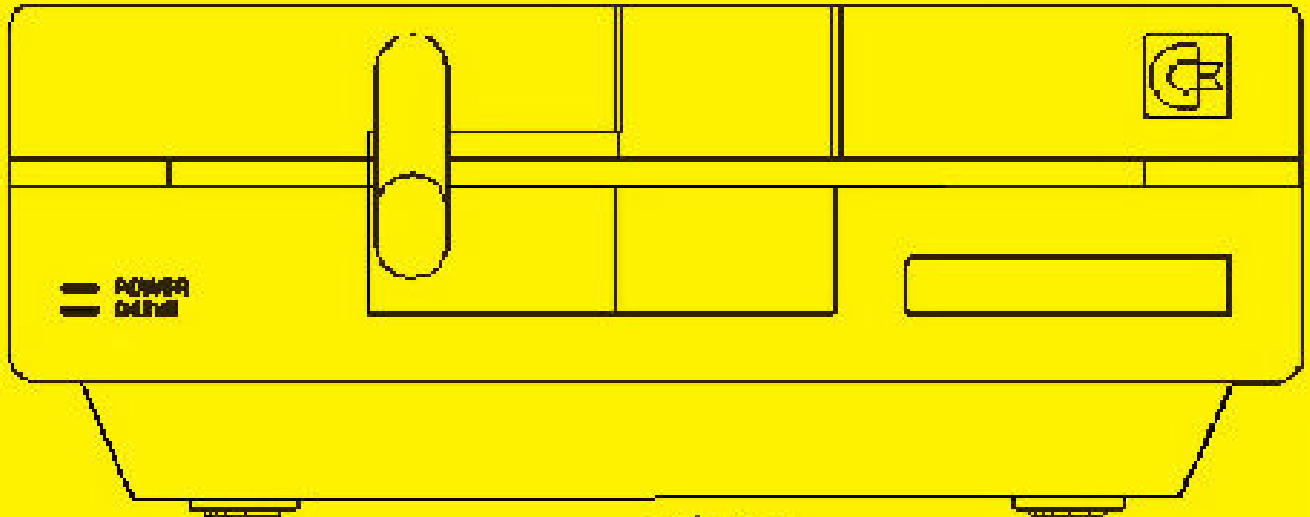


English.SCACOM

Issue 3

www.scacom.de.vu

July 2008



Gold Quest 4

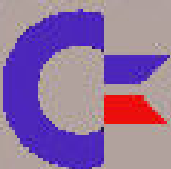
Making of Nyaaaaah! 11

Interview with Thorsten Schreck

Interesting things

Best rC64 Games List

Baracudas story



***The beautiful things in life are
free of charge***

English.SCACOM

The Magazine for all Commodore and Amiga fans - free of charge

Prologue

English SCACOM issue 3 with beautiful background pictures, interesting texts and a good game done by Richard Bayliss!

First test of the new 1541U is included as well as the news from the last three month. There are a lot of interesting articles and the story of the new game Gold Quest 4 with an Interview of the developer.

But it's sad that there was very little feedback for issue 2. Too nobody sent us texts or wants to translate things. Due to this problems English.SCACOM is now scheduled every three months. The next one will be released in October 2008!

Please help us: write articles and give feedback. Write an E-mail to stefan_egger2000@yahoo.de.

Thanks to...

Baracuda
Camailleon
Christophe Kohler
Richard Bayliss
Thorsten Schreck

Who can help?

Everybody! Please send your text to me with your computer story or pictures!

What articles are in the SCACOM-magazine?

There are Tutorials, stories about experiences with Commodore computer, Interviews, Background pictures and other interesting stuff in our English SCACOM magazine.

I hope you like our homepage and the magazine! Have fun!

Imprint

English SCACOM is a free downloadable PDF magazine. It's scheduled every 3 months.

You can publish the magazine on your homepage without changes and link to www.scacom.de.vu only.

Each author has Copyright of articles published in the magazine. Don't use without permission of the author!

The best way to help would be if you write some articles for us.

Please send suggestions, corrections or complaints via e-mail.

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Picture of the month

In England (in Holborn / Russell Square, London) there is a shop which sells clothes with the Commodore logo on the front door hanging.

Presumably, this is a building where a former Commodore dealer had its business. According to latest information the logo disappeared. But it was there until 2002 and maybe a little longer!

This Commodore fans were on the trip to a concert "Back in Time Live 2002". The group couldn't resist to take that cool photo.

(cc) Warren Pilkington



Number of the month

You need the computing power of a Pentium, 16 MB RAM and 1 GB Harddisk to run Win95. It took the computing power of 3 Commodore 64 to fly to the Moon. Something is wrong here, and it wasn't the Apollo.

Hardware of the month

The 1541 Ultimate is a real 1541 replacement and there is no other similar hardware. Have a look at it in our hardware test in this issue!

Joke of the month

The 1541 was very slow in loading programs because of a poorly implemented serial bus, a legacy of the Commodore VIC-20. A common joke advised users to "go grab a cup of hot chocolate milk" after entering the command to load a program on the C64. After their first experience, many users chose to take the joke literally.

(Wikipedia)

News

PAD2Retro

PAD2Retro is an Adapter to use PlayStation-Joypads on C64 and Amiga. This product is no longer manufactured and is now completely sold out. This information is confirmed by Rene Bruns. He bought the last adaptor

Commodore 64 in TV

The German television channel "ZDF" showed in "cult on Sunday" things about the 80s. It addressed content such as cars, clothes, music and Computers. On 13 April there was a C64 with Pacman in television.

Delivery of the 1541U

The first series of 72 pieces are delivered. All people gave only positive feedback about this new piece of hardware! All demos and games loaded successfully on the 1541-clone. Now the developer starts to make an estimate of how many units he will need to produce in the second batch.

It is also possible that the 1541 U will be network-compatible by adding an extra chip in the future. If all things are running smoothly they will add network-support to the firmware

www.1541ultimate.net

C64 Game: Laser Hawk

A very well-made SEUCK game of 1990 is finally published.



www.redesign.sk/tnd64/friends/Laser_Hawk.zip

WHDload: new Installs

Eleven improved as well as five new WHDload Installs are available. New is now Grand Prix Circuit for example.

WHDLoad

www.whdload.de

P2AM Adapter

With this adapter you can use PS2 mices on Atari ST and Falcon030 as well as on all Amigas. It costs 15 Euros and is available at

<http://p2am.umpc.sk/>



Amiga Games?

According to www.amiga-news.de is " Though things have calmed down around

Mr. Beanbag (rumor has it that the programmer lost interest) and Super Pumpkin Brothers". But SCACOM can confirm that the developer of Super Pumpkin Brothers continue working on the great AGA game. The preview version was in the last English-SCACOM. On Mr. Beanbag we have no further informations.

Minimig-Update:

ACube Systems published a new Minimig-core and a new PIC firmware for the Amiga 500 replica "Minimig"

The update fixes error in the emulation.

Support for additional ROM files (including 256 KB ROM) and encrypted ROM images from "Amiga Forever" are now useable.

Minimig

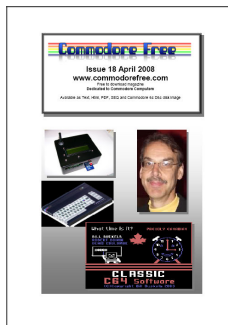


www.acube-systems.biz/eng/minimig.php

Commodore Free #18

The magazine Commodore Free #18 is available.

Small part of the content: News, DC2N Project, The Commodore 64 book and Interview with Rob Hubbard



www.commodorefree.com

APC&TCP

Because new products come onto the market APC & TCP needs space. The prices of 20 selected products are heavily reduced.

Pinball Brain Damage now cost 5 euros. The APC & TCP Classix is available for 9.90 euros and SeaSide for 3,- Euro.

<http://www.apc-tcp.de>

New Zak McKracken

The new adventure game for Windows has the subtitle "between time and space".

After seven years of development the game is now available free of charge. The download is 1.9 GB.



Download:

www.winfuture.de/download/orschalt,2116.html

DC2N Project

The project tries to simulate a datassette by using modern flash cards. A very interesting project, which according to the developer is finished 99%. Further Informations:

<http://www.luigidifraia.com/c64/dc2n/index.html>

April 29th 2008

Exactly 14 years ago - in 1994 - Commodore officially went bankruptcy.



Clone-A

There aren't a lot of informations on the Amiga replica Clone A.

Clone-A will feature OCS (and probably ECS) and AGA. AAA, never ready-made successor of AGA, will not be supported. Jens Schönfeld said that there are "a lot cooler opportunities to make the chipset better".

Test Drive Unlimited 2

David Needle, president of Eden Games, said in an interview that "Test Drive Unlimited 2 is "already in development". There are rumors that the game will feature SUVs like the Audi Q7. Publisher Atari confirmed nothing.

TEST DRIVE
Unlimited 2

Behr-Bonz VC-20 Multicart

The PAL Version of the Behr-Bonz VC-20 cartridge (127 games) is available- You can pre-order it. It costs \$30 Canadian and shipping to Europe costs \$11.

www.8bitcentral.com

List of PAL-Games.

www.amiga.org/modules/newbb/viewtopic.php?topic_id=43068&forum=21&viewmode=flat&order=ASC&start=25

Minimig-Tests

The compatibility of Minimig is currently about 80%. Partial there are disorders of the prites and small Display errors. The Minimig has only a VGA port which, however, can output a 15MHz signal. By using a special scart cable you can output the screen to a normal TV.

DENEb: USB-Karte

Deneb is a new Amiga USB controller released by E3B. It is compatible with all 68030/040/060 and PPC turbo cards and all-Amigas with Zorro II / III. Drivers for USB mouse and keyboard, printers, card readers and sound cards are included.

- AmigaOS 3.1, 3.5, 3.9, 4.0
- minimal CPU 35MHz 68030
- 100% compatible Zorro II / III Bus



www.e3b.de/usb/

Adaptation for OS4 + PSP

There are PSP adaptations of classic Amiga/DOS games.

Nicky Boum was published in 1992 and Nicky 2 was published in 1993. Both games were made by Microids (www.microids.com). There was also ported to the Atari ST and PC EGA platforms. PSP port is based on a cross-platform game engine by Gregory Montoir.

INSTALLATION:

The game will only work on custom PSP 3.XX firmwares. Copy the folder with the game files to ms:/PSP/GAME (or ms:/PSP/GAME3XX where XX is your custom firmware's subversion).

Amiga Infos:

http://hol.abime.net/hol_search.php?find=nicky

Nicky Boum:



Nicky 2:



PSP Download:

<http://cyxdown.free.fr/nicky>

There is also an OS4 port available:

<http://os4depot.net/index.php?function=showfile&file=game/platform/nickyboum.lha>

Amiga Theme for PSP

A .PTF („Playstation Theme File“) with Amiga-Look is available. You can use this since Firmware version 3.70 (Original or hacked). Copy AmigaSYS4_Theme.ptf to your MemoryStick in the folder MS0:\PSP\THEME\. In the PSP menu goto Settings -> Disign-Options and select the AmigaOS4 Theme.

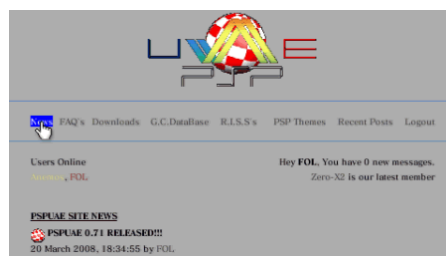
Your PSP cannot be damaged. Only the Icon and background will be changed. You also can change back to Original design.



<http://amigasys.extra.hu/>

PSP-UAE Portal

You can now reach the new PSP-UAE portal for PSP Browser



<http://pspport.pspuae.com>

Desert Racing

There will be an Update on the game Desert Racing. You can only get it via Mail and it increase the speed. Also there will be ports to Amiga OS4.0 and MorphOS.

www.apc-tcp.de/

Sideways SEUCK Update

There is a new version if the Sideways SEUCK available.

<http://seuck.gamesplaygames.co.uk/>

SCACOM News

All SCACOM sites got an update. At www.scacom.de.vu you can choose your target. Also you can translate all things by clicking the flag on the bottom of the page. Also English-SCACOM site improved: Mistake in script fixed so that you can view the issue 1 online now.

www.scacom.de.vu

New C64 game

A new racing game „NetRacer“ is available.



<http://noname.c64.org/csdb/release/?id=67873>

FPGA Arcade

There will be a new 14x10 cm FPGA board with an Spartan3E Xilinx FPGA (three times bigger as the minimig

FPGA). There will be Joystick-ports and a expansion port for further enhancements. Sure there will be a audio and video (high quality DVI) out.

The board will get an Atari ST core. The Minimig (Amiga 500) core will run too. Other systems to follow. The board will cost about 250 € (but that's not 100% sure).

www.fpgaarcade.com

New emulator for PSP?

One developer isn't sure if there's still interest in an Commodore emulator for PSP. If you have a hacked PSP aninterest in a new emulator you can you're your interest to the author. But its not known what system he will port.

<http://0xff.akop.org/2008/06/29/commodore-anyone/#comment-319>

Online C64 Emulator

All games from „The New Dimension“ can be played online with the JAC64 Java-emulator! „Nyaaaah 11!“ from the last SCACOM Disk is available too. You can play them in the „TND Games Room“:

www.redesign.sk/tnd64/jac64

Book: On the Edge

Brian Bagnall will do an updated „On the Edge“ book. The title will be "The Commodore Story: A Company on the Edge". It should be available in October.

There should be new interviews with „important people at Commodore“. If Jack Tramiel will do an interview is not sure but it could be after the success at the Computer History Museum last December.

Commodore Gaming

Commodore Gaming site got an update. You can select different languages too:

www.commodoregaming.com/de-de/home.aspx

USB-Update

For the E3B-products Subway, Highway, Algor and De-neb an update is available.

www.platon42.de/

AmitopiaTV

The new Amiga-Video-Magazine „AmitopiaTV“ is available.

<http://amitopiatv.blogspot.com>

Sub Hunter: C64 game

Sub Hunter is getting closer to completion but there are still some in game bugs and improvements to be made, but hopefully release date should be near to the end of 2008 or the beginning of 2009. It depends on how much needs ironing out during those six months. You can have a look into the diary:



www.redesign.sk/tnd64/sub_hunter.html

new Amiga 1000 board

After the „Phoenix“ project there ist he new „GB1000“ available. There are enhancements like 68030 CPU, 8 MB RAM, IDE-Controller, Zorro-Slot.

www.gba1000.info

Minimig Case

Loriano Pagni will make a case fort he Minimig. With the white plastic case you can access all ports and also ist possible to see the LEDs.



Sonic: New Amiga game

A Sonic-like game is available for preview.



www.amiga.org/modules/newbb/viewtopic.php?topic_id=45909&forum=6

Gold Quest 4

A new SEUCK game „Gold Quest 4“ is available in one month. In the next English

SCACOM there will be a special version as well as beta-levels.



New D64Lister

The new D64Lister is Vista-compatible now.

www.hardworks.de/d64lister/

ACID 64 Player

ACID 64 Player is a cycle based SID music player. Only sound cards/devices that have a real SID chip (6581/6582/8580) on board like HardSID, HardSID 4U USB, Catweasel MK3 PCI/Flipper and Catweasel MK4 are working.

www.acid64.com

Hyper64

A new C64 Emulator is available! Although this yields to a lot of speed emulation-wise, it also has the side-effect of not being cycle exact, but instead only being accurate on an instruction basis. It disassembles, analyzes and re-assembles the 6510 machine code as native 32-bit x86 code.

<http://micro64.de/#hyper64>

Commodore Free

Issue 20 is available for free download as PDF and HTML. Other formats as D64 will follow a little bit later.

Part of Content:

- Readers Comments
- Extracting Text with win-vice
- C64TCP
- "We are family" DVD
- Interviews with Paul, Dany Wild DJ and a C64 pro-

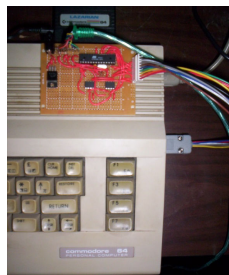


grammer

www.commodorefree.com

PSX64

The PSX64 interface connects Playstation controllers to computers that use a DB9 port like C64 or Amiga. Additionally, if a guitar controller is detected you can play the Shredz64 game (which uses the guitar)! It maps up, down, left, right and X on the PSX controller. You can also use the analog buttons. Additionally you can program up to 127 buttons by pressing START.



www.toniwestbrook.com/psx64

Loadstar

LOADSTAR issue # 249 is out now!

It's a disk magazine for the C64 published since 1984 and still in publication today. It derived its name from the command used on the 1541 disk drive:

LOAD "*" ,8,1 -> Load Star

<http://c64.eloadstar.com/pctower/>

D1541

After the DC2N Datasette replacement there is a 1541 replacement called "D1541" in development. The D1541 will use SD

Cards. The developer says that it will be a "Treu 1541" and he will go beyond D64 and G64 formats to support all copy protected disks.

<http://www.luigidifraia.com/c64/>

Amiga Forever

Amiga Forever 2008 is the most significant upgrade ever released in this series of software and it was rewritten from scratch. It provides easy access to a lot of free downloads. New ADFs, games and Roms are available. Also you can start ADFs by double-clicking them.

www.amigaforever.com

WHD load

There are new and improved WHD slaves available for download!

www.whdload.de

Gold Quest 4 – the new SEUCK game

Richard Bayliss

Story:

Once upon a time in a peaceful village of dwarves lived Sledgie and Dave. After their three gold quests they decide to relax and play peacefully on their Commodore C64. Suddenly from the back room, they hear a loud scream. Sledgie opens the door of the back room and was shocked to see his girl friend Dworina captured by the evil hobgoblins.

Then from out of nowhere came a puff of smoke and the evil sorcerer Petrosilius Zwacklemann appears, accompanied by the mad Hotzenplotz. He takes out his magic wand and turns poor Dworina into a slimy green frog. Petrosilius and puts her inside a jar of water, then disappears in a puff of smoke again. The Hotzenplotz also disappeared. Sledgie and Dave was very angry and they decide to set off on their quest, which is to rescue Dworina from the evil Petrosilius.

How to play:

Use a joystick in either port and select from the game options how you wish to play the game. Use LEFT/RIGHT to choose whether or not you would like MUSIC, or whether or not you would like to have SOUND EFFECTS during the game. Pressing FIRE BUTTON will start the game.

Help Sledgie on their journey through 4 deadly places, where Sledgie will encounter various foes that try to slow them down. Each those 4 places are as follows:

Level 1: The deadly village

Your first journey is through the deadly village. During your journey by foot, you will encounter some Hobgoblins, enemy dwarves dragons and also bridge traps. However after travelling through the deadly village, your first encounter will be the Hotzenplotz. Defeat him before you can get through the gate out of the village to the forest.

Level 2: The forest and graveyard

After defeating the Hotzenplotz, you decide to take a short cut through the dark forest of spirits. It may sound good for Sledgies, but not really clever. Especially that tale has been told that the spirits wake up in the night and they don't like characters taking a walk through the forest. Also tale has it that the Hotzenplotz has had a friend that has been setting traps around the forest. After getting through the forest, you will encounter a roaming tiger that will have to be defeated before entering the mineshaft.

Level 3: The closed mine-shaft

The tiger is defeated, but unfortunately for you, you seem lost. You seem to ignore the Keep Out sign above the mineshaft entrance, and walk in. Oh dear. Now you have to climb through the mine shaft, to find your way to the lake. The mine shaft is not all that safe because there are dragons, moving mine carts, and also pickaxe throwing miners. Before you can exit the mine shaft you will have to defeat the evil spider. After you run out of the mines you approach the castle, in which is level 4 (Last level).

Level 4: The magic castle

You finally find yourself in the castle. You enter the castle, where the evil Sorcerer, Petrosilius Zwacklemann will wait. Before you can face the evil sorcerer, you have to fight against various deadly creatures from the previous levels. Now you face Petrosilius, who turned your beloved, Dworina into a frog. All you need to do is defeat him so you can break his spell. Get to the dungeon and free her.

Some tips:

Collect gold and diamonds to boost your score as every 10,000 points will give an extra life. Gold gives your 1,000 points and diamonds give you 2,000 points.

Watch out for deadly traps, especially on the bridges of levels 1 and 2. There are also skull traps that are on level 4. All those trap require good timing. If you get your timing right, you will be safe, else those traps will get you.

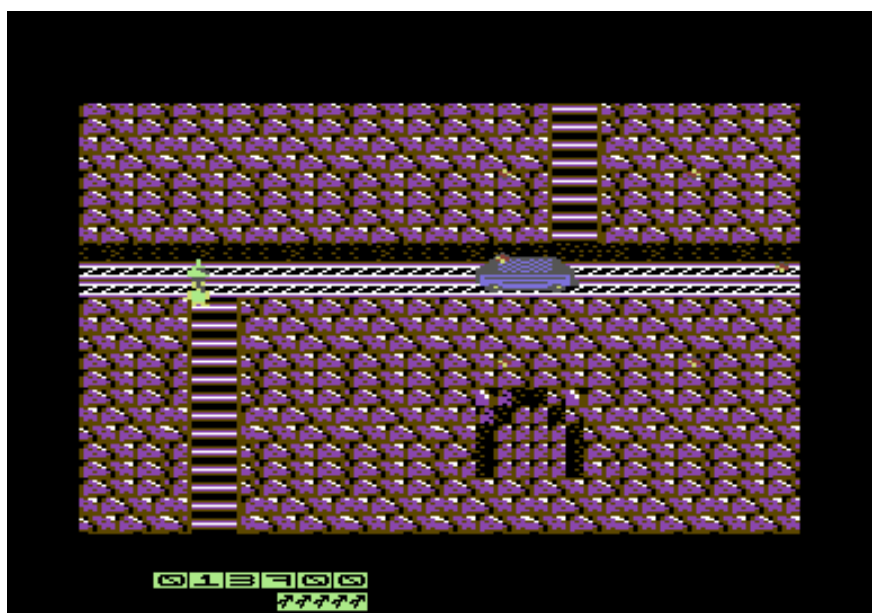
Shoot everything that shoots back and find safe paths. It is only your safest route for survival. Warning some of the enemies require MORE than just one shot before they are defeated.

Try to uncover the hidden code, by loading the game (not run it) then home the cursor and type in a 4 character code then RUN the game (it will then decrunch). Here's a clue: it is sometimes black, red, blue or green and is flat. That is all I can say. If you get the code correct, you will be rewarded with infinite lives for both players.

Gold Quest 4 is included in the current Digital Talk #83. Have a look at www.digitaltalk.de.

Also, this game is downloadable from the "Friends and Contributors" page on Richard Bayliss' TND web site (www.redesign.sk/tnd64/download_friends.html).

A version with highscore saver and Beta levels will be in the next issue of English SCACOM. SCACOM-exclusive texts and interviews will be in the next issue too of course.



Interview with Thorsten Schreck

Stefan Egger (translated by Camailleon)

We made an interview with Thorsten Schreck, the maker of the new SEUCK game Gold Quest 4!

Hello Thorsten Schreck (former member of the Cevi Aktuell editorial staff, a German C64 magazine in PDF format), please introduce yourself and your hobbies in detail!

Hello Stefan, I am also known in the scene as Sledgie and the operator of the C64-Wiki. I live in Hannover, the green capital city of Niedersachsen (Germany). Next to my fondness of retro computers my main infatuation is my family. With three kids I am quite busy. I also play board and card games of all sorts regularly in a group. My favourite card game is Tichu. The game is a mixture of "Doppelkopf", poker, "Mau Mau" and skat.

What do you do along with your hobbies?

Shopping, working, sleeping, etc.

Which was your first computer and which ones followed?

My very first computer was a VIC20 with cassette drive. Later a C64 and also a C128 were added. After that I changed to a PC. My brother has had an Amiga for a long time.

What classic computers or games consoles do you own nowadays? Which of those is your favourite system and why?

Unfortunately I don't own one myself any more. They are all sold. My children still have various consoles (from SNES up to PS3).

What are your top 5 of Amiga and C64 favourites?

On the C64 I can tell you 5: Loderunner, Great Giana Sisters, Boulder Dash, Davids Midnight Magic, Wizard of Wor... I have even more, but you only asked for five ;-)

On the Amiga I think the realisation of Zak McKracken is fantastic, Pinball Dreams and Fantasy... there are lots more, but they don't come to my mind, as I play on the Amiga very rarely.

In the past you were doing some work for the Cevi-Aktuell – we know each other because of that. Tell us more of your time with the "Cevi"! What did you do and why did you quit?

For the Cevi-Aktuell I was editor and I contributed a few interviews, game reports and the C64-Wiki course. The work was much fun, as it was stress-free and all the members of the team are very likeable. I left the Cevi-Aktuell, because at the moment I can't contribute very much. I mainly made a break.

Maybe in the future a possibility might arise to join in more actively again.

We want to talk about Gold Quest 4 (short: "GQ4"). Please tell us about the first part and the "invention" of GQ!

Gold Quest evolved in 2005 from my first efforts to create something in SEUCK. At the beginning I just started with an empty draft. I didn't want to make a typical shooter game. So I thought of a rough story... dwarf searches for gold... and has to be careful not to run into traps. So there is no use to simply walk through, the player has to see that he receives an extra life every 10000 points. Each gold chest gets him 1000 points and for the rare diamonds even 2000 points. This way the very first version named "Gold Sucher" (German for "Gold Searcher") emerged. There I worked with very rough surfaces and pixelated the dwarf which coincidentally is called "Sledgie". The English name "Gold Quest" came to my mind. The second dwarf is called "Dave" and is dedicated to the former owner of the Loadstar magazine Dave Moorman. He issued the first version of "Gold Quest" on one of the last editions of the LOADSTAR magazine. This version didn't contain the music by Richard Bayliss. The version issued in the CSDb

was improved by Richard Bayliss with title screen and music.

In the second part of Gold Quest you supported me actively as a beta tester. In Gold Quest II there are many new puzzles and new levels. One of them is dedicated to the game Wizard of Wor. There you meet many old friends from this game.

The third part only came about, because Telespielator started a public enquiry in the forum-64. I agreed provided that at least 10 people wanted the third part for Gold Quest to be made. Tele pushed this a bit by promising the first 10 people a free green disk (very limited number of copies). More about this can also be found in the C64-Wiki. The story is completely penned by him. Unfortunately I could only realise half of it due to the lack of memory. The background graphics were completely repixelated by Richard Bayliss and Tele gave me the basis for many new enemies. The game was released at the end of 2006.

We wanted to put all parts on the green disk and issued it as the collection **Trilogy of the dwarfs** in 2007. There is also a new version of the ur-Gold Quest with new background graphics and a very long bonus level on the disk. All the three parts can be started from a main menu.

Why did you do the fourth part? Did you get so much positive feedback or did you do it just for fun?

The fourth part came about through a request from Richard Bayliss. He asked if I might want to do a new Gold Quest. This was at the end of 2007. Telespielator quickly provided a new story, which was very freaky this time and couldn't be used. The current story was penned by Richard Bayliss. He also gave me some new background graphic components for the start of the new project. With the help of these I built all the levels according to the story in the first step.

For the third part of Gold Quest I received both negative and positive feedback. After the release in the CSDb I was criticised heavily by some users. I wanted to pack it all in after that. But with the support of many users from the forum-64 (who built me up again) I changed my mind. Things rudely written down as "now THIS is crap :D" don't bother me any more. You mainly like SEUCK games or you hate them. ;-)

I helped as a designer and tester, as you know. Please tell our readers, who else took part and how they helped you!

As many people as never before helped with Gold Quest 4. Richard Bayliss provided the graphic basic elements, story, music and intros. Telespielator painted two of

the end bosses and the girl to be rescued. Furthermore he works on a new disk cover. You designed –next to many drafts– the dwarf dragon (it resembles Spyro, coincidence?) and the tiger. The writing "Gold Quest 4" in the intro was sketched by Dflame. Then Michael Krämer strongly supported us in testing. The English story was translated to German by Camailleon.

Very good! It was a pleasure to do that, it was great to help there! Richard Bayliss of "The New Dimension" – how did you get the idea to let him improve GQ (graphics, title screen, other extensions)?

This time it was his idea. In the first "Gold Quest" I looked for someone on the CSDb who could help me and Richard agreed spontaneously.

How did the testers and designers work? Did everything go smoothly or were there any problems?

Everything went like clockwork. We were a great team.

The 7th issue of German "SCACOM-Aktuell" will be launched soon. What do you think of our "new" magazine? What would you change and what do you like best? Do you think this magazine was mainly a good or a needless idea?

I think it's great, that you make such a magazine. There is a lot of work in it. Keep it up. I always like reading the games section.

The magazine mainly enriches the scene. Nowadays there are only very few magazines of this type. I see SCACOM more as an addition than as competition.

What else do you do besides GQ? What desires or projects do you have for the future? Is there a plan for GQ5?

Next to Gold Quest I spend a lot of time with the C64-Wiki. There is definitely no plan for Gold Quest 5 yet. Maybe next year... But for now I've had enough of Gold Quest. ;-)

Thank you for this interview and the permission to enclose the game in this magazine – I hope the readers have fun. Do you want to get rid of something else?

I would like to thank everyone who took part in Gold Quest 4 so actively and I would be happy if the game will be fun for many players. Concerning the difficulty level I would say that **Gold Quest 4** is a little easier than **Gold Quest 3**. Reason: I already played it to the end without using the cheat.

In the last issue of SCACOM was the first Amiga Disk

There were no Informations on how to start the Disk. I'm very sorry so here is some information:

You can start the disk in an Emulator (I recommend WinUAE and Ports of it). You need a Copyrighted Kickstart-Image.

You can also write the Image back to a real diskette. A tutorial about how to use CF-cards on Amigas was in the last issue of English-SCACOM.

To start the disk and play the games, you need following configuration:

CPU: 68030

2MB RAM

AGA (for „Super Pumkin Brothers“)

There is a Menu included but you can start all games from Workbench too.

Here is a sticker for the Amiga-Disk from last issue:

In this issue there is a C64-disk included. Everybody can start the game with an Emulator like WinVICE or CCS64 because no Copyrighted files are needed.

At the end of this issue there is a special 5,25" Cover for Nhyaaaa! 11. So your SCACOM Disk is protected.

Also there is a sticker for the Diskette:



Stefan Egger

Making of Nyaaaah! 11

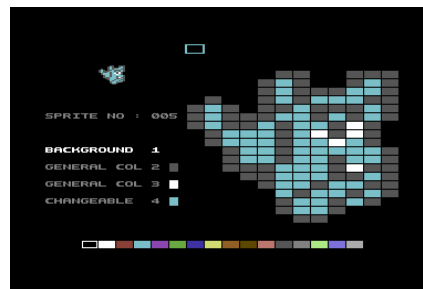
Richard Bayliss

Who remembers the classic Shoot 'Em Up Construction Kit by Sensible Software. It was first released about 21 years ago in 1987. This program gave you a set of utilities in one single file that could help you design and develop your very own static or vertical scrolling Commodore C64 Shoot 'Em Up. I think in the 1990's may have been a SEUCK cult, where people created games with this utility and their game appeared on a magazine cover disk (And probably they got hell a lot of money out of it too).

Well 21 years on since SEUCK was created, a sideways version was released in March 2008 (and downloadable from <http://seuck.gamesplaygames.co.uk>). This version was a version that scrolls from the left to the right. Not many games actually used this type of method, unless you can count "Sub Hunter" if that ever gets released.

Anyway, this article is not about the sideways SEUCK itself, it is about how I managed to make a game out of it. Well only two games I wrote were made from it. They are of course "Imaginator" and also "Nyaaaah! 11" (Which is on this issue's .d64 cover disk). This article is all about making "Nyaaaah! 11".

Like with normal SEUCK. I first draw the game sprites for the game. Actually, I would have used the old sprites of Snodge the Biblet from the previous "Nyaaaah!" games, but I decided to not bother as the same sprites were used too many times and that I wanted to make a fresh start. So I drew all the sprites from scratch. The first sprites which I was drawing from the menu were the player sprites. It was quite difficult to draw the player sprites because not only do I want to do 2 frames of the player moving up and down, but 2 frames of the player moving left and also right. Copying and pasting each frame was easy enough, but the worst part of this was to make the player moving left and right.



For the enemies, I used mainly the player's sprite and added some additional features to it. This is so that I could make those enemy biblets look mean. Not only did I do other biblets, but I also drew some other enemies as well. The final thing for me to draw was the end of game boss. The evil biblet

lord. I also drew the other sprites for weapons etc.

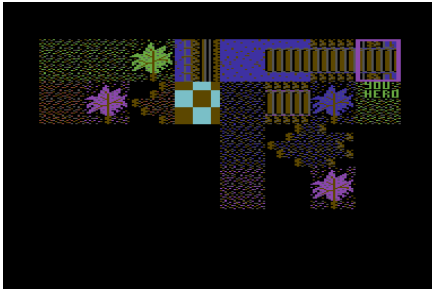
Now the next step was to produce the objects. So I updated the actual colours, parameters for each object and I added the correct sprites in to the program and set the correct frame rate for those enemies too.



Once the objects were in place and that I was very happy with those, I worked on with the background graphics. There were two different ways I could produce the background graphics. The first (difficult and longest method) was to draw each char bit by bit and then put the chars together in a block. Or my other option - copy blank chars from each char location and paste to the block and use the paint block method. Which of course I done.

I wanted to create various blocks (or tiles as some call it) for various background features. Which are bridges, holes, trees, water, barbed wire, etc. So I had to select each block and put those

place before I could have a perfect map. This method is like using the original SEUCK, but instead of having to move the map up or down, I could move the map left or right. It took time for me to decide on what tiles I should use for each level before I placed those on the map.



Another problem that I came across was running out of ideas for future levels for the game. So I decided to recycle the existing forest graphics for the third part of the game, and make it turn to from a green forest into the forest of darkness where the player will encounter his final foe (after the level is finished). The way I done this was using a simple copy and paste method with the block editor. I used two extra colours. Which were purple and also blue. This is so that I can create a kind of quick fade in the level editor later on. Then for the last bit of the game map, I made a THE END screen. Which features water, trees and also green ground. Simple for an ending.



Now that the background and the map design is finished. My next step is to make various sound effects for the game using the sound effects editor. Once I have set various sound effects, I went back to the objects editor to set the sound type according to the enemies shooting. Once I was happy with this, I saved the work done so far in Side Scrolling SEUCK.

Next came the player limitations. Because this game was only going to be a 1 player game, I disabled player 2 and changed the settings for player 1's sprite (Snodge the Biblet). Player 1 enabled, has 5 lives, and can fire in the direction the player faces. Player bullet duration is set as 33. Collision with background char 66 or higher and player gets an extra life for every 10,000 points scored in the game. Once those settings were done, I set up the size of the player area (where the player can move around) and also the start position for Snodge.

Now was the moment for me to insert and put together various sprites for the game. This job took quite a long time, as I had to check each

part of the program to see where would be the best place to position certain enemies and collectable objects. The concept of adding enemies was purely simple, and the limitation for the background (when using horizontal scrolling) made less room for me to place the enemies. So I put those enemies around the map bit by bit to make the game hard enough to play.

Now the enemies are in place, I go to the level editor and alter the start and end positions of the game map. This game is a push scroll game, but at the end, when it comes to defeating the evil guardian biblet monster, I set the background to stay still for a certain amount of time. This is so that the player can defeat the biblet monster within a certain amount of time. Now it is time for me to finally test the game to see if all is ok. So I tested the whole game through the cheat mode. Seems there were some problems in the actual game, which caused the common SEUCK slow down syndrome. So I had to remove some sprites to prevent this problem. This worked a treat and the game plays sort of well for a SEUCK game and finally saved as finished game to disk.

Now my next step was to create the score and lives chars. Well, because this game is supposed to be enhanced, I ripped the default SEUCK game score and title chars

and loaded it into the Char Editor V2.0 by Dunex. I made the new score chars and adding multicolour to those. This is mainly for when I enhance the game with a new title screen.

I also ripped the background chars from the game so I can calculate the value of the water chars (so I can animate the actual chars when the game is being played).

Now the work was done, I asked for a logo using the old title screen design and a couple of days later I received it, so now I was ready to do the main enhancements and also the new front end. First of all, I filled all unused SEUCK memory, to make way with my enhancements, including the title music, bitmap logo data, screen, scroll text and 2x2 char set. I adjusted some of the SEUCK game code so that I can add my background animator routine as well as SFX. I turned in the score multicolour sprites and loaded up the new score chars data.

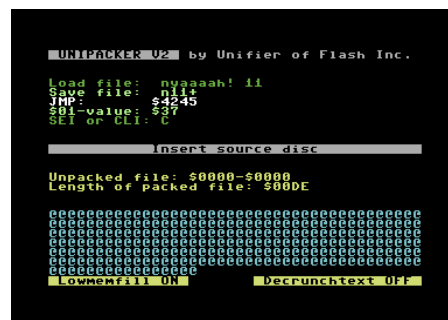


Now I altered some other settings for \$8000 to be jump address to the new title screen. Then coded it in

ACME cross assembler. After hours of coding and debugging, I got my final result of the title screen. Looked really nice and suited the game. Now I could link my own music to the title screen. Final result below:

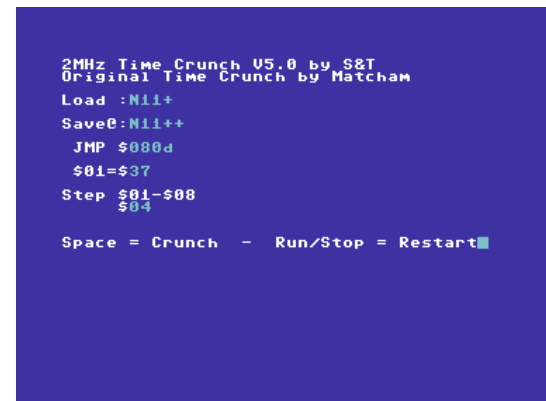


Now finally everything was finished, so I saved everything from \$0801-\$ffff and was now ready to do some packing and crunching. So I got out the Unipacker V2 by Flash Incorporated (As V3 could not handle \$0800-\$ffff) and packed the whole code. Then after that I tested the file to see if the packed program work and it did.



Now it was time for me to use the 2Mhz Time Cruncher V5.0 by Stoa & Tim. Because crunching takes time to process. I crunched the finished program with an emulator in warp speed (Using this cruncher of course). Now the crunching finished, and every-

thing is saved and the game is working. I can now rest :o)



Links:

www.redesign.sk/tnd64



In last English SCACOM (issue 2 / April 2008) there was an Interview with Richard Bayliss. You can read it on page 12.

Also you can read it online:

<http://scacom.kilu.de/scacom/index.php?page=12&ausgabe=82>

SCACOM uploaded the Interview onto C64-wiki too.

[http://www.c64-wiki.com/index.php/Interview with Richard Bayliss](http://www.c64-wiki.com/index.php/Interview_with_Richard_Bayliss)

Giana Worlds

Stefan Egger (translated by Stefan Egger)

Giana World - a great re-make of the classic Giana Sisters for the PC.

Screenshots:



Description:

A brilliant Jump & Run game for your PC. The 8-bit game Giana Sisters was a great Commodore C64 Jump & Run game and was also ported to other platforms such as Amiga. Giana Worlds will surprise you with good sound and nice graphics. It offers high color graphics, 32-channel music, new levels and much more. You steer Giana (or in 2 players her sis-

ter Maria too) through many different levels, driven by the appropriate time limit. You can collect extras to destroy stones or shoot. To defeat the enemies you have to jump on

their heads. If you have collected 100 diamonds, the sisters will receive an additional life. It is not the same game as the original Giana Sisters but a good successor. It is good that there are no overloaded graphics and similar enemies as in the original game.

System requirements:

The game requires DirectX and runs from Pentium 200 (with MMX support). You can use the keyboard and also joysticks and game pads are supported.

Criticism:

If you like Nintendo's Mario, you also will like this game. However, the steering is a bit strange. It is very easy to understand and therefore interesting for children also.

Age recommendation:

8 years and older

Information:

Size: 4.7 MB

Author: Rainer Sinsch

Rating: ★★★★★

Link:

www.informatik.uni-frankfurt.de/~sinsch/DownloadGianaWorlds.htm

Giana Worlds 2

As the recent survey showed that there is indeed still interest in Giana Worlds 2 Rainer Sinsch finally came to the decision that it is time to continue working on it.

New feature include:

- Animated high resolution water surface
- Finalized fire particle animation
- Support for shooting enemies
- Updates in the level editor to make editing more intuitive
- Vast improvements in the scripting engine (in fact nearly the whole game is written via script)

There is a preview video available:

<http://nl.youtube.com/watch?v=YCaYy6JWieY>

Rainer Sinsch still looking for help with graphics, Leveldesigns and music.

Homepage:

www.rsinsch.de



Aztec Challenge

Source: www.c64-wiki.com

Description

You have to steer your character through seven absolutely different levels. In every level new deadly perils lurk for the hero. The first is probably the most famous level. Left and right are some not exactly friendly meaning aztecs, which welcome you with spears. You either have to duck under the spear or jump over it (depending on the height the spear is coming at). If you get hit you have to start again. In the later levels you have to avoid stones, poisonous scorpions and snakes and get over a bridge.

Design

The design differs in every level. Sometimes you see your character from the back, sometimes from the side or from the bird's eye view. Graphically, there is the approaching temple right in the first level. In other levels the graphics are not so good. Nevertheless you can look forward to nice and fluent animations with lots of variety.

The levels are accompanied by a mystic sounding music, whose rhythm gets faster, the further you proceed in the game.



the possibility to jump into the next level by pressing the Commodore key (in emulators it is the left Ctrl key).



Hints

The operation with the joystick differs in every level and is explained at the beginning of every level. You should read the explanations carefully to avoid getting suddenly smashed by a stone.

F1 - One player

F3 - Two player

With the **RUN/STOP** - key the game is started again.

The game is divided into 4 phases with each 7 levels. In the version by Jack Alien/Remember there is a trainer mode, in which you can jump directly into the desired level and phase. Additionally there is

overview	
Developer:	Paul Norman
Company:	Cosmi
Publisher:	Cosmi, Load 'n' Run
Musician:	Paul Norman
HVSC-File:	/MUSICIANS/N/ Norman_Paul/ Aztec_Challenge.sid
Release:	1984
Platforms:	Amiga, Atari 800/2600, C64, VC 20
Genre:	Arcade, Miscellaneous
Gemamode:	1 - 2 Multiplayer
Operation:	
Medien:	Diskette, Kassette
Sprachen:	English, Spanish

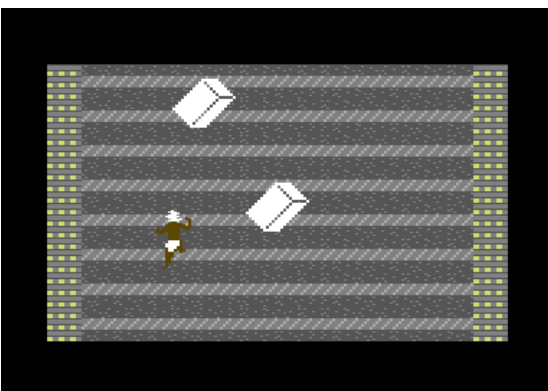
Pictures



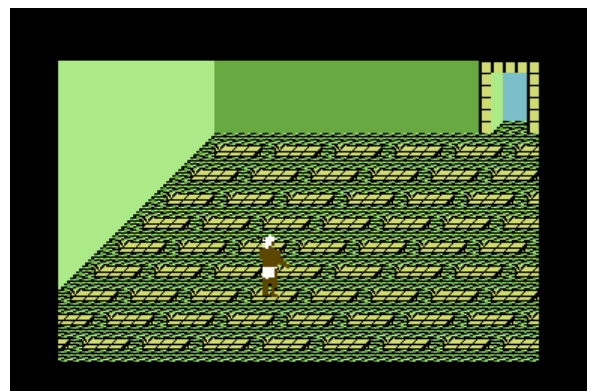
Level 1: Jump and duck if spears are thrown from side



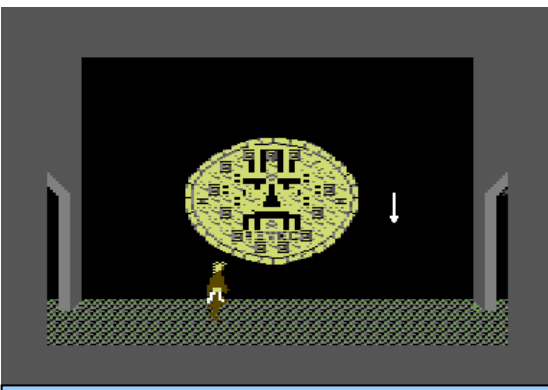
Level 4: The fauna of Mexiko – jump over snakes and spiders



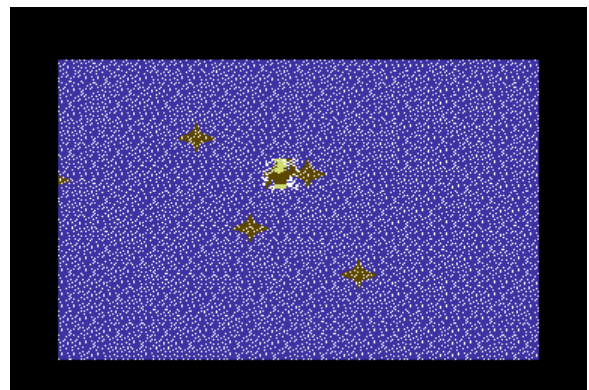
Level 2: Ran up the stairs while stone blocks are rolled down



Level 5: The exit of the temple is covered with booby-trapped tiles



Level 3: Go through room protected by various devices



Level 6: swim the lake and avoid the man-eating fish

Links

www.c64games.de/phpseiten/spieledetail.php?filnummer=308

www.lemon64.com/games/details.php?ID=185

www.gamebase64.com/game.php?id=518

www.gamebase64.com/game.php?id=14127

www.kultboy.com/testbericht-uebersicht/1338/

Videos

www.archive.org/details/c64gamevideoarchive26_aztecchallenge

Source and more pictures/onformations:

www.c64-wiki.com/index.php/Aztec_Challenge



Level 7: A narrow bridge...

Hardware Test: 1541 Ultimate Plus

Stefan Egger (translated by Stefan Egger/Camaillon)

The 1541 Ultimate Plus (or short: 1541U) is a piece of hardware for the C64. Many fans have been waiting for this. What it is and what it can do, can be read exclusively in SCACOM!

Gideon Zweijtzer, the developer of the 1541U, examines each board and flashes the latest version of the firmware. Then it will be sent with a little instruction leaf.

This is a whole 1541 in a cartridge! And that is not easy, since the 1541 is a little own computer. It will get the power from C64/C128 expansion port. Also you can see the menu in cartridge mode (you can read about the stand alone mode later).



The quality of processing is very professional - only the IEC port was soldered by hand. Only the three switches on the reverse side are predicted to have a short life span. Also, a few people are having problems with the SD card slot, which will not im-

mediately detect an inserted SD card.

The 1541U can also simulate these cartridges: Final Cartridge 3, the Action Replay and a REU with up to 16MB memory. The left of the three switches on the back side takes over the function of the reset, the right of the Freezers (like FC3/AR). The middle button calls up the menus of the 1541U.



In the 1541 menu the contents of the inserted SD card will appear. You can now start PRG and T64 files. They will start immediately if you press F3. Also you can mount D64 files. Depending on the setting it works now like a real 1541 would work. There is not much to write about that - it just works perfectly. Even demos such as "Deus Ex Machina" will work. Even the floppy disk exchange is very simple: press middle button to enter menu, select the second disk and press return. It will load and the demo continues. In our tests, there was no program that made any problems.

It's funny that you cannot hear when the disc is accessed. At the beginning this is very confusing. But: You can plug-in headphones or speakers and you can hear the simulated noise of the disc drive. Just great!

The installation is very easy. Plug in the 1541U in the expansion port. Add an IEC cable and plug the other end into the IEC port of the C64/C128. Sure you have to put in a SD card too. The menu is designed clearly; you can see the possible actions in a scrolling text in the bottom.

The options menu is simple too.



The optimal configuration is (recommended by SCACOM):
 1541 Drive: Enabled
 1541 Drive bus ID: 8
 IEC SD Card I / F: Disabled
 The other settings are not so important and can be configured as desired.

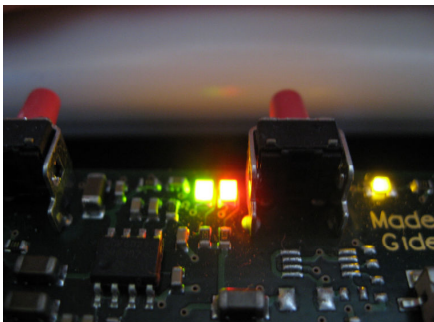
It's nice that Gideon adds the name of the registered owner. "Load alternative 1541 Rom" can load e.g. JiffyDOS. Thus,

even speed loader will work with 1541U.

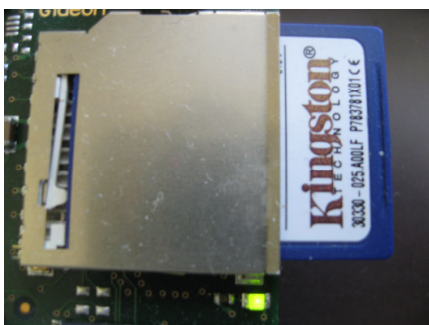
The 1541U should always be drive 8, since most games and programs run only that way. If you have a 1541 or other drives, they should be number 9, 10, or 11. This is particularly a problem in C128D, which already has a built-in drive with number 8.

The IEC SD Card I / F "is the direct access mode on the SD card. If that option is enabled and for example named drive number 8, you can access the content of the SD card but not of the mounted disc images. Give it to another number or turn it off since it is here for stand alone mode.

A word about the LEDs on the board:



On the back there are 3 LEDs. The left (green / red) corresponds to those of the floppy (POWER and DRIVE). The right LED lights up when you are in the menu of the 1541U.



Beneath the SD card we find a small LED. After you select a D64 images it will light up. As long as the LED is alight don't access the mounted disc. You should wait until the image is completely in the memory, else confused characters could be displayed.

MMC replay vs. 1541U

Now there are two new modules for C64 - the MMC Replay (€ 79) of Individual Computers and the 1541U (€ 119) by Gideon Zweijtzter.

You can flash a "final replay rom" into the MMCR. It is similar to what the final Cartridge / Action Replay does. The 1541U can do FC3/AR Emulation too. In addition it is still a REU with up to 16 MB of RAM.

The MMC replay has its strengths not in the 1541 emulation, but in multimedia functions. It also plays PRG and T64. The 1541U can handle D64 better than MMCR. The plugin system, which is missing in the 1541U, allows a variety of uses with the MMCR. You can play SID, view TXT and images as well as listen to audio files. There is also a network module available.

The 1541U is currently no multimedia talent and doesn't respond to file extensions such as SID, TXT, etc. at all. But this can be added - as well as network capability. There is the possibility to add a network-chip to the 1541U. But this feature is currently

not supported by the firmware.

Back up your disks or write back images to real floppies: It works with standard copy-programs with the 1541U but on the MMC Replay it is also possible and the progress is beautifully visualized.

You can decide for yourself. If you want a replacement for the 1541 you have to choose 1541U! To tell you about the stand alone mode: You can also use the 1541U on VIC20 or C264 series. It will get power from the small USB connector (power supply not included). You have to connect the IEC cable to the IEC port of the C64/VIC20. The only difference to C64/C128 is that the menu is not visible due to the lack of the C64/C128 expansion port. You have to mount the image blindfold by the three small buttons. Or you can insert the module into a C64 but connect the IEC cable to a VIC20/C264. Then you can mount the image easily.

Conclusion:

A thoroughly successful cartridge, which will get better after future updates. The developer received a lot of feedback from users. He will add features or fix problems. Hopefully, there is an additional production series. The only negative point is that the 1541U does not fit into a standard C64 cartridge case. So it's quite unprotected.

Links: www.1541ultimate.net

Best C64 Game List - Part 1

Christophe Kohler

Here is the first part of the best C64 Games that were ported from other Systems!

After some research (and help from the guys of lemon64, thanks), here is THE BEST C64 GAMES LIST. This is the first part of it (part two will be in the next issue).

Archon (ATARI)



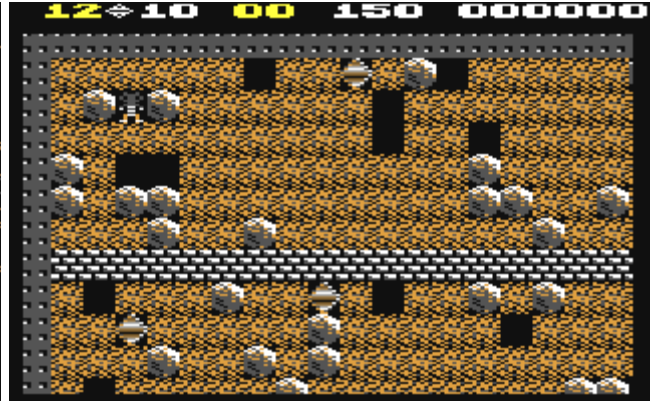
Arkanoid (ARCADE)



Blue Max (ATARI 1983)



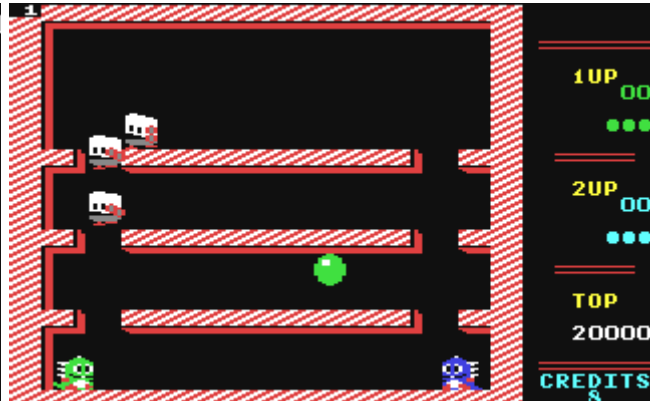
Boulder Dash (ATARI)



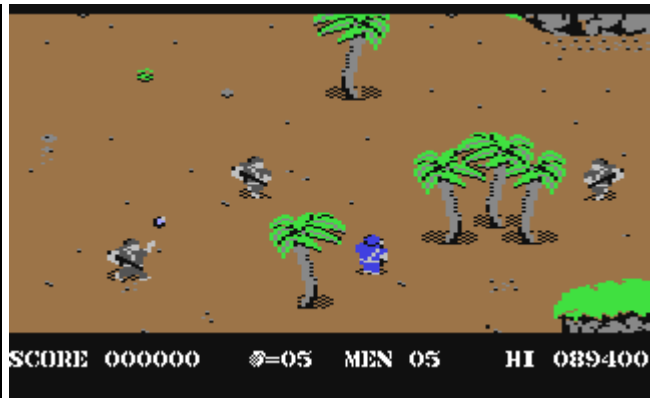
Bruce Lee (ATARI)



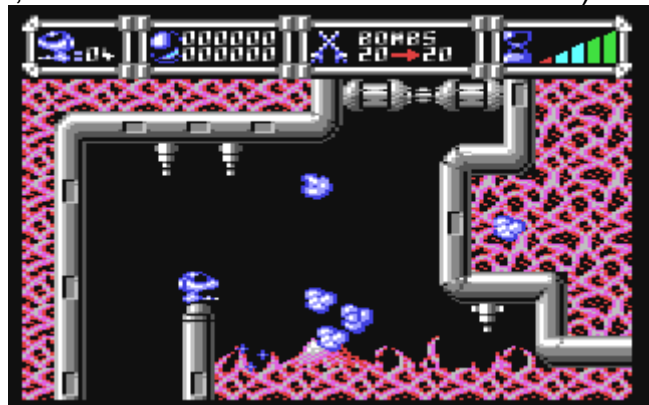
Bubble Bobble (ARCADE)



Commando (ARCADE)



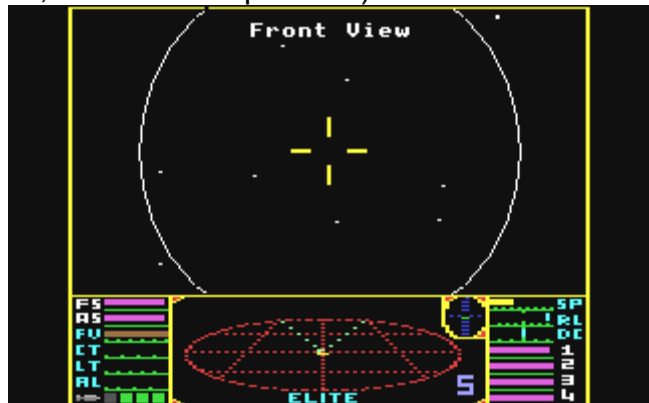
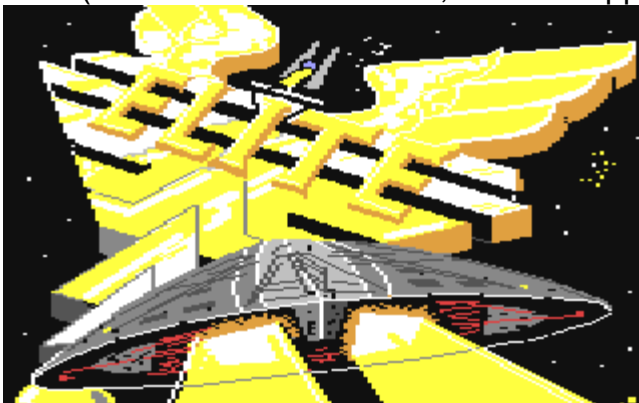
Cybernoid 1 (SPECTRUM 1987 on Spectrum, 1988 on C64 Hewson Consultants Ltd
Cybernoid 2 (SPECTRUM 1988 on Spectrum, 1988 on C64 Hewson Consultants Ltd)



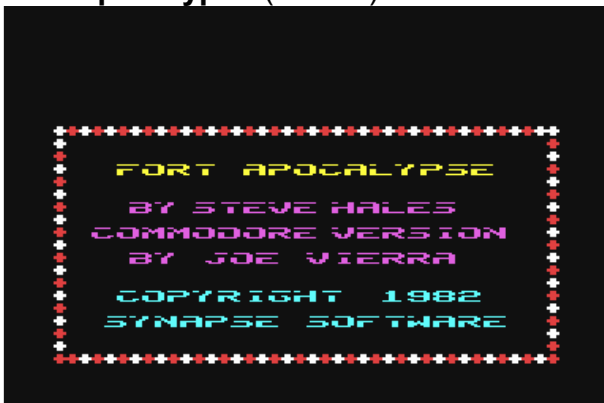
Defender of the Crown (AMIGA 1987 Cinemaware)



Elite (BBC First on BBC Acorn, 1985 for Apple2, C64 and ZxSpectrum)



Fort Apocalypse (ATARI)



Baracudas story – second one

Baracuda

The Day when all our members joined Smash-Designs together with the HQ (headquarter) of Art Design!

Ring, Ring, The phone rings.. Oh Firefox my co-leader again...

We spoke very often daily about our members, planed releases, scene, other stupid things in our life.

And as we both live in the same city in germany (Home of Crazy and other ruling groups in the past) we meet each other often.

But this time it should be a special meeting. One guy from a city named Frechen should come to show us what he has done in the past on C64 said Firefox to me.

I said to Firefox: "OK i will come to see that guy." As he was a coder and we simply swappers with a bit coding knowledge I was sure it would be interesting.

I had Microsoft BASIC in school as lesson in 1987... Time goes by...

A guy showed up with a package of disks and beer (KÖLSCH) in his bag. After having some discussions and watching his old stuff, which becomes better and better with more beer we said to AEG that it is a good idea to

ask us to join in because he said that he needed swappers.. :-)

After joining in I took over his rotten disks... Ever seen (coder) disks from a smoking guy?

They are stinky and mostly bugging!

But I was able to save the working stuff on my other disks and so i rescued some data.

After that I had to inform our members as founder & leader of Art Design about the news and that they all can join in. No one refused the offer..

Than I made a list with all members (past & present), their name, date when they joined in, and with all infos I could get.

Later i was able to do a re-release list, gave AEG every disk I got with fresh scene / party stuff, gave him some comments about his work and how to improve his work when me meet each other to play chess on a board, so that he was able to beat the others later.

Take a closer look at the places AEG got for his work after we (Firefox, me and others) joined in as swappers. ;)

It took not long and some members of Art Design had to left Smash-Designs because

SMASH got stronger and stronger...

I'm still a member...

Baracuda of Smash-Designs/Crypt/Blazon/The Stock off

The Details:

Firefox Place 1995

Event:

Copy Party, Demo Party, Meeting, Internal Meeting

Place:

Cologne, Germany

Organizers:

Firefox

Organizer Groups:

Art Design

Attendants: (3)

AEG, Baracuda, Firefox

Scene Sources:

File: Our New Intro (All Art Design members joining Smash-DS)

Try to catch these and take a closer look about my little story.

Link:

www.smash-designs.de

Bill Gates and Commodore

Stefan Egger (translated by Stefan Egger)

Many of you will think: "Bill Gates in SCACOM?". But I saw a very interesting picture and I will tell you a little story about why each 8-bit Commodore computer has to do with Bill Gates.

BASIC was developed 1963 by John George Kemeny and Thomas Eugene Kurtz at Dartmouth College because the existing programming languages were difficult to learn.

There are many different dialects of BASIC which the vast majority of these come from Microsoft. BASIC was Microsoft's first and in the early years most important product. Several years later Microsoft will do its first own operating system - MS-DOS.

Paul Allen and William Gates developed programming language developed for PCs in the year 1975. The name "Basic" means Beginner's All-purpose Symbolic Instruction Code and soon it will be the standard.

Initially only available for Intel's 8088, there was soon a version for the MOS-chip 6502. Bill Gates thought that the 6502 was not a good micro-processor but his team ported it to the 6502. So he wanted the cost of development for BASIC for the 6502 back soon. When the PET was developed, Commodore needed an easy-to-understand language. Commodore asked Bill Gates for Microsoft BASIC.

And Commodore got a very good deal because they got all rights to use BASIC for \$ 10,000 U.S.. So they don't have to pay licenses for each sold machine. That is the reason why every Commodore is also a piece of Microsoft. But how many products from this company, it was not perfect. Commodore had to adjust it and there was also a bug bug of Bill Gates personally. It disappeared with version BASIC 2.0.

Commodore wanted also to equip the new Amiga series of computers with BASIC. There was a new deal with Microsoft: They will get BASIC for Amiga only if Commodore will include the line "© MICROSOFT" in BASIC 7.0 (Commodore 128)...



Bill Gates and Paul Allen with some vintage computers. There is a Commodore PET 2001 (first series with built-in Datasette) too.

Interesting things

Stefan Egger

A nice promotion of Commodore was the CD32-plastic CD. But unfortunately there is no data on it...



The nice "I love my Amiga" sticker! There was also a "I love C =" sticker.



But if you really like you Commodore you have to own one of this rare Commodore Teddys. Owner of this rare-piece say that you can sleep better with it... ;)



The figure below shows a 1010-Amiga floppy disk. But this is prototype and not functional. Good to see there is no Amiga hook but a Boing ball instead This floppy is now owned by RJ Mical!



The next picture is a sticker of my few collection. This is approximately 17 x12 cm large. Commodore of Austria has produced it for marketing. It seems to be very rare because I cannot find it in the very big and interesting collection of

www.commodorebillboard.de/



First four pictures © www.amigaau.com

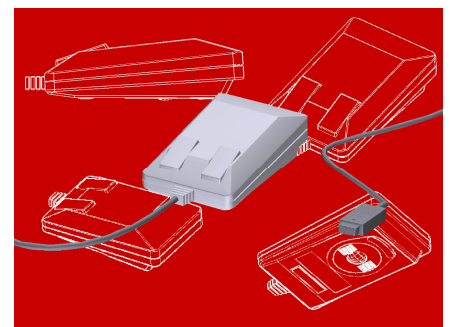
last one © Stefan Egger

Background pictures

Stefan Egger

I've created some special background pictures with a program called "MicroStation" from Bentley. It's software for rendering and often used by architects. I learned to use this program in school.

There are two Background picture included with this magazine. The first picture shows a Commodore mouse and the second picture shows a Commodore Datasette. They have a resolution of 1280x960 pixels in PNG format.



Please don't remove the Copyright in the right bottom of the picture.

There will be further background pictures in the next issue for sure!

Poll

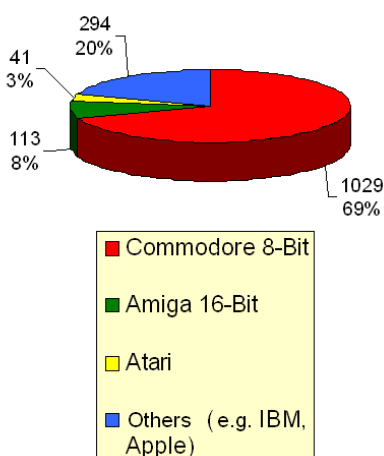
Stefan Egger

The poll is now published and interpreted by me. It is online since the start of my homepage:

Commodore (353 votes)
Other (PCs, Apple, 281) before Amiga (75 votes) and Atari (33). The result seems logical, since Amiga relatively late came on the market and the introduction of the C64 computer was beforehand. Small distortions, as my homepage www.scacom.de.vu has a focus on Commodore / Amiga. But that should not really change the outcome!

Thank you for all who voted. Those who do not, you can arrange under www.scacom.de.vu

Fist Computer Poll www.scacom.de.vu



Computerstory

Joel Reisinger

Story:

My first computer I used for gaming was a normal PC with MS-DOS. Sometime in 2000 he was thrown away... In 2003 I got a computer with Windows XP. This was the first time I had Web, where I discovered the C64. I wanted to know more about the C64 and I have downloaded an emulator. Half a year later I bought a C64C with floppy disk drive on eBay. Then I had a real C64 for the first time! In 2007 I got the Original version of the C64. Some additional equipment was purchased even in between.

Why I'm in SCACOM?

I want to contribute a text in a German C64-magazine called "Cevi Aktuell". If you wrote a text, you got a rendered datassette picture from Stefan Egger. But Stefan founded SCACOM-Aktuell and so my text was in SCACOM Aktuell issue 3 instead of the Cevi Aktuell. Now I write texts for SCACOM.



Feedback

Hagbard

Cool! It's better than the German issues SCACOM-Aktuell.

But:

There are a lot of mistakes!

But it is good and respect for the work to you an all people involved!

Anyway, it doesn't matter. I like the mag!

Apache2k

Just downloaded the 2nd issue of the English magazine. It's getting each time better and better... More pages please :)

Excelent work! I downloaded it and reading it time by time. So far love it keep those mags coming also in the future.

merman

Thanks for mentioning the C64 Book and Sideways SEUCK! Good luck with the mag!

qaz112

Pretty decent bit of work, nice layout, a little more English proofreading and editing would be good, but a solid bit of work. Thanks for sharing it! (hopefully I'll have some 'news' for your next issue!)

For this issue, please give more positive or negative feedback. It's a lot of work, so it would be cool if you give Feedback.

Word search

In the puzzle there are 14 words on the topic of "C64 Demo Scene" hidden

W P X Z W S E O T E S S W X
 U O R O Q V G Z F U D I U A
 T C S O B L B T I Z F A T X
 Q L B T T I T M R X K Z R Y
 G P H C H O H W A E S N I Y
 M A P R X G V T K F E O A R
 C R R Y X X I I I E D B D A
 R A P P Z X R L S F G J D D
 E M N T S G R G R I D S N W
 S O O W Q W Q S B I O N O A
 T U R I P R M P H A A N I R
 B N Y Q Y A H K N N Y F R D
 W T X Y S I Q E B W M O O E
 F W O H E N A T O P A D U A

- Bonzai**
- Crest**
- Crypt**
- Fairlight**
- Ikari**
- Nato**
- Orion**
- Oxyron**
- Padua**
- Paramount**
- Protovision**
- Radwar**
- Smash**
- Triad**

Right there are all words that are hidden in the letter soup above.

The words can be hidden in directions, (vertically, horizontally and diagonally, and in two possible reading directions). It is recommended print this page!

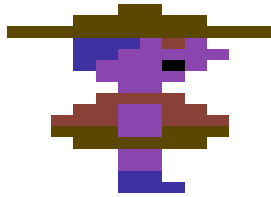
In the next issue there is the solution of the puzzle!

G W H C U B D N A H N D O Q Z
 P O W E R L E D L S L B F Q X
 Y X C X L H R Z R A C E D I S
 D Q C A R T R I D G E R O V Q
 Y H E N G L I S H S C A C O M
 C B W I D N W S V C P O B P A
 O R V V X I P N A A W R B R M
 M U S E J I L W A C B H Q W I
 M C T C H S O W H O Z V B F G
 O J I C D G Q L F M Q Q K A A
 D A T A S E T T E J U V P W
 O T U P O B R O T K A S T E N
 R J P I T T F L O P P Y B J P
 E T X F L I E T Z T E N C D K
 K L Y N G N G V X I T T G G P

Solution from issue 2:

Game Show

From which games are those graphics?



C64



Amiga

Solution in next issue!

SCACOM Homepages

You can reach all SCACOM-Homepages at www.scacom-online.de.vu.

Please also use the new JPG-issues available at www.english-scacom.de.vu

Please post your opinion on SCACOM at our guestbook!

We hope you enjoy the new SCACOM homepages!

Support us!

You have a project, a game or a program? You want to share it with the community? Then contact us! We include each C64/Amiga program on SCACOM-disk.

There are two ways to bring your texts in SCACOM:

- 1) Send us an article; it will be included in the next issue from English.SCACOM (all sent texts will be used)!
- 2) You want to write more articles or want us constantly help out? Then join the editorial stuff. Only then scacom can further exist!
- 3) Be proofreader for us and get every issue before release!

We are looking for...

- People who write texts
- Interesting photos and news!
- People who can help us with C64 or Amiga disks

And:

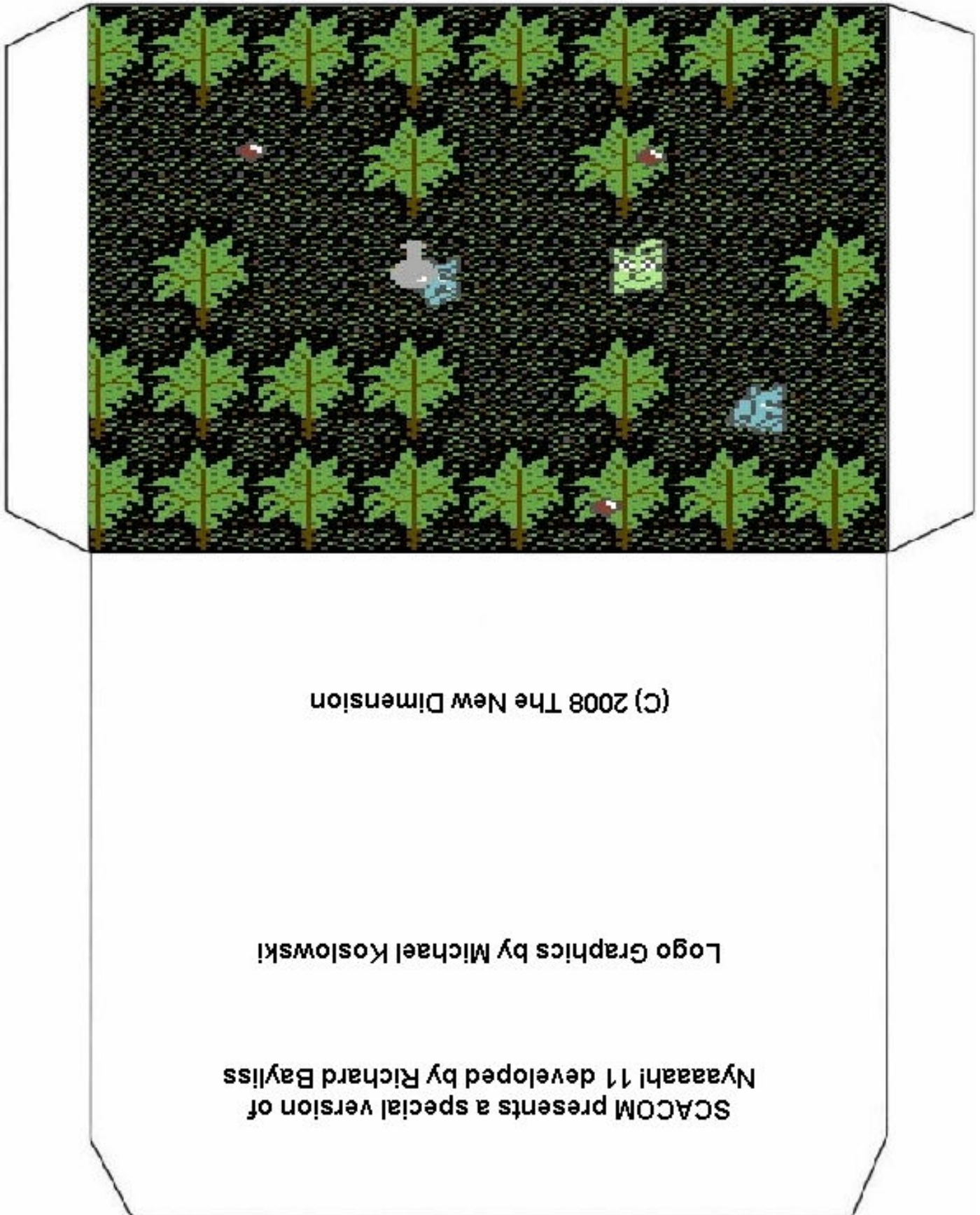
- Translators from German into English and vice versa!

Banner exchange - a different kind of help!

Include our banner or logo on your homepage. After doing so, contact us and we'll include a link or banner to your homepage! Further information on www.english-scacom.de.vu at "links and partners"

PLEASE SUPPORT US!

Disk-cover for „Nyaaaah! 11“



10 reasons . . .

... to own a Amiga:

- 1) Because it can emulate a C64!
- 2) It is fun (of which PC can you say that it is fun?)
- 3) Ghost in the machine -> The Amiga is the only computer with a "soul".
- 4) The Amiga is the Volkswagen Beetle of the computers (it runs and runs and runs...)
- 5) A 15-year-old program can display SVG images!
- 6) Because it is crazy how you can upgrade an Amiga!
- 7) Because if you play games in WinUAE and you're winning a game – and suddenly it jumps to the windows desktop because a program wants to auto-update. You lose the game...
- 8) Because the OS is ready in a few seconds.
- 9) Because there is no message, "Your computer might be endangered "
- 10) You can make a backup of the system quickly. If anything went wrong you can back it up!



... to own a Commodore 64:

- 1) No installations required
- 2) There are no problems with drivers
- 3) You don't need a special monitor or adapter to play
- 4) The games are inventive and funny
- 5) Because it's all-in-one: keyboard, sound, TV tuner, memory, game ports - everything is "on board"
- 6) Absolutely future-compatible!
- 7) Because it makes good music!
- 8) Because you can understand how computers work
- 9) If you have questions, there are enough websites and a helping community!
- 10) Because it is nice to spend some reflective time with the C64 if the datasette-loading-screen flickers



Some final pictures



What did the people at the Commodore do the whole day? No, this is not a rendered image, but a genuine one. This bottle was produced for special events or distributed to VIPs.



An old Viennese tram with Commodore advertising (with Commodore logo and the slogan "one good idea after the other")! The tram gets even more interesting with this advertisement...

Picture ©: www.commodorebillboard.de