Launch! There are still some other titles we hope to release, but more info on that next time! We are also releasing two new and great games



## PD

Our PD section, Eagleware PD, is going to release a new catalogue with new software and a cheaper price. The price will go down by 50%, but you will have to buy a minimum of 4 disks. We cover: Adult only, games, demos, dentros, pictures, music, utilities and some other. This catalogue is available by sending us a blank disk and an International Reply Coupon and we will send you the....

## Eagleware Promotion Disk

This double-sided disk contains, ofcourse, an updated PD catalogue, the pricelist of our commercial games, addresses of our distributors, advertisements, the latest news, playable previews/demos and perhaps some other stuff! This way you can stay updated and have all the information you need on only one disk! This disk will also be spread around as much as possible! It's

a FREE disk so please spread it around as much as possible!!

## Worldwide C64 Support

Eagleware is supporting the C64 worldwide and therefore we have distributors in many countries. In Australia we have The Big Mouth Magazine and Alternative Software selling our games and soon TCP Software run by Tom Grosz. In Germany the new company Parade Software will release some of our games, we have our own Eagleware department in Belgium, soon in Sweden, Computer Scene in the UK and finally Atticware is the USA. These firms/magazines are selling most of our games and you can find their address elsewhere in this issue. We also hope to have some new distributors in Poland (eight offers went out a few weeks ago), Hungary, Denmark and the USA. We want to reach as many people as possible and make people aware about the great software the C64 is producing!!

We are always looking for other interesting news, software, suggestions and distributors. So if you think you can help us, and therefore also help the C64, then feel free to send us anything. This way we, and the C64, can live a while longer....

There is more news from Eagleware and its releases somewhere else in this issue like in reviews, november launch, The Tribune and The Shop. Check it out and contact us if you have any questions or wish to order!!! More Eagle News in the next issue of Commodore Tribune!!

Are you stuck on a game? You wish to see the end sequence without having a lot of trouble? Look no further.... here in Hints & Tips we have all the answers you need.....

# HINTS & TIPS

## Rainbow Islands (disk)

Type in the following and press return after each line:

LOAD"CODE",8,1  
POKE 28435,189  
POKE 16868,173  
POKE 18517,173  
POKE 18522,173  
SYS 2061

With these lines you get infinite lives and credits!!

## Famous Five (Enigma Var.)

Here are some tips to get you going in this adventure.

- To make friends with George, BUY ICES from the grocers and give them to her.
- To get into the pantry, put one character in the sitting room, and turn on the radio. Joanna will leave the kitchen, leaving the way clear for one of the others.
- Ask Joanna to give you her gloves.
- The batteries are in the clock in Aunt Fanny & Uncle Quinter's room.
- When on the island, you'll need the drink, food, gloves, spade, rope, torch, batteries and matches.
- When in the boat, directions are not used - just ROW BOAT. Only George can land it safely.
- Make an accurate map.

## Logical (Rainbow Arts)

Here are the codes for the levels of this game. Now all you poor people tearing out your hair out can find some peace of mind.

Level 5 ZDHGZ  
Level 10 UGFAU

Level 15 RAVZR  
Level 20 BZMUZ  
Level 25 HUERU  
Level 30 FRCBR  
Level 35 VBNHZ  
Level 40 MHOFU  
Level 45 EFXVR  
Level 50 CVDMZ  
Level 55 NMGEU  
Level 60 OEACR  
Level 65 XCZNZ  
Level 70 DNUOU  
Level 75 GORXR  
Level 80 AXBDZ  
Level 85 ZDHGU  
Level 90 UGFAR  
Level 95 RAVZB  
Level 99 VBNHH

## IO (Zeppelin Games)

Here are some POKES for this fine game. Just load up the game and reset the computer so you can enter....

POKE 25117,254 (RETURN)  
Infinite lives  
POKE 24932,2 (RETURN)  
POKE 24964,2 (RETURN)  
Start with all weapons

## Midnight Resistance (Ocean)

This game from Ocean is superb, but very hard. Here you have some help.

Type in SIAMESE on the title screen for infy lives.

## Golden Axe (Tronix)

Here are some general tips for this slice-and-dice extravaganza.

1. Running around will make enemies slow down considerably.
2. Try to hold onto your magic far as long as possible, preferably till later levels.
3. When faced with the end-of-

level bad guys, shoulder or headbutt (I said HEADBUTT) them - autofire is very handy for this part of the game.

## OutRun (U.S. Gold)

Enter your name as ENDING on the high score table for a special cheat.

## Steg The Slug (CodeMasters)

Here are the passwords to complete this hard game from CodeMasters

LEVEL 2 RDNUHCCMGU  
LEVEL 3 EDOUTIOCKO  
LEVEL 4 HDPFULCCM  
LEVEL 5 ODCMFUJLIC  
LEVEL 6 MEBHETPIAG  
LEVEL 7 LECGODTRHK  
LEVEL 8 NEDGFLDVRL  
LEVEL 9 OEFVHAGHLV  
LEVEL 10 PEGTTHIGLD

## Smash TV (Ocean)

Again some new POKES for another cool game....

POKE 41987,165 Infy lives  
POKE 44755,165  
POKE 41961,165 Invincibility

**WE ARE ALWAYS ON THE  
LOOKOUT FOR MORE  
POKES, TIPS OR  
WHATEVER TO MAKE A  
GAME EASIER. SEND  
YOUR CHEATS TO THE  
NEST ADDRESS:**

**Commodore Tribune  
Hints & Tips  
De Fazant 42  
7905 HD Hoogeveen  
HOLLAND**

# COMMODISK

It is not very easy to make a coverdisk to everybody's satisfaction, but I hope this month's coverdisk is okay.... What is the content of the coverdisk....???

## Insanity preview

This is a playable preview of the game Insanity produced by Ewen Gillies from Shinjitsu Software. Pick two similar blocks in this game and try to get a high score! The full version is available from the Eagleware address or if you live in the UK contact Shinjitsu Software. Both are listed in the Contact Corner...

## StarFighter preview

This will be the first game from Parade Software. This shoot'em up is similar to many other shoot'em ups, so I will give you no instructions. The game will be ready by Christmas and will be an interesting release. Address of Parade Software also listed in Contact Corner....

## MegaBrain preview

Like Doris 2, Erotica and Car-O-Matic is MegaBrain also produced by Cybertech Laboratories. This classic puzzler is available on the games compilation Brain Killers with other puzzlers.... Get it now from the Eagleware address!

## Gameboy Tetris

This is a clone of the original Tetris game, and it's a great one! I believe it used to be a part of a demo, but I'm not sure about

that! Play this classic clone like hell and it proves PD is also great!!

## Mission Monday

Another great PD game and also a classic one. This one is made by the legendary Ash and Dave and they are responsible for many other PD and commercial releases! A great game by these two dudes....

## FLI Editor 3.2

With this graphic editor you can make your own FLI-pictures! Great fun and excellent quality....

## Export Designer

Ever seen the nice logos on the directory of a disk? You didn't know how to make them? Well....



Export Designer is the program to make these kind of logos. Very easy to use so try and be creative.

## Dir Master v4.0

Another great disk utility! With Dir Master v4.0 you can do everything with a directory you have ever wished to do.... check out the help pages and have fun....

## Cindy Crawford

This is an IMAF picture by Paul Kubiszyn, the legendary guy from many games on the covertape of Commodore Format! Check out the quality!!!!

## IMAIC Collection 2

IMAIC is a member of the group Commo Bam, and is also responsible for the game Dumi released by Eagleware, and this is one of his music collections.... Superb music by this guy who lives in Slovakia....

## Dawnfall

YES!!! One of the best demos ever made! Dawnfall by Oxyron is excellent... It is always high in the charts so enjoy it....

## Positive

Another great demo and this one is designed by Fraction! This demo has recently been released so it's an exclusive demo!!! Enjoy

## Koalainter

This legendary graphic designer is now yours! Design high quality pictures and there is also an example picture on the disk! Use your imagination and design everything you like....

This is the content of this month's coverdisk! I hope you like the stuff and if you have any special requests then please write to us and we can make a coverdisk that YOU, the reader, want!!!

## NEXT MONTH!!!

Next month we will have some stuff from Yugoslavia, great PD games, utilities and perhaps some exclusive software....

Till next time....

# NOVEMBER LAUNCH

This month, november 1996, is a hectic month for Eagleware. This is the month with the many new releases. In this chapter I will discuss all the releases we will have. Anyway... I'll stop this so you can read on what goodies we have in stock for you.... enjoy and shiver!!

## Cybertech Laborants

We have many new games from the Polish group Cybertech. These games are: Doris 2, Erotica, Car-O-Matic and MegaBrain. The last one mentioned will be released on a compilation, but the first three are big ones and not one-filers! Lets start with Doris 2....

This game is, to my opinion, very good and also very addictive. It's a puzzler from a high quality. You see two similar pictures and one will be shuffled around and you have to get the original picture back by movin the joystick. A great game with excellent graphics and music! Erotica and Car-O-Matic are almost the same, except for some minor details and the pictures. Car-O-Matic contains car pictures and Erotica contains.... yes.... erotic pictures. These games are also puzzler, and again, superb! The concept is again very simple, but also extremely addictive. You have a screen full of numbers. The numbers are either blue or red and with collecting a blue number you gain points and with red numbers you lose points. You aren't able to move the joystick in whatever direction you like, but you are limited... check it out for yourself! Superb games!! MegaBrain will be discussed later

in this chapter...

## World's best game 1996?

The guys from Nostalgia Productions are excellent coders! The game Alioth is produced by them and, to my personal opinion, one of the best games since years! This arcade game contains really superb music and the graphics, which are done by Blazej Strazak (a famous guy from the demo scene) are also excellent! You control a robot and must collect items, but watch out for the enemies. This game simply must be in your collection if you love arcade games.... Nostalgia Productions are currently working on the follow-up called Darkness Palace, which should even be better....

## Adventures....

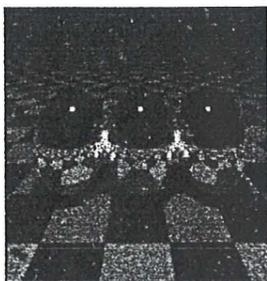
Besides puzzlers and arcade games we are also releasing two adventures. Castle of Kraizar is produced by John Green in the USA and is actually a re-release. This game can only be sold by Eagleware in Europe and Australia as the game was already been released in the USA in 1993. The game is rather big. The other adventure is a text adventure produced in the Czech Republic and is called The Brave African Huntress. This adventure is really a must if you love text adventures! Both now available at our address....

## Another arcade game...

Lepsi Developments (famous for many excellent demos) are also very busy with producing new titles and we are proud to present Destiny... This game is very big and contains everything a good arcade game needs!

## Great compilations!!!

Eagleware is now also releasing two great new compilations:



Is Ballz similar to Celtix?

Brain Killers (some great puzzlers) and Super Hits. Super Hits will only be sold in Europe and Australia, but Brain Killers will be sold worldwide! Super Hits contains three games produced in the Czech Republic.

They are: Celtix, Satan Ballads and Mayhem (no... not in Monsterland). The compilation Brain Killers contains Ballz, MegaBrain and one other puzzler.... The games on these compilations are one-filers!

## Other games....??

Yes... it might be possible that by the time you read this there are more games in our catalogue. There are some more titles which are in producing, but the coders are doing their best to finish them in time... Check out our updated catalogue for all our releases....

One final thing! These games are being released in november, but this doesn't mean that our distributors are already selling them. Contact them and ask.... Until next time....

# MAG REVIEWS

Each issue I will review one or two papermagazines or diskmagazines. In this issue I will review the magazine The GateKeeper produced in the USA by Atticware. I will use issue 4....

This magazine is not printed on A4 paper like Commodore Tribune, but it has the same size as Commodore Zone from Binary Zone PD. The frontpage is a digitized of an eagle in FULL colour! This is a very good start for a good rating, but the content is far more important. Page 2 contains advertisements of Loadstar and another USA magazine The Underground. Page 3 is the content and is nice and easy to read. Gatekeeping, the editor talk, is on page 4 and is a good part and well written. Feedback is next and this contains letters from readers. On page 7 are 8-Bit Bytes.

This is the news section and it contains very less news. Only some info on Threshold Productions and The Underground. Page 9 and 10 contain a story from me, Peter Staaks, about Eagleware International Productions. Next is a review of the 1581 Expressway and is nice to read. Page 13 is again an advertisement from Loadstar and CMD covers page 14 and 15. Hardware Hacking by Ray Carlsen is on page 16 to 20. This is a very interested article from the owner of Carlsen Electronics. Next is Brain Pease, the editor, and he writes a story about the diskdrive called Raiders of the Lost Directory (great name!). Page 24 and 25 contains prices and info on products from Atticware. The backpage is again a color picture by Tara Pease and she also does the other pictures in the magazine.

The Gatekeeper is a good magazine, but it could have been a lot better. I miss reviews of games, there must be more news, no info on next issue and no addresses of other C64 companies/firms like Contact Corner in this magazine. Lets not only talk about the bad things of this magazine because there are also a lot of good things like a color coverpicture and other pictures, well written stories, many pages, no crap talk and it's cheap.

It's a good magazine which every C64 owner must have. There are better magazines, but nothing is perfect! Check out the advertisement of The Gatekeeper elsewhere in this issue.

Rating: 82%



**INSANITY**

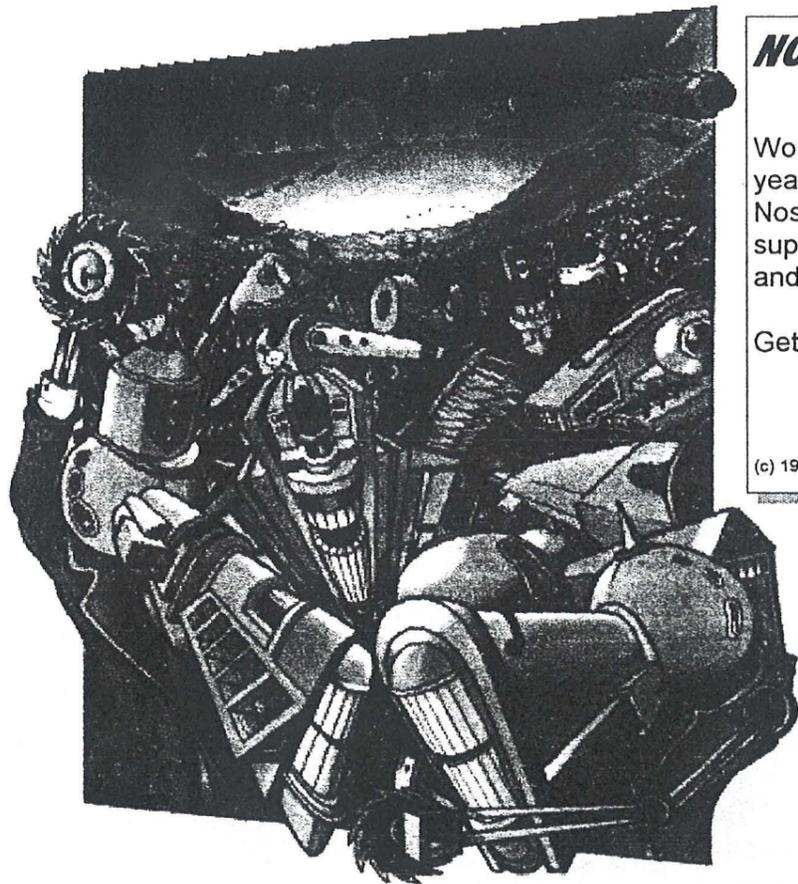
(c) 1996  
Shinjitsu Software

Worldwide distribution  
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Productions

A game by  
Ewen Gillies

Cover by  
Selma Bertels

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A GAME BY EWEN GILLIES  
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**NOW AVAILABLE!!**

World's best game since years! Game design by Nostalgia Productions with superb gameplay, graphics and music!

Get it before it is too late!

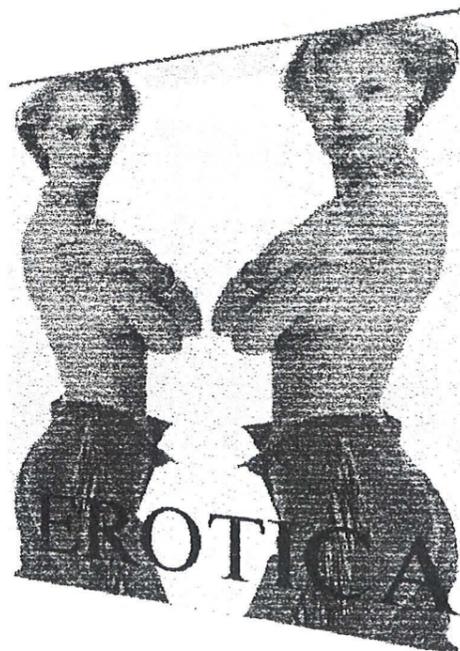
(c) 1996 Eagleware International

**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!!!



In every issue of Commodore Tribune there will be a competition. You have to answer some questions related to the Commodore 64 and send them to the editorial address. This issue we only have one simple question.

WHAT TO WIN?

If you have the answer right you will win a copy of the game Dumi. If you already have bought a copy of this game in the past then let us know and we will give you the alternative and that is the game Balz!

WHAT IS THE QUESTION?

Give us the answer on the next page!

## Commodore Tribune subscription

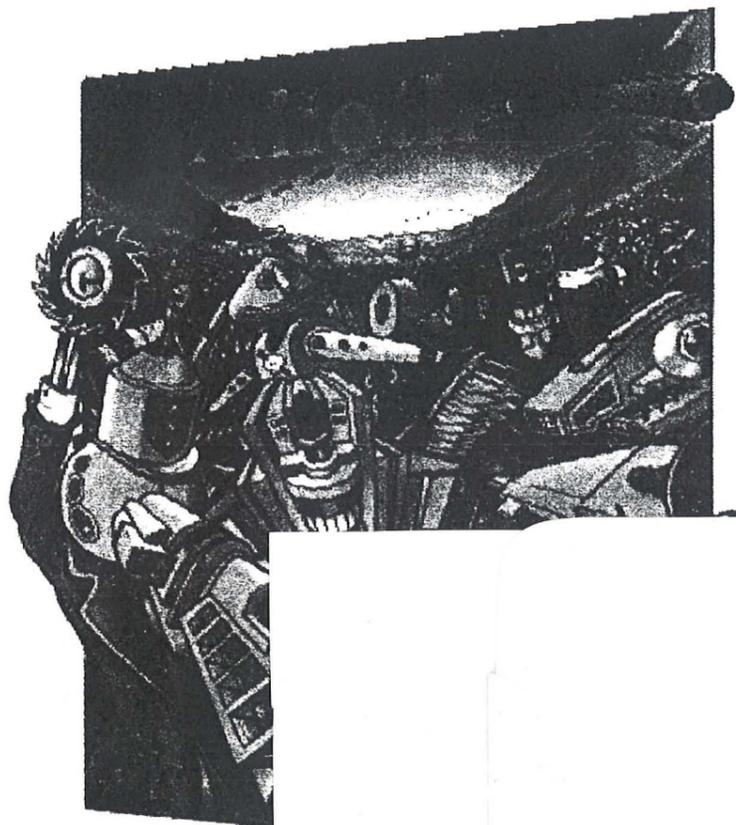
Yes... I would like to get a subscription on the C64 magazine Commodore Tribune and you can find enclosed the money for this subscription. I also would like to receive the game DUMI, the three latest PD disks and the Eagleware Promotion Disk for FREE!

NAME:

ADDRESS:

Return this to:  
Eagleware International Productions, De Fazant 42, 7905 HD Hoogeveen, HOLLAND

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

**NOW AVAILABLE!!**

World's best game since years! Game design by Nostalgia Productions with superb gameplay, graphics and music!

Get it before it is too late!

(c) 1996 Eagleware International

**ADULT ON**

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**WHAT IS THE QUESTION?**

Give us the answer on the next question...

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

If you think you have the right answer then send it to the next address before the 5th of January 1997!

Commodore Tribune, Compo, De Fazant 42, 7905 HD Hoogeveen, Holland  
Winner will be announced next time!



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:  For sale  Wanted  Services  User Group  Pen Pals  Magazine  Help




Perhaps you have heard of them. They were a demo-group, but now they are concentrating on making new games for the mighty C64! Martin Lindskog, one of the persons of this label, will tell you something on Ambush.....

Hello and welcome to this chapter in Commodore Tribune which will feature our new game label Ambush. We are 7-8 guys working on different variety of games such as Worms, Labyrinth, Elevator and some more upcoming titles. We are still looking for some talented members in the fields of coding, graphics, musics and coverpainting. If you think you have what it takes to be a professional game-producer then please send your work to this address:

Ambush Designs  
c/o Martin Lindskog  
Skarpskyttvagen 8b  
226 42 Lund  
Sweden

Remember.... this is a serious offer!!!

Lets take a look at some of the titles coming from Ambush...

#### Worms

This game is a conversion from the game made by Team 17 on the PC. Your task is to kill the other worm with a variety of weapons from grenades to smaller guns. You select your weapon and the angle of the shot and if you are lucky enough you will hit your opponent, but remember those winds. A preview will soon be ready and included on a future coverdisk of Commodore Tribune!

#### Labyrinth

This game kinda remind me of the game Platoon when you are running down in the sewers. This game will feature random levels so you will never get bored. It's a run around and collect different items and kill opponents before they kill you!

#### Elevator

Your mission is to make it to the top of the World Trade Center by using different elevators going up and down. Sounds easy??? You'd better watch out for those

mean monsters running around in the building. Collect health, bombs and different letters which will form words for some nasty effects.

A handful of projects are still in the planning stages such as Civilization and Warcraft 64 (clone from the PC game).

The games will be sold through different distributors in the world and check out future issues of Commodore Tribune for more information on the games and where and how to get them. For questions or whatever send a letter to the mentioned address.

Finally a big thanks must go out to Peter Staaks for letting us print this article in Commodore Tribune. Thanks from the whole Ambush team!

No... thank you guys for still supporting the mighty C64 by still producing new games! I wish you the best of luck with these projects and you, the reader, watch this space for more info on Ambush....



On this page I will talk about some new Eagleware releases. I will not review them, but give some kind of an info. I won't review them, because many people may start thinking that I'm not giving fair ratings as I'm also selling them! I will only give some info and here I go....

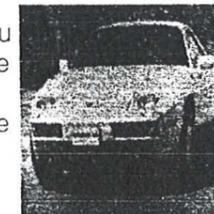
#### Car-O-Matic

I'm a big fan of this game. I normally don't like puzzle games, but this one is simple and addictive. I've played this game many and many times. What do you have to do? Simple... on the screen are different numbers on two different colours. With the blue colors you gain points and with the red points you lose points. You are not able to pick any number as you can only move horizontally. The computer can only move vertically. Very simple, but very addictive. You are able to play with two players or only against the computer. This game is called Car-O-Matic for its beautiful pictures on the background. These pictures are different cars and are all excellent! Therefore the graphics of this game are all great and the music is really outstanding! Each level has his own music.... The presentation is also good with a fast loading system! I think this game, by Cybertech Laboratories, is one of the best puzzlers ever and a must if you like puzzlers!!!

#### Alioth

Whooooow! I see the intro and I'm my heart is beating fast! Very impressing!! A great intro doesn't make a game playable, so lets

check out the game! Nostalgia Productions have really done their best with this game. This game reminds me of Demonware from Microvalue only Alioth features more and is bigger. You control a robot and must collect different items. Like Car-O-Matic I've also played this game a lot and not only for testing, but I really liked it! The graphics are superb just like the music. The only thing I can say that this game is one of the best I've played since 1995, so get it right now!! Excellent stuff from Nostalgia Productions....



#### Super Hits

Super Hits is a games compilation with three different games: Celtix, Satan Ballads and Mayhem. Celtix is produced by New Entry, also responsible for games like Walkerz and Las Vegas, and is a nice and addictive game. Objects are coming down and you must shoot them and make sure they don't hit the floor. You cannot destroy them, but you can make sure when you hit them they move some steps up. Graphics and music are excellent. The game Balz on the compilation Brain Killers is similar to this game. Satan Ballads, also produced by New Entry, is an arcade game. The game is simple and reminds me of Codemasters' Vampire. Collect keys for opening doors, jumping, shooting and so on.... The graphics are not great nor is the music, but the gameplay is good! The final game on this compilation is Mayhem and this is a puzzler like many others. I Personally think this compilation

is nice, but I'd rather buy games like Car-O-Matic and Alioth....

#### Doris 2

Another game by Cybertech Laboratories and they really design great software. Besides Car-O-Matic and Doris 2 we also release Erotica and MegaBrain (on the compilation Brain Killers). But I'm talking about Doris 2 and therefore no talking about other games. I really don't know why they called it Doris, but to make things clear... It's another puzzler, but again a nice one. The aim of this game is to get the original picture. On the screen the original picture is shown and you must get this picture back on your playing area. You can do this by moving the puzzle peaces horizontally or vertically. You have three options at the start of the game: Easy, Medium and Hard. When you choose Easy, the levels are very simple and when you choose Hard it will be hard! Simple eh? I guess there are many around, but I think this is one of the best of its kind. It big, has excellent music and the pictures are also from a high quality!! Again a must if you like moving puzzle pieces around....!!

All these titles are available from the usual Eagleware address and will also be soon available from our distributors in Germany, USA, UK and Australia. The Dutch price of these titles are Hfl 20,-, but if you wish to pay in your own currency then send us an IRC and we will send you your countries' pricelist....

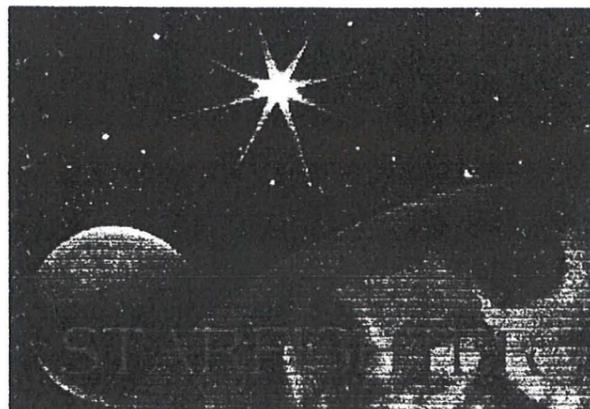
Next issue more new Eagleware titles.....

**COMING SOON!!!**

FROM  
PARADE SOFTWARE

**STARFIGHTER**

Parade Software  
Horsterstrasse 26  
45964 Gladbeck  
GERMANY



# CHARTS

## GAMES

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

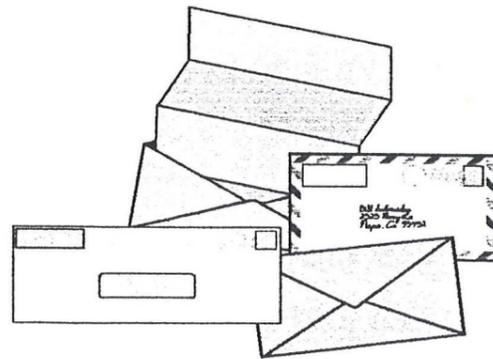
## DEMOS

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

Why not send your Top 5 demos or games to the editorial address. We will pick one of the sendings and give him/her an Eagleware Cheque with the value of Hlf 10,-. With this cheque you can choose disks from our PD catalogue. We will give this away every issue so keep on sending in your charts!!!

# MAILBAG

Every issue Commodore Tribune will have the feature Mailbag. This feature is for you, the public, and you can give opinions, your views, arguments, ask questions or whatever! We will answer them as good as possible. If you send us a letter with a question and you don't receive an answer then check out Mailbag and it might be possible that it's included in here! We will try and answer them all, but don't get frustated if you don't get an answer straight away.



# YUGOSLAVIAN SCENE

In this first issue of Commodore Tribune we have an exclusive feature for you about the Yugoslavian C64 scene! You might think that it's gone after years of terror.... But read all about it and see that it's still alive.... ARNOLD CISTAI, who lives in Subotica, will tell you all about it!

Hello Commodore maniacs!

First let me introduce myself: I'm JB of MegaUnit and NoName and my real name is Arnold Cistai. I'm here to tell you a few things about the Yugoslavian scene and I guess it will be hard, because this scene is weak and small, but I will do my best! Many foreign people think that the Yugoslavian scene is dead or has never lived, but this isn't true.

Our scene is not so active at the moment, but for two or three years ago it was very active and very strong. It is not a great idea to write about my scene history, because it is not very interesting, only to mention some of the groups from that period like

Transcom, MSC, Crime, Chaos and Deathray. They are all gone except for Transcom. I think it's better to talk about the present, about active groups and the guys from our scene. Lets start with the group Tempest. The leader of this group is Nucleus. He coded - I think - two intros for the diskmagazine Skyhigh. Tempest also released two nice wares in the past: Tempest Noter and Noter Collection 11. Nucleus said to me

that he is working on Noter Collection 12 and that it will be out soon! He is also improving a new diskmagazine which is called Connected and it will be finished very soon. Tempest also have some members in Macedonia and Bosnia.

The second active group on the scene is Myth. The leader of this group is Flash, however he doesn't act like a leader. The most active member of this group is Vector. He is currently working on a new tool pack and I think it will be finished soon. Myth also has Amiga and PC divisions, but they are not very active at the moment. All members are Yugoslavian, except for Xtreme and he is from Germany. Transcom is still active, but the last thing I saw from them was a nice intro, but I guess they are

members, they are unactive at the moment. TPC is also unactive at the moment, but they currently released some issues of Commodore News, which is a legendary magazine in Yugoslavia!

Industry is working just on the Amiga, but they are busy with a nice game for the C64. Well... that's it for the groups and lets take a look and the most famous sceners in Yugoslavia: Nucleus, Flash, Vector, Gambler, Phantom, JB, Deda, The Priest, Curt, Satan Claus, Count, Dr.Aids and Zombi.

Is this the Yugoslavian scene? Yes... sad but true. Anyway, I'm very proud of my scene, and I think, the friendship is the most important thing what is ruling on our scene. And this is also the coolest thing a scene can have!!

Many thanks for reading and I hope you know more about the Yugoslavian scene and I hope it will live forever!!



more active on the Amiga now. The leader of this group is Markiz. Hectic is now frozen, because the leader - Patriot - left the scene and guys like Count, The Priest, Curt and Satan Claus are doing nothing at the moment. The last ware they released was a diskmagazine in Serbian language called Opium. Voivods is the biggest group in Yugoslavia with about 15 members or maybe more. The leader of this group is Deda and although they have many

Many thanks Arnold, and I also think that friendship is the most important thing and not only on a scene, but everywhere!! You may have read about some Yugoslavian productions in this feature and in the future we will have some hot releases on our coverdisk! Check out Previews for the a forthcoming game from Yugoslavia called Carrera Poker....



W. Hüser  
Horster Str. 26

45964 Gladbeck

### Press Release for the major magazines of the C64 scene

Hello C64 scene,

a new C64 company has entered the arena in order to enlarge the palette of C64 software being available these days, Parade Software is the name.

Our intentions are to release all kind of programmes for our beloved computer system, made by freaks for freaks who are interested in keeping the standart of the C64 on an acceptable and enjoyqble level. We are interested in all kind of games, starting at the low budget level, over the budget to the fullprice level, and tools in order to be compiled on a programm disk comparable to Magic Disk or Game On on the low budget basis. Budget and fullprice games will be sold seperately, on a more exclusive basis.

When it comes to the authors' income we in Parade can offer two seperate systems - ionce a pre-arranged sum in order to be paid in advance and the royalty system, what increase your income with an every single copy sold.

If you are interested in cooperating with us do not hesitate and subscribe copies of your games and tools, previews and whatever else might be useful for our project to the following address:

W. Hüser  
Horster Straße 26  
45964 Gladbeck  
Germany

Don't miss this chance and opportunity to support a serious and reliable company right now. For our very own development team we are interested in recruiting all kind of coders, graphicicians and musicians in order to prove that the C64 is still a computer system people can care about. Contact us - NOW!

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Sample issue	\$ 3.95	\$ 4.50	\$ 5.50
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Liverpool, NY 13088  
USA

# COMMODORE SCENE

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Commodore Scene with coverdisk	3.00	4.50	5.50
Coverdisk	1.00	1.50	2.00

### Commodore Scene Subscriptions (6 issues)

Commodore Scene	14.00	22.00	28.00
Commodore Scene with coverdisk	16.00	25.00	31.00
Coverdisk	5.00	8.00	11.00

Enclose a cheque or postal order made payable to: R.P.A. Bowen

Computer Scene (UK)  
c/o Richard Bowen  
35 Nottingham Road  
Nuthall  
Nottingham NG16 1DN  
ENGLAND

# THE END OF

After a year of criticism Eagleware decided to withdraw the GameMaker games from their catalogue. Many magazines complained about games designed with SEUCK and GAMEMAKER. There were also many people who liked them, but now that our catalogue is growing and contains better and great software the games Confusing Quest, Confusing Quest 2 1/2 and Stars and Rings Deluxe will be gone....

It all began with the PD games Stars and Rings. It featured on the Commodore Format coverdisk and it received a top 20 place in the PD chart. This game was highly respected and the third version even received a 100% from the Australian diskmagazine The Big Mouth Magazine. Another PD game was Super Dominos Brothers and was supposed to be released on the Gold range from Binary Zone PD in the year 1993. This 'Gold' range was never to be launched after some trouble.

**Confusing Quest**  
The game Confusing Quest was the first commercial release designed with GameMaker and received some good ratings. The diskmagazine Commodore Diskette from Parallel Logic rated it at 90% even as Commodore Cracker. The worst rating was from Big Mouth Magazine, 12% or something like that! About 15 copies were sold and most of these people told me that they would buy the follow-up from it... if it would ever be released.

**Confusing Quest 2 1/2**  
After the good results of the first game, the next version was born. It is called Confusing Quest 2 1/2 and I really thought it was a lot better, but I was wrong. The best rating was from Commodore Action (70%). Commodore Scene rated it at 22% and Big Mouth Magazine rated it at 15% or something.



**Stars and Rings Deluxe**  
Besides Confusing Quest 2 1/2 I decided to make a third commercial release Stars and Rings Deluxe. This game was rated by Commodore Scene at 38% and Commodore Action rated it at 89% and Big Mouth Magazine gave it a 99% overall rating. I think not bad, except for Commodore Scene.

**Big Mouth Magazine**  
The review of Confusing Quest in the Australian diskmagazine The Big Mouth was very bad! I was a bit shocked, because it was the first bad rating of this game. I didn't think and wrote to them, telling the editor that he was wrong! It was foolish of me as a review is only a persons opinion.

**Commodore Scene**  
The reviews of Stars and Rings Deluxe and Confusing Quest 2 1/2 in issue 10 of this magazine were also very bad, I mean the results. I had no problem with the ratings, but the reviewers missed some important points and said some hard words which weren't

me! NOT THE RESULTS, as I learnt from the past to respect a persons opinion. I wrote a reaction to this magazine and telling them what I thought of those words. Stars and Rings Deluxe contains a practise option and some bonus stages. These two, rather important things, weren't mentioned in the review and THIS bothered me. You need to mention everything a game features in a review and this wasn't the case. In

the review of Confusing Quest 2 1/2 the reviewer mentioned that I was lazy and that I didn't do my best to find a musician for the game. I contacted many famous musicians, but it simply wasn't possible to include their music into GameMaker games. These things got me mad, and therefore I wrote the reaction to Commodore Scene as I CAN take criticism and I really have no problems at all with the overall ratings!

It also wasn't my intention to manipulate costumers, as I only told the truth in my advertisements. If I did then I'm apologising to everybody. I now realise that this is not what you all are looking for so from now on there won't be any GameMaker in our catalogue and as a way of making up Eagleware is releasing many new and great games and coded in machine language. This was a big investment, but I hope in this way there are no hard feelings... sorry! I also hope that it will end here and no more talking about all this.... That's all I have to say...

# FLASHBACK

No... Flashback is not a 'golden-oldie' review section, but in this chapter I will talk about the C64 world from a while back! This issue will contain some information on the first three months of 1992...

1992 was a very good year for the C64 with many great and superb releases. This might be the best year ever for the C64! Major releases from Ocean, Hi-Tec Software, Electronic Arts and Thalamus.

In these years Ocean was the top of the software houses and they released many hits and in 1992 they released RoboCop 3, which was rated 92% by Zzap!64. RoboCop 3 was programmed by Probe and the music was done by the Dutchman Jeroen Tel! Also another release from Ocean was The Addams Family and to my opinion it was a flop! Space Gun was also a major release, but I really didn't like this game and I also don't understand why it received a 92% rating from Zzap!64, but it did! Then we also had Smash TV, Toki and Hudson Hawk. Smash TV and Toki were not great, but Hudson Hawk was one of the best ever!

Domark released Super Space Invaders and I even liked this game! What a graphics and presentation!! But what about the gameplay? Also excellent! I never liked the original Invaders, but this one was one of my favourites, especially the intro!

Accolade released some games and these were nothing special!

The Cycles, Strategy and some others and these were all nice games, but nothing special.

Zeppelin Games also released a lot and one of these releases was Titanic Blinky! It received 87% and was one of their best releases. They released more titles like: 3d Snooker, Santa's Xmas Caper, Sleepwalker, Phileas Fogg's Balloon Battles, F1 Tornado, International 5-A-Side Football (aaaagh!) and Tai Chi Tortoise. All these budget titles were nice, but again nothing special.

CodeMasters was very similar to Zeppelin Games, but their software were a slightly better. With releases like Big Noses USA Adventure and Dizzy games they got big sales. Titles like International Speedway and Sky High Stuntman were flops!

The Jetsons and Potsworth & Co from Hi-Tec Premier Software were also excellent releases. The game Potsworth was really excellent and I played this game very often.

Electronic Arts worked on a very big game and an excellent one. Budokan was, to my opinion, the best karate game ever!

Demonware, still an unknown company to me, released PP Hammer. I had never heard from Demonware, but their release was great. It received 83% in Zzap!64, but I would give it atleast 90%. But hey... who am I?

There were also big flops like Final Blow from Storm. Aaaaagh! What

a bad game. I've played many boxing games, but this was really ugly and bad! Double Dragon 3, also released by Storm, was also not what we expected. The game International Ninja Rabbits, from MicroValue, was not great. Another release of this company was Demonware. This game contained really excellent graphics, but the gameplay was bad! The game Alioth from Eagleware can be compared with this game, but the gameplay of this game is much better. Flair Software also released a title, Elvira - The Arcade Game. Again aaaagh! A terrible game. I rather play the adventure games of Elvira....

There was also a racing game released, or it was supposed to be a racing game. Cisco Heat from Image Works was a big laugh. You had to pay 16.00 pounds for a disk version and 11.00 pounds for a tape version. I'd rather throw my money away then buy this game!

As you can see many games were released in only three months time. I will talk about some other months of 1992 in the next issue of Commodore Tribune.

I hope you like this article as only reviewing old games has no use. You aren't able to buy most of them. If you are interested in buying one of these games, but you don't know where to get them then send a letter to the editorial address and we will try and find an address were you can get it... until next Flashback!!!

Many new games are coming to the C64 world. Some of them will never reach UK public, Polish public or USA public. In the chapters of Previews I will discuss previews I get in my mailbox and I will try to talk about all kinds of games even if you can never buy them in your country.... for example

**GirlTris**

This game is a clone of the wellknown Tetris, but here the game features IFLI pictures of beautiful women (not nude!). The game itself is just another Tetris-clone and nothing else. It does feature great graphics and excellent music. But hey.... if you like beautiful women then try and get a copy of this game or check out your local supermarket for the Playboy. Otherwise stick with your old Tetris as there is really no difference in gameplay.  
Rating: 78%

**Zwei Bereten**

This is something different. This game will probably be released in Poland by L.K.Avalon and is produced by Color7 Productions. The game features great music and again great graphics, but this game is something different. You control a man and you must destroy blocks while enemies are moving around fast. It sounds simple, but I've played this preview a few times and I must say that it is quite addictive. I think the 100% version will be great, but then again this game will probably never reach the public outside Poland. A shame....  
Rating: 89%

**Rigor**

This game is in production and will be finished soon. It's produced by another demo group who call themselves Nipson. The intro of this preview looks really impressive and the

# PREVIEWS!

game is rather simple. It's not bad, but I think not addictive enough. You are flying in a fighter and you play on a 3D screen. Shoot the flying rocks, or something like that, and also make sure they don't hit you. Sounds boring and it is. I played this preview only a few times and loaded up the next. I was bored..! I don't know how the full version will be and where it will be released but I guess Poland....  
Rating: 73%

**Delight**

This is not a game, but a tool. This tool is a great one for the coders of games. With this program you can easily design your very own background. Make a scrolling backscreen for games like Mayhem in Monsterland or Giana Sisters or make standard screens for games like Arkanoid. Also full instructions are included in the program!! If you are not a coder, don't get this, but if you design game or demos then I suggest try and get a copy.... somewhere....  
Rating: 95%

**Scorpion**

You all know the famous Turrigan games? I guess you do... this will be a follow-up and will be released by the Swedish company Cherry Software, as they mentioned in their adverts. Okay... on to the preview! This playable preview is quite simple. There is no sound and no intro, just the game itself. The graphics look very promising, although not as good as in the original Turrigan games. The fellow you control moves smoothly and the

animation is also well done. I really don't know when this game will be released, but I don't think very soon. The price will probably be 12.99 pounds. This preview looks promising, but try and get an original concept Cherry guys as we already have two versions of Turrigan....  
Rating: 83%

**Coined**

This game is being produced by a guy from Holland. It's another puzzler and really nothing special. Quite boring in fact. Aaaagh! Aaaagh! Aaaagh! Aaaagh! Aaaagh! Aaaagh! This is all I have to say about this puzzler. WE DON'T NEED NEW PUZZLERS!!!  
Rating: 25%

**StarFighter**

Yes... finally a shoot-'em-up! The German coders of Parade Software are working on this game and after some problems with the graphics they finally released the preview. You can also find a copy of this preview on this months coverdisk. A nice intro with good music and good graphics. You all remember Nemesis and one of the last shooters Lions of the Universe. Well... this is nothing more. The graphics are well drawn and the music is also nice to the ears. I really hope that the producers add some special stuff in it. I hope that this game will be something more than those many shoot-'em-ups in my diskbox. As for this preview...  
Rating: 82%

More next time....

# THE TRIBUNE

Many people will be wondering why Eagleware is producing a new magazine. There are great magazines around like Commodore Scene, 64'er, Commodore Action and Commodore World. Why produce a new magazine? Well... the reason is simple! Read the next text and get the answer...

About a year and a half ago there were plans for producing a paper magazine, but I decided to produce a diskmagazine because of financial reasons and it would be finished quicker. This diskmagazine was a flop and due to lack of support we decided to close it down. The ideas of this magazine were still in my mind, until my good friend Heath Kirby Miller (from Alternative Software) contacted me telling he was busy with a new magazine called Commodore Nation. I gave him an offer for distributing his magazine in Europe and he was interested in my offer.

The magazine was supposed to be released in August, but never did! Heath told me that he would not release a new magazine this year, but perhaps next year. I was kind of dissapointed as I already advertised for this magazine.

In november of this year there would be many changes around Eagleware. New commercial releases, a new setup of Eagleware PD, our Public Domain department, so why not sell a new magazine. This way Eagleware also gets free advertisements.

Now that Eagleware is growing, not financial, the time has come to produce our very own magazine Commodore Tribune. As you can see the quality is not extremely good, but it's the best we can offer you for the moment. The reason for this quality is that we can't take any big financial risks. We can produce a color magazine, put commercial software on the coverdisk or use A3 paper.

We haven't done this with this issue, but it can all happen in the future. We are able to produce a professional looking magazine, but the only thing we need is money, thus your support! If you subscribe and we get enough subscribers then we are able to produce a magazine with color pictures or commercial software on the coverdisk.

You probably also noticed that there are no screenshots, but we are working on them. I hope we can offer you some screenshots next time, but I can't promise anything...

So you see... there are big plans for Commodore Tribune. So... give us your support and subscribe!

Until next time in The Tribune....



**Car-O-Matic is a great puzzler by the Polish team Cybertech. This game contains excellent pictures and music! Also extremely addictive....!!!**

**This game is not a one-filer, but goes on one disk-side!**

**Get this game before it is too late!!!**

# REVIEWS

No more 'golden-oldies' reviews in Commodore Tribune, but here we are with some fresh releases.... No more crap talking so read on...

## *The Duel (Paradize Software)*

This game produced by Paradize Software is a Barbarian-type game. Or better, the first part is a Barbarian-type game. In this part you have you kill your opponent with a stick and make sure he doesn't hit you. You are infact a barbarian... if you win this part is over and you just won! That's it! The second part reminds me of a part in the Cascade game 19 Boot Camp, where you have to run and must what's out for obstacles. In The Duel you have to run against your opponent barbarian and be faster. You must wiggle your joystick left/right and right/left so make sure you have a strong joystick! The game is rather simple, although it's a brave attempt! The music is okay, so are the graphics. I wouldn't play this game a lot and I'm already bored.... Just a game and nothing special!

Graphics : 70%  
Sound : 72%  
Presentation : 60%  
Gameplay : 60%  
Overall : 62%

## *Upside Down (L.K.Avalon)*

This game is designed by the demoo-group Fatum and released in Poland by L.K.Avalon. The intro of this game is very impressing with words flying around and excellent music. Okay... lets check out the game. The aim of this game looks a lot

like Eagleware's Doris 2. A puzzle is shown for a few seconds and then it's shuffled around a bit. You must move the puzzle pieces around and make sure you get the original picture back. The first few levels are easy, but it will get harder... Graphics are really excellent and so is the music! I don't know if foreign people can buy this game from L.K.Avalon, but you can always try!

Graphics : 90%  
Sound : 89%  
Presentation : 90%  
Gameplay : 85%  
Overall : 87%

## *Fred the Fruiter (Electric Brains)*

This game is designed by some Dutch guys and I really don't know where you can buy it. Perhaps by TCP.Software in Australia or it will be released by Magna Media in Germany. I really don't know! This game is a nice, but simple game. You control Fred and you must collect fruit (hence the name). You are walking in a maze and enemies are also walking around. This game reminds me of a game on the MSX called Eggerland Mystery by HAL, only this one was a million times better! There are also other obstacles in your way, but not much to worry about! Fred the Fruiter is just another simple game and again nothing special! The graphics are nice made and the music is also okay.

Graphics : 76%  
Sound : 72%  
Presentation : 60%  
Gameplay : 78%  
Overall : 74%

## *Vin Tim (Normality Inc.)*

This is a Polish game, but I own the English version. I really don't like this game as it's a conversion of a television show and in Holland it's called Lingo. You have to guess 5 letter words in within the time and you have 5 guesses. The words are simple like Bombs and Pokes, but again I REALLY DON'T LIKE THIS GAME!!! It's boring and all the ugly words you can come up with! The graphics are sad, but they only good thing is the music. It's nice to listen too. Don't try and get this game... it's not worth it!

Graphics : 48%  
Sound : 76%  
Presentation : 67%  
Gameplay : 70%  
Overall : 53%

As you can see I'm trying to review all kinds of games from all kinds of countries. If you are willing to review games for Commodore Tribune then please send them in and I'll check if they are good enough for publication. And remember... a review is one persons' opinion! Untill next

## NEXT MONTH

Next month in Reviews I will review *Girls* from L.K.Avalon and some other exclusive games.... So beware....

# CRYSTAL SOFTWARE + ELECTRONICS

The new software house Crystal Software and Electronics are growing fast and they have big plans for the future! For now they are only selling the two lame games The Zinj Complex and McRat as a compilation, but we could except some major releases in the future. Okay... here is some text from the manager of this company, Alex de Vries...

CSE has several new titles up its sleeve(s) for the future of C64/128! Most programmes aren't even coded yet, but work on them is commencing as soon as the programming crews are signed up. Lets have a look at some of our future projects...

The Legend of Kyril - A great strategy game with some fantasy RPG features. Many digitized sounds and high-res graphics make this game THE best of its kind ever! It will probably be ready by the end of the first quarter of 1997. You can reserve your personal copy from our first production run of 100 copies at anyone of our subsidiaries. No price has yet been set but you can cancel your reservation any time you like if it turns out to be too steep.

The 9 lives of Fritz the Cat - A platform jump & run game with several characters from the classic cartoon. 9 lives make sure that you'll be hooked throughout 9 worlds and won't abandon your joystick. The main character has been drawn by the infamous Martin Speelman. Available late August 1997 if the project is to be

continued at all.

Shain: 'Tiger Style' - The first of many episodes of this Kung-Fu arcade adventure. The game design is still in the drawingboard stage, but we feel confident that it will be ready for release within a year if we can find the right programming crew to do it.

Shain: 'Wu Dang' - The second episode of our Shain adventure series. Both games will probably end up on one disk as a compilation when finished. We will try to incorporate a bit more arcade Kung-Fu action in the first episode and a bit more adventure in the second one. A good balance in a compilation is essential!

The 6 Kingdoms of Babylon - Another big strategy game we will try to develop. No particulars have shown up at our marketing department but we will definately see a sequel to The Legend of Kyril with this production.

Barry the Sea Horse - A funny little game for the younger C64 owners. It will feature a cute little Sea Horse on his quest to free his family from the evil mantis and his crab minions. Expected to be available early December 1997.

Erik the Destroyer - This game will actually feature an existing person from our staff. This guy is called Erik and he has got some real Rambo aspirations. The game will incorporate a platform style beat'em up with many deadly monsters and mutants. Available late October 1997.

Imperial Bodyguard - This game places you in the hide of a bodyguard to a VIP. Act accordingly and save this man/woman's life by shooting perpetrators and fighting off molesting fans. If the project is continued it will be available early February 1998.

Whooooo! If these games ever appear and they are just like this text, then we are in for a big revolution! To be honest... I think perhaps a few games will ever appear like The Legend of Kyril as this game has already been released in Germany. I will only believe it when I see some proof like previews or even a full version! Don't misunderstand as I really hope they succeed, but text like 'if we can find the right programming crew to do it' doesn't look very promising to me!

I wish the guys at CSE and the guys who are supposed to develop these games the best of luck and give the people what they need!!

Next time we will have more info on CSE and their software. One final thing though... CSE is also selling the UK magazine Commodore Scene in countries such as Holland and Germany, so why not contact them for this instead...

Crystal Software & Electronics  
c/o Alex de Vries  
Leemveld 158  
9407 GE Assen  
HOLLAND

# CONTACT CORNER

In this chapter you will find all the addresses you need! Magazines, Public Domain, Shareware, commercial games or whatever... check this out!! For addresses concerning Eagleware games check out The Shop elsewhere in this issue....

## **SOFTWARE:**

**Computer Workshops, Inc.:**  
3612 Birdie Drive, La Mesa, CA  
91941-8044, USA

**Cherry Software:**  
Rullagergatan 9, 415 26  
Goteborg, Sweden.

**Crystal Software Holland:**  
Leemveld 158, 9407 GE Assen,  
Holland. (Mainoffice).

**Crystal Software USA:**  
5296 Devonshire Road, Detroit,  
MI 48224-3233, USA

**Crystal Software UK:**  
76 Castle Drive, Neath, West  
Glamorgam, SA11 3YE, UK

**Everlasting Style:**  
P.O.Box 1151, Glenorchy TAS  
7010, Australia.

**L.K.Avalon:**  
Skr. Pocz. 66, 35-959 Rzeszaw  
2, Poland.

**Orbital Computers:**  
61 Inverary Road, Wroughton,  
Swindon, Wiltshire SN4 9DL, UK

**Parade Software:**  
Horsterstrasse 26, 45964  
Gladbeck, Germany.

**Shinjitsu Software:**  
21 Conquerors Hill, Wheat'mstd,  
Herts AL4 8NS, UK.

**TCP Software:**  
Tom Grosz, Allgamera 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

## **MAGAZINES:**

**64'er:**  
Magna Media, Postfach 1304,  
85531 Haar bei Muchen,  
Germany.

**Atta Bitar:**  
Syrengatan 7, 151 45 Sodertalje,  
Sweden.

**The Big Mouth Magazine:**  
13 Howard Grove, Ridleyton, SA  
5008, Australia.

**Commodore Action:**  
61 Inverary Road, Wroughton,  
Swindon, Wiltshire, SN4 9DL, UK.

**Commodore bi-Monthly:**  
46 Aldesworth Road, Cantley  
Estate 2, Doncaster, DN4 6JT,  
UK

**Commodore Mania:**  
Mill Cottage, Burrelton,  
Blairgowrie, PH13 9PP, UK.

**Commodore Scene:**  
35 Nottingham Road, Nuthall,  
Nottingham NG16 1DN, UK.

**Commodore Zone:**  
34 Portland Road, Droitwich,  
Worcs, WR9 7QW, UK.

**Zine 64:**  
45 Wheatlands Road, Paignton,  
Devon, TQ4 5HX, 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

## **Shareware Plus:**

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

## **Wizzbugs PD:**

P.O.Box 4029, Worthing, West  
Sussex, BN11 1TG, UK.

## **HARDWARE:**

**CMD Direct Sales:**  
Postfach 58, A-6410 Telfs,  
Austria

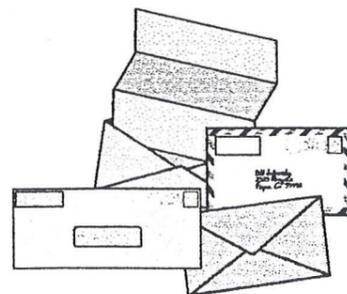
**DataHouse:**  
Harleshauser Str. 67, 34130  
Kassel, Germany

**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 International Reply Coupon. Give them time to reply as most of these companies/magazines are run by only one person.

Ofcourse if you need a special address which is not listed here you can always write us a letter. We also have more addresses of firms who sell hardware and we also know more PD libraries, but if we must list them all then we would need more paper and it's useless to do this.... The best ones are listed here! So for any questions please contact the



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A BLANK DISK AND IRC TO THE NEXT ADDRESS!