



#2

English Edition

**FAREWELL RAMOS
RESURRECTION:
ALIEN BREED TRILOGY
SEUCK COMPO 2015**

**ULTIMA IV:
1985 VS 2015**

**INTERVIEWS:
LORD BRITISH
MAGERVALP
BARON ASHLER**



SNATCH MC BLAGGER



SLEEPWALKER



ZOMBI TERROR



NUCLEAR CHESS



GET THE CAT

Farewell Ramos

On 15.08.2015 our friend Mariusz "Ramos" Rozwadowski has passed away. He was a person with many pastimes and the retro scene was his real, true love. He was giving his best into everything he wanted to achieve – all his efforts and his entire positive energy were put into projects he was dedicated to. He loved to talk with people and share his passion and enormous knowledge. He left a trail after himself – two books from "Bajty Polskie" series and a huge amount of articles published in the press and on the internet, as well as his own creative works on C64.

We began the first issue of K&A Plus magazine (Ramos was one of its' cofounders) with words: "The end is a beginning". We did not know back then, how true these words are and how difficult it will be to complete the second issue without Mariusz. On the next pages we share our editorial staff memories and I think that he would smile, knowing how fond memories of him we have...

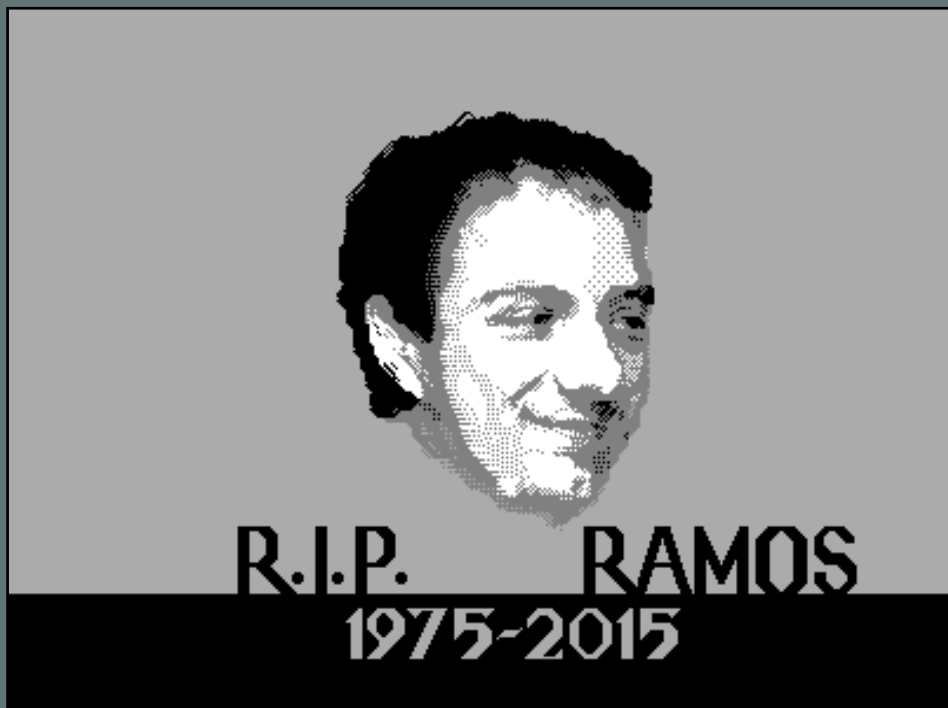
Someone wrote somewhere that, with passing of every year, it will be less and less retro fans. This is unfortunately true. This time it is Mariusz's turn. He was well-known in the retro milieu. The reaction in the Internet caused by his death is a testament to that. He didn't create his own family but he definitely had another family – retro scene. Ramos participated in a lot of projects and was because of that seen sometimes as a person for whom the quantity is better than quality. I think that he tried to make his own endeavors and help in other projects as good as he could. In Samar he encouraged me a lot of times to work and he always had new ideas. Above all, he was a good friend, who had always something interesting to say, a very open person. It is a very strange feeling when you just talked to someone, partied a couple of days ago and he disappears from our lives. Mariusz managed to destroy us in Microprose Soccer, get a high score in Swiv, give us Czech Medovin to drink, to say a couple of anecdotes about the past: about the cars of cleaners on the roof of disassembled office building- former building of DOKP, about the swindles of Arab employer, spatial graphics of an artist whose pseudonym I forgot. During this evening we watched also Bib 3 demo – in memoriam of Tough. Ramos deserves the same remembrance.

I don't know if I ever meet a person so devoted to his passion. Mariusz lived with the computer history, he emanated with the love for the retro scene, he sacrificed his best years of life for this passion. But above all, he was our friend, companion, joyful, happy person. During our meetings he always had a lot of interesting anecdotes, he mentioned old occurrences, he told great stories, sometimes probably thinking them up. We always laughed out loud. He loved people and people loved him for his personality. We will miss him very, very much..

■ tomxx

■ uka





I met Mariusz a decade ago completely coincidentally. I worked back then with Vansen on the scanning of computer press for the RetroReaders project. When we chatted on the internet, it turned out that he knows someone who lives in the same city where I worked and has similar interests. I received quickly Ramos' s phone number and we agreed to meet in the city centre. From the very first moment you could feel his openness for others and resulting from this communicativeness. I remember this meeting even today. It was raining and sad but I was coming back home satisfied because I met an interesting person. From this day our mutual adventure began, not only in the field of retro computers. It turned out that, just as I, he likes to hike in the mountains, visit old castles, palaces and museums – especially these devoted to World War II, with which he was immensely interested. He was social; very often we discussed about the variety of subjects, not necessarily connected with computers. I have to admit that he had broad horizons and a variety of pastimes.

In his short life he achieved so much that it would be enough for a couple of persons. He was not only a leader of Samar, the longest working group on the Polish scene, which has the most releases, but also found time to participate in a plethora of other projects such as HVSC or ATMA. He was also a an editor-in-chief of C&A Fan and Games. He was able to reach people who are very often forgotten and who back in the day had an influence on the milieu of C64 users in Poland or worldwide. The interviews, that he conducted, were always very interesting and contributed to our knowledge about these times. He had an enormous talent, the gift of the gab and perseverance in reaching the correct people. Besides the aforementioned projects he found time to write (together with Bartek Kluska) a book about Polish games during nineties and a series of articles to other magazines. He left an unfinished book about the Amstrad users in Poland and a history of a joystick. He always had time for everyone!

He loved working in a museum. Guiding visitors gave him an opportunity

to share his knowledge with

other people. It also created an opportunity to create some new, interesting contacts. Even though I was struck by his death, now I begin to become aware that we lost him. The gap, that he left, cannot be filled by anyone. He was one of the more dedicated retro hardware fans. We will never write an article together and we will not go to visit any places. Rest in peace, my friend..

■ *Mr. Mat*

I met Mariusz in 2010 thanks to Internet website of "C&A Fan". I logged into it to present a first, very amateurish issue of my e-zin "Komoda". His reaction was instantaneous. I received from him a couple of encouraging comments and a handful of useful criticism. After a couple of days we exchanged our cellphone numbers and we agreed to meet up in Katowice. It was remarkable: I met a guy who was equally interested in Commodore, just as me. His enormous knowledge about the history of computers caused that I enjoyed listening to him and share with him my opinions. After some time we decided that it is worth to write together an article and publish it in "C&A Fan". It came out good so we decided to write together more. We shared a lot of great moments and adventures, as members of SMZI association (Stowarzyszenie Miłośników Zabytków Informatyki). During our free time we played games, we met up with our mutual friends and we hang out in the city. I could recall and recall.... But I know one thing for sure: I had a great friend and I will miss him. He was a good, caring person.

■ *Komek*

You cannot postpone everything for the future. I had only a virtual contact with Ramos. Regularly postponed meeting was permanently postponed to the list of impossible things. Too bad that I will not be able to drink a beer together with Mariusz, because a couple of topics that we talked about in the internet, could be definitely expanded into longer discussions. I will certainly lack the constant encouragement from him, for us and our magazine, to progress. You left too quickly, too young, it will be hard to replace you..

■ Bobikowoz

I met Mariusz one year ago, however I heard about the results of his work long time ago. From the museum, which is close to me, but I didn't visit it yet, I don't really know why... Other things were always more important. I knew his book "Bajty polskie", I managed to get an exemplar with a dedication. What can I say? I admire people with a passion. Because of them our world is not so monotonous and allows other people to develop. Another small step to monotony...

■ Cook

During the Saturday's afternoon Arek called me, I was sure that he wants to tell me the latest update about our magazine. Perhaps about some interesting article coming up or about any kind of problem we're facing. After hearing this sad news, I was completely shocked. Even now when couple of days have passed, I still feel like it's unreal and hard to believe... Even harder because Ramos appeared to be a person who lived his life to the fullest. He was engaged in so many activities, had

so many contacts, he was participating at the same time in a variety of projects... The whole topic of retro computers was not only a pastime or a hobby for him. It was almost his whole world, he was in it the entire time and he was able to talk for hours about the forgotten stories and seemingly unimportant details. I met him in 2011, when I wrote an email and said that I would like to cooperate with C&A Fan/Games. Soon after we met for the first time in person. Even during the first meeting when he introduced me to the editorial staff and passed his opinion about my texts, he was very open and friendly, he seemed to be a person that you had known for a long time. You could feel that he is full of passion and devotion for the things he participates in. Positively stubborn person which had a lot of energy to create. What happened is even harder for me to accept. Without him our current editorial staff of K&A Plus and our magazine will never be the same, there will always be a gap which cannot be filled. This is also a huge loss for the whole retro milieu. I read somewhere that Mariusz could be practically called a leader of the 8-bit milieu in Poland and I completely agree with this assessment. I really regret this loss...

■ Noctropolis

I met Mariusz only a couple of times.... Because I spend most of the year in Belgium I did not have a lot of opportunities to meet up with him. However I liked him from the very beginning. Mariusz was a very open person for other people, really nice person; I really wanted to get to know him better and I regret that I won't be able to do this. I always was under the impression of his huge knowledge about retro computers

and his devotion to the retro scene. Even though we have seen each other only a couple of times, Mariusz one time called me on skype and it was 40 minutes of a very interesting discussion. The information about his death reached me on Saturday and really moved me – I saw him on Wednesday and we had a lot fun playing C64 games..... And then such a horrible news. I was thinking that it is unreal, I hoped it would be a lie..... Unfortunately, this was not the case. Even though I am an atheist I hope that Mariusz is in a better place and that he is there happy. I hope that he will look at our work from this place and at my translations and that he will smile that we continue the work, that he loved so much. I know that I will not forget him...

■ Slayerpl

I was in Bialystok – time of holidays and I had a opportunity to meet some of my family (I live in Kolobrzeg). When I was getting ready to go to sleep, Arek called me. He was really moved. I got the message. When I came from the holidays, I wrote on the facebook group Slavia which is a place where our team exchanges information: "He is a really significant person not only for the Polish scene but also world C64 scene. We should remember him!"

I was supposed to come one day to Katowice to finally meet the whole editorial staff, get to know everyone. Unfortunately, I will not meet everyone..

■ Minimoog

In 2008 I got coincidentally one of the early Commodore & Amiga Fan magazine. The first impression was: "I do not believe it, this magazine is

not issued since 1995". While looking through my boxes with old Amiga magazines, I found the unlucky issue where it was mentioned that the magazine ceases to exist. I read quickly all the issues of Fan. And I was thinking: "Maybe I should write as a journalist for this magazine?" In one of the issues I found Mariusz's contacts. I wrote to him a long email, in which I described my adventure with Amiga and C64. I wrote also that I was not ever a part of the scene and I have no experience it. Nonetheless, I would like to try to write from time to time an article. I didn't ask to become a member of FanCa editorial staff. Mariusz wrote shortly: "Welcome in our team!". Shock! I became an editor of C&A Fan.

We could make arrangements about everything with Mariusz. All the proposals and suggestions were taken by him into considerations and he usually agreed with them. There wasn't a thing that couldn't be agreed upon. Then Games was started and the internet website administered by Toudidel, the heyday of C&A. Mariusz enjoyed this, he was happy that we are "on fire", he participated in everything he could: magazine, museum, book, scene. Even though we could feel that he has a lot on his plate, not only as the managing editor. But he managed to do it all. Always positively and optimistically thinking person about everything.

I felt inspired. During the spring of 2015 I contacted Mariusz because I wanted to come back to the editorial staff. He sent me to a current managing director, Arek. I could see, judging by the mail, that he was happy that I'm back. After some time people began to resign, less and less articles appeared and the problems with the regularity of new issues of the magazine. He was worried about this. Then came the fiasco. The future

of Fan and Games were questionable and the magazine ceased to exist. I received a mail from Mariusz that to save the magazine, we need to unite with Komoda. I was not happy "K&A Plus? What will happen with C&A fan and Games?" Pretty disappointed and dejected I was busy with a plethora of work – family related issues. I decided to resign. Mariusz took it calmly. He was not angry at me. He said to me that when I will be able to work in K&A Plus, the doors are always open for me. It was the second half of 2014.

I think that he would not like me to change my mind once again, leave the editorial staff and stop writing. Mariusz, you can be sure that this time around I'm not going anywhere.

■ Don Rafito

I'm a huge fan of "Samar Productions". I am following this group very closely. From old demos like "Dream Travel 100%" to 2SID and 3SIDs! At the beginning of this year, I sent a pm to Gaetano Chiummo (Samar's musician), asking him for some information about his 2SID compositions. He introduced me to their coder, Bartosz (Don Kichote). We exchanged some pms as well and I asked him to grant me an interview for "Samar Productions" in order to publish it online to www.iamretro.gr. He politely replied that I should probably contact the founder of the group, Ramos. I sent him a pm and he responded immediately.

That was it! The beginning of a very beautiful – online-friendship, that was meant to end abruptly and in a brutally way by his sudden death.

We communicated each other almost every 2-3 days, chatting about

too many issues relating to music, C64, Atari, "his" computer museum, magazines and publications, demo scene ... all sorts of issues. Mariusz was a living encyclopedia. He was the teacher who was always giving a wise advice. A true pal you never got bored with. He was always willing and polite. I sent him a "DigiMax" sound device that I made for my C64 as a gift, asking or better "pushing" him for more software support. He sent me back a ton of DVDs containing a pile of both released and unreleased products, loads of music and scanned Polish IT magazines.

He wrote me lately, that he felt tired and depressed. He characteristically told me: "Lately, I deal with too many people and too many projects... Lot of people are constantly asking something from me and I have no time to rest. I know that my interview is delayed but please have a little more patience". I was patient of course. Last month he wrote that he had almost finished and was about to send me his interview and a special –editorial- article for "Samar Productions" to publish it. At the same time he asked me to join the "KAPlus" team and I gladly accepted. He told me that he was planning to come sometime, probably this summer, in Greece for holidays... Unfortunately death stopped him.

My dear friend... I will always remember you, as one of my best friends, even if never happened to know each other in real life...I really wish God rest your untainted soul. Your friend, George

■ GeoAnas

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COVERDISK



Komoda & Amiga Plus

Commodore computers' user's magazine

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64bites.com

Michał Taszycki has just launched a new C64 programming course. Once a week on the <http://64bites.com> website he's going to release brand new short films devoted to the BASIC language, 6502/6510 assemblies and the overall architecture of C64. The premise of the course is to provide knowledge in the most absorbable form, so that students keep getting a step closer to ultimate goal of the project: to write their own game or demo on a Commodore. The course looks similar to the existing projects related to modern languages programming (eg. Ruby Tapas), which should free you up from digging through piles of books and docs, as the author has already done this work for you. Just assign a few minutes to watch a short clip and invest some time into additional reading of the lesson notes, examples and a transcription of the episode. The course is paid, but I think it's totally worth looking at this project as the episodes are carefully and precisely prepared and it seems to currently be the easiest way to learn assembler for C64.

MEGA65.org

Australian Paul Gardner-Stephen attempted to reproduce the Commodore 65 computer prototype using the advantages of modern hardware. His solution is based on Nexys4DDR with Xilinx Artix-7 FPGA, and supports C65's original ROM with BASIC 10.0 interpreter. This solution runs 50x faster than a C64 while being highly compatible. Additionally, it fully supports HD output, SD cards, Ethernet, dual SID and two 8-bit DACs. In addition, the device offers the opportunity to work in the classic C64 mode, which is an additional advantage of this project. In the future the author intends to release the computer in its original-based case, but anyone could actually test this solution today at home, as both the hardware designs and software solutions are open source (LGPL). You only need to obtain the required FPGA platform and follow official tutorials published on www.mega65.org website.

Crack like a Pro!

Mr. NOP completed and published his handbook related to C64 games cracking and training. The PDF papermag is available in English at <http://csdb.dk/release/?id=139238>. On 80 pages author presents some methods of capturing the memory and saving it to the file for further modifications. Tutorial is written in an accessible and very friendly language, examples are transparent, code snippets are well styled, and everything is accompanied with solid amount of screenshots. Another positive comes from the diversity of presented solutions: author shows multiple methods of changing values in C64 programs, and all of them are based on different games' source codes. It's a solid learning source and it's just a pity that such guides didn't exist years ago when we all tried to get into assembly.

6502 Tetris

Wiebo de Wit (in C64 scene known as WdW) decided to re-write in 6502 assembly his own Tetris clone created back in 1992 (Gameboy Tetris available at <http://csdb.dk/release/?id=134040>) using some modern pieces of software: KickAssembler, Sublime Text editor and CharPad. The project utilizes graphics and sounds from '92 app, but the main idea is to re-program the game itself using text-based approach for the graphics, so that blocks can be printed and moved around using pure characters. It's worth taking a look on these blog notes (available at de-vedf.blogspot.com) mostly because of their educational values: WdW presents new episodes in the form of a guide. Although this is definitely not a tutorial for beginners, the subsequent notes are carefully prepared and the code structure is nicely described and explained. The set of code is obviously available on Github at <https://github.com/wiebow/tetris.c64>.

■ edited by: tomxx and Jargov

Fresh News

C64

GIGABLAST

2015, Alf Yngve



A made by Alf Yngve Seuck shooter hides under this catchy and guaranteeing a nice carnage title, this game is also the first participant of this year SEUCK COMPO 2015. Titular "Gigablast" is a name of new, lethal weaponry (plasma bombs) which we are supposed to test out, while controlling our jet fighter with an attached drone (interesting solution) over the special, test polygon. The plot is probably not the strongest side of this release, but you will admit that it would be pleasanter to annihilate the enemies with a feeling of saving world for the thousandth time than simply destroy test robots. Luckily, in this sort of games the gameplay is not on the first place, and here it is really good because the destruction in this game is a lot of fun. As far as graphics is concerned,

all the elements of terrain (ground, grass, trees, bushes, rocks etc.) look really nice but the "hostile" fleet is really pixelated even on C64 (deliberate modification which enhances the size of the sprites). ■noctropolis

Plus/4

MAJESTY OF SPRITES

2015, Bauknecht (BKN)



I know that majority of you likes Giana Sisters' adventures very much and plays every release based on this idea. It is not strange, because "The Great Giana Sisters" is without a doubt a great hit from the turn of 80ties and 90ties. Nowadays, we can enjoy a really good PC conversion titled "Twisted Dreams", which was made some time ago. German group "Bauknecht" followed it up, issuing a game, based on "The Great Giana Sisters". It does not surprise us that "Majesty of Sprites"

is a super platform game, which you really enjoy playing. Colorful lands, a variety of creatures, diamonds to collect are the things which will not get bored to the aficionados of this sort of games. I'm really impressed, it's nice that there are still people, who make good games for Plus/4. ■Komek

C64

ABYSSONAUT

2015, Anthony Stiller



Underwater scooter? Hmm... a nice gadget. Would you like to drive such a thing? If your answer is yes, I invite you to play "Abyssonaut". There is only one thing, because the game is not concerned with a crazy fun, pirouettes and is about fulfilling a dangerous mission. As a "Secret Agent" you need to find out what bad happened in the research facility "Crouch End", with which all contact was lost, you have to find out if

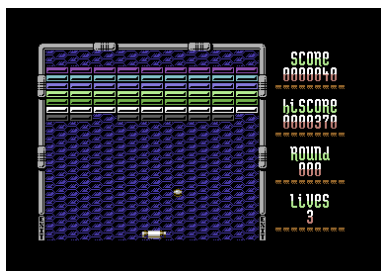
the reports about a disease among the crew and the creatures kept in captivity are true. "Abbyssonaut" is a winner of the first place in the Seuck Game Compo 2015. It has a really nice graphics and a moderate level of difficulty. Dive into the abyss and play!

■ **Komek**

C64

BREAK 64

2015, Wanax



Some of the people didn't come down from the excitement served by "Brick Busters" by Ron and Wanax introduces to us a really good clone of Arkanoid – "Break 64". I think that we do not have to go into details because everyone, even a less advanced player knows what this sort of game is about. According to me, a successful release with nice graphics and cool music. ■ **Komek**

AROS

SKUNKS

2015, Matei Petrescu



What has this small, stinky animal in common with the game "4DSportsdriving"? Oh, a lot. "Skunks", yes, you are seeing that good, is an Aros car port

which has an atmosphere of the aforementioned game. The first could be played on, for an example, a classic Amiga. Traditionally full 3D, vector graphics, a highway and our vehicle. Before the start of the game we are asked about the settings, for example, the choice of a level, and after finishing it, we can see a replay of our ride. The game was previously released also for Windows and Linux. Now it was introduced, because of Matei Petrescu, to Aros. Anyways, we will be looking at this game later. ■ **Don Rafito**

Aros, AOS 4.x

BOMBERMAN LAN

2015, Clément CORDE

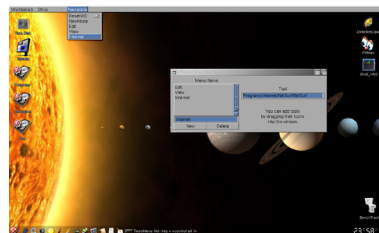


Who does not remember this fella who wanders in the maze and places bombs, being the opposite of Minesweeper? And he does it to blow up his opponents, to survive and advance further. The well-known, mainly to me from NES, most of players surely know it, logical-board-arcade game has a network multiplayer version for Aros or Amiga OS 4.x, among others. When we begin fun, we can decide if we join someone's game or if we are creating our own game. We can play against max 4 online players, simultaneously together with us. A great fun. I recommend it. ■ **Don Rafito**

Amiga m68k

TOOLS MENU

2015, Kim Fastrup Larsen

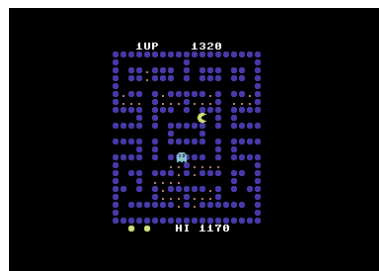


There came out a lot of small programmes such as Commodity for WB. Some of them more useful, other less useful. "Tools menu" is one of the more useful proposals. It adds in the right menu of Workbench, in the bookmark Tools, additional list to the previously mentioned in the preferences application programme. The programmes can be manually typed it with an appropriate path or you can simply place the icon in the preferences window. Easy, simple and useful. ■ **Don Rafito**

C64

CAN-MAP

2015, e5frog



Minigame from C64 1K Game series, that imitates the cult Pac-Man. I will admit since-ly, that playing this was pretty nice. The only and huge shortcoming is the fact that our "Pac-Man" moves very clumsily. Devouring the stars makes this drawback a little

bit smaller, causing that the hostile ghosts are immobilized for a couple of seconds. What else can we say? Just launch this minute programme and you're going to see that it will make you interested at least for several minutes. ■Komek

C16/116/Plus 4

MR ANGRY DUDE

2015, Mika "Misfil" Keränen



Mr Angry Dude is unexpectedly quite a nice name for a game. Especially, because the protagonist of the game is an angry, funny creature that with its' pissed off appearance causes a player to laugh. We should hope that the facial expression of this creature is not a sign that the task ahead of the player in this release is too difficult and causes that the player has the same angry grin.:) There is no developed plot behind the game and the objective is really simple. You have to advance through seven levels, getting on every one of them the keys and then going to the hidden exit. To get all the keys, as you probably know, you have to think a lot. Titular protagonist has an ability to create and remove additional blocks, which help you to arrive in a given place and also something, which causes additional chaos at the beginning, to move for some distances whole rows of already existing blocks and appearing with them in one

line. The graphics is pleasant, the music is slightly annoying (which is admitted by the author in the titular screen). Surely, it is a game, in which you need to spend some time to find yourself in the imagined world, but if someone likes these logical-arcade challenges, why not? ■noctropolis

C64

BIG MECH ALPHA

2015, Reset Magazine Staff



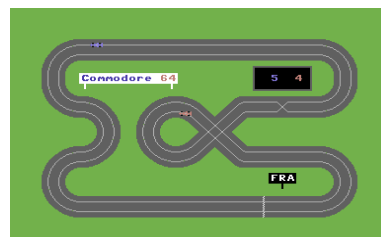
This is another, Seuck shoot'em up made by Alf Yngve, which is placed on the "Mixdisk" of the seventh issue of the magazine "Reset". "Big Mech Alpha" is an unthinkable amount of iron in the shape of robots and machines equipped with a variety of missiles. Big sprites and nicely made, simple graphics are the important features of the game. I associate this game with the good, old "Sidearms", which also makes the game more attractive. I know that the majority of Seuck games gets lost in the crowd and we do not pay a lot of attention to them, but this game, fortunately, is above the average games.

■Komek

C64

CARRERA F1

2015, Technische Maschinenfabrik



During the first look "Carrera F1" looks like run of the mill F1 racing simulator shown from the bird's view, however when we look closer at this game we see that it is only a simulator of a race toy. You probably remember this toy from your childhood years, when you together with your buddy controlled two vehicles riding through the circuits. The steering was limited basically to an appropriate control of the acceleration in such a way to keep the balance between the ability to overtake the opponent and the safety of the ride and an ability to keep your vehicle inside the circuit. Here the rules are identical (move your joystick up and you accelerate), and the only difference is the situation when you speed up too much and the toy begins to spin instead of completely falling out of the circuit. I really like the graphics of this release – it is like it was taken from 1983. A simple game, but also very neat and attractive. We add to this a nice sound of the engine, an ability to compete against a second player or CPU on the eight different circuits, a handful of useful settings and the optional use of a leg pedal. ■noctropolis

C64

GHOSTS'N GOBLINS ARCADE

2015, Nostalgia



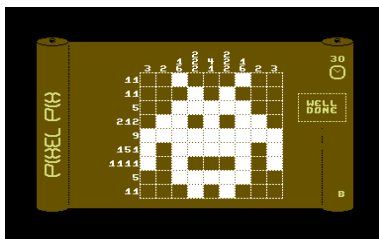
When I found out that "Nostalgia" wants to resurrect my beloved game, that I played as a kid in amusement arcades and later on C64, my heart trembled. And it has happened!

New, renewed "Ghosts'n Goblins" version for C64 is in the world wide web for some time. Did they make a lot of changes? IMO Yes. For instance, a missing introduction was added to the game (the abduction of the princess) and the map which shows where we are, on which level and in which part. The main protagonist is better drawn and animated, the same with the opponents. Generally, the graphics were improved. The soundtrack is also better. On every one of the levels we can hear a different track. The biggest surprise is the fact that they added two levels that were missing and the fight with the main Boss. What can I say more? Maybe only that I'm very thankful to Nostalgia group for the remake of this awesome game. ■Komek

C64

PIXEL PIX

2015, Reset Magazine Staff



The best logical games are these that are based on the simple and understandable rules of playing and at the same time they can attract and interest a player – this is something that PixelPix has. The authors prepared 20 jigsaws, in each of them you are supposed to make a given pattern on a 9x9 table by choosing proper fields. The hints are the numbers by a particular row or column, which inform about the amount of signs in each of them. So, for example, number 4 means, that in a given row/column there will be a sequence of 4 signs, on the other hand a sequence 2 3 1 informs us that the sequences of signs with this lengths will be divided by the breaks. The whole game and the search for the hidden patterns is based on the appropriate interpretation of the dependency between the columns and the rows – simple and nice. A sort of problem is the fact that we have limited time to complete the jigsaw. However it is not so bad, when we fail, we can start the jigsaw from the beginning unlimited amount of times. There are other surprises – smaller amount of time to start, filling the level with other patterns, question marks by some lines. It's still possible to complete the jigsaw when we

have a certain amount of persistence. When we play, we have a very nice music with a nice sound. I will say however that the music is more appropriate for a platform game or an adventure game, even though it is a detail. Generally speaking, the game really makes you play more and more and more and lets us leave only when we complete all of the 20 patterns – I recommend this game! ■noctropolis

Amiga OCS

SQRXZ 3

2015, Retroguru



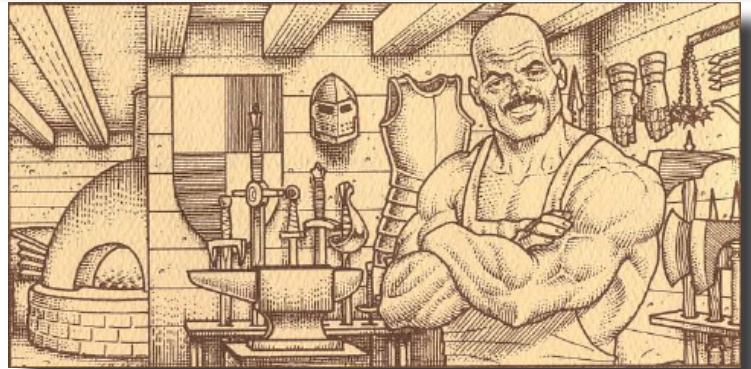
Fans of classic Amiga platform games will be happy that the history of the friendly rabbit known from "Sqrz", finally has a third part for the classic computers. Children, as well as the adults, can wander through a variety of levels, gather things and fight the hostile creatures; they can do it on every Amiga. This title had its' premiere during the sixth, this year's "Retroboerse" meeting. This took place in German town Rosenheim. The conversion of the game for the classics was made by Frank Willie with the help of a graphic Virgile Metier and a musician Alexander Wiklund. We could buy the game in the box version during the aforementioned event. This release is available online as the ADF file on the website of the project. ■Don Rafito

GameDev Story: Ultima 4 (1985)

Ultima 4

a definition of RPG genre

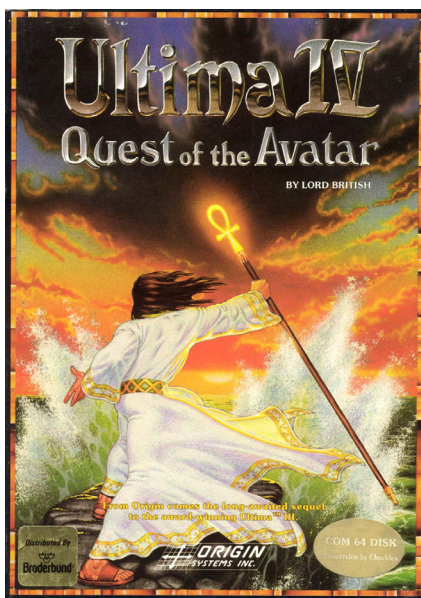
Ultima IV: Quest of the Avatar is considered to be the classic of the multimedia entertainment industry. This is one of the first such advanced RPGs, the game that has shaped the genre for years and set the trends for multitudes of its followers. When the remastered version was published on CSDb in early 2015 the community reaction was super positive. Ratings 10/10, songs of praise, bows and opinions, that this might actually be the best crack on a C64 scene ever...



So we decided to take a closer look at the phenomenon of this game. We wonder what really makes it so unique; what causes the fact that simultaneously to the premiere of Witcher 3 – a perfect RPG by all means – the retro community keeps getting back to Ultima from 1985? What drives the enthusiasts to still devote their time to improve the game code, and players to once again roam the Britannia in a never-ending mission to become a spiritual leader or Avatar? We analyzed 10 distinguishing characteristics of Ultima 4 in search of some unique features, although we all know that the success and timelessness of this game lies mainly in its innovation. Because the original ideas of U4 were fresh, inventive and, most importantly, they survived till nowadays and found multiple imitators in almost every subsequent role-playing game.

Plot: In contrast to all Ultima predecessors, as well as other games of this genre, U4 is not a typical hack and slash, and its story is not limited to wipe out some abstract power of evil. The aim of the game is to acquire the eight virtues that will make our hero the spiritual leader of the world. It sounds unique, builds an intriguing setting and puts the player in front of a previously unknown adventure. Show me another game with such a bold and unique plot in its time.

World: Oceans parted, lands pierced the earth, and the continent of Britannia has grown considerably. A certain geographical order of the world has been established and the continent deserves to be printed out on a cloth map attached to the game's box. U4's geography has been used in all the upcoming games without any major revisions.



ULTIMA 4 C64 COVER

The image above presents the original scan of C64 U4 cover released in 1985.

Exploration: U4 is considered to be the first video game with such an obvious and dominant exploration factor. The freedom of choosing a path, the availability of directions spanning the entire continent, multiple cities and villages embedded in the wilds, mountains and lakes, the ability to travel by boat or balloon - it all built up a sense of atmosphere and setting that totally made up our minds about its vast size. Other games of the 80s still offered a single-axis movement limiting players' choice to specific imposed path to walk upon.

Freedom of choice: The superior goal of a game was there, but the ways of achieving it highly depended on a player. You could choose the path of nobility, or not, it was possible to observe the law, or blatantly break it. U4 offered freedom of choice: you could attack units in the cities, plunder scrubs, cheat on merchants, steal and cause trouble. It was easy to become powerful right from the beginning of the game, but this in turn made the game a much longer and more difficult to complete.

The morality: Starting from the character creation process, with its multiple questions of moral choice, it was obvious how important morality is going to be in the game. Decisions taken in U4 have their far-reaching consequences, and our choices have a direct impact on the game world. Compared to other RPGs, in which our behavior usually does not have any serious consequences, such a morali-

ty system was a breakthrough.

Dialogues: We also received a substitute of a real conversation. A little clumsy, very basic, but nevertheless it was a real attempt to create a dialogue. Communication with NPCs using basic phrases as HEAL, HELP, GOLD, MONEY, BYE was pleasant and most importantly, has opened a number of possibilities for the future.

Bonuses: The box of U4 provided us with some additional items that perfectly complement the storyline of the game. In addition to the aforementioned map, players received physical copies of the Manual and the Spellbook. And it was not just art for art's sake - to beat the game you really needed their knowledge. Sometime later Origin also published the Clue Book with some additional story info, as well as characteristics and maps of various locations. Images around the text are just taken out of these books.

The combat system: The U4 combat system includes quite advanced tactical play, even though the game doesn't really offer a wide variety of equipment, weapons or monsters. Larger skirmishes were based on the strategy and allowed to perform some advanced solutions, like enemy flanking, using the variety of terrain, setting traps, summoning mon-

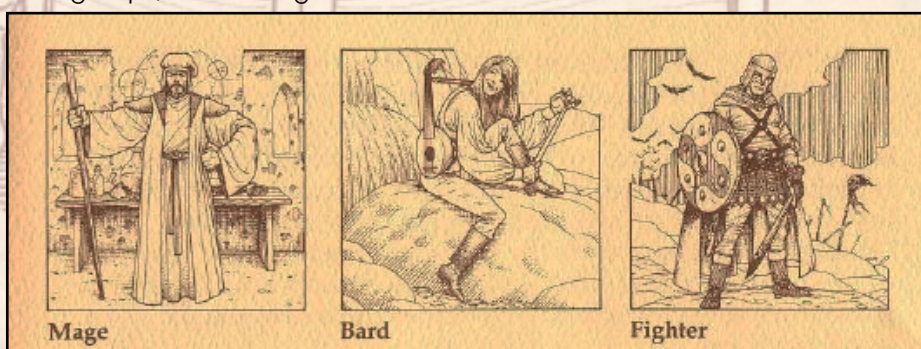
sters, etc.

Dungeons: Getting down there was like a completely separate game. Dungeons were pseudo-three-dimensional, mysterious, difficult and challenging. They offered valuable prizes, equipment and gold. Today we can't even imagine a RPG without dungeons, and back in 1985 players had to use maps to beat some of the hardest locations.

Finally, game's importance and its brand is widely recognized as it's **the flagship work of Richard Garriott**. Similarly to Will Wright and SimCity, Sid Meyer and Civilization, Hiro-nobu Sakaguchi and Final Fantasy series, Ultima is the most beloved child of Lord British. And U4 in particular plays a special role in Garriott's heart, and is considered by himself as a "most important game".

Many modern western RPGs are inspired by the ideas of U4 back from 1985. Only some, though, took a risk and went a step further, and just a few games per decade are unique enough to be remembered. And that's why Ultima 4 is eternally alive: in players' memory, the magazines' charts of all time games, and among developers.

■ tomxx



Mage

Bard

Fighter

GameDev Story: Ultima 4 (1985)



Lord British

Richard Garriott – designer, creator and programmer of the famous Ultima series – in the exclusive interview for K&A Plus he gets back in time to talk about the early days of his game development career, his inspirations, unfulfilled potential and true love to Apple II computers. Richard also discloses some stories from the old days of Origin Systems and describes his current approach for perfect development studio.

Tomxx: Hi Richard, how closely do you follow gaming retro scene news?

Lord British: I would like to say a lot, but in reality, not so much... If I did a better job of it, I bet I could find some Apple II 13 Sector drive controller cards... Anyone?

The C64 version of Ultima IV was again remastered and has received favorable reviews from retro communities. How do you feel knowing that fans continue to work on your game after 30 years?

It feels fantastic! I am regularly reminded that if Electronic Arts would only give me access to the IP, what a fun time, and good modern game, I could make from the mid Ultima's!

In 2006 interview you named Quest for the Avatar (beside Ultima VII) your favorite game from the entire Ultima series. What aspects of U4 do you value most and why?

Ultima IV, VII and UO are my

favorites. IV for its originality and the Virtues. Ultima VII for its reality sim, and UO for its yet unmatched (till Shroud of the Avatar) sandbox simulation.

In 1985 Computer Gaming World called U4 "an incredible game" and anticipated its great success with words "What are you waiting for? This will be a classic... go get it!". 11 years later the same magazine placed U4 #2 on its Best Games of All Time list on the PC. Which gameplay features made it so innovative and unique, in your opinion?

The fact that the game had a "soul" combined with playing "big brother" to observe and comment on your behaviors was and remains ahead of its time. In many ways, no one has still yet gone beyond it.

When working on U4 you were still relatively young and inexperienced in the field of game design. Back then did you ever think that you would create one of the best role-

playing games of all time?

Not at all. I had grave doubts about most all of my works... old the best works were usually the ones my family and friends as well as myself had the most doubts in. When I went the most "out on a limb" creatively, I have been very lucky. That was true for U4, U7 and UO, my favorites!

U4 was your first "advanced" approach on RPGs. You moved away from traditional hack & slash towards an ambitious concept of exploring character morality, judgment and personal decisions that later on inspired tons of game designers. But what was your inspiration back in the eighties? Literature, movies, traditional roleplaying tabletop games?

My inspiration came from the users. When I noticed through "fan mail" that players were NOT behaving heroically, instead min-maxing the path to the top, including killing all the NPC's and Lord British... I knew

I could write a better story if I both allowed that behavior, yet showed why it's not the way to min-max real life.

Have any of your other games had similar potential of becoming a classic but never made it to the top? If so, what were the reasons?

Ultima VIII could have been GREAT! It should have been both and Ultima and Diablo before Diablo... but I screwed up. I listened to my new bosses and shipped it far too soon. Had we properly finished it, we would have done VERY well, I feel.

You keep designing games, but game development looked completely different decades ago. Do you miss the old days of incredible passion, creative ideas and great friendships?

HA, well, every era has its charm and advantages. I think the Portalarium plan, of <30 staff and <3 years to develop a game feels about right... for me... now.

Any cool Ultima development story you can share with our readers?

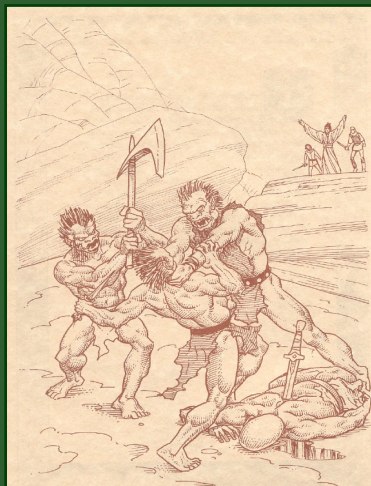
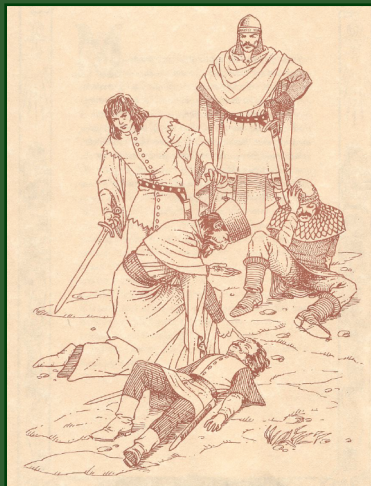
When we were young, without families, we used to literally live and work at the office. I was well known for making midnight BBQ for the team, and after hours we stayed up late into the night recording Origin Wrap songs and such. (Still have those!) Ah, those were the days!

What's your favorite personal

computer of all times? Do you still own it? Is there any great game you recall from the 80's that you keep coming back to?

Unquestionably the Apple][! I still have ALL my early Apple] ['s that I made all my early Ultima's on! They still run, and I still play Akalabeth and Ultima I on them! But did I mention... I could use a couple of Apple][13 sector drive controllers... anyone know where I can get some?

Thanks, and good luck with Shroud of the Avatar!



Bonuses

The U4 box provided us with physical copies of the Manual and the Spellbook. Both books offered lots of fantasy drawings that nicely complemented with the plot of the game.

GameDev Story: Ultima 4 Remastered (2015)



MagerValp

Per Olofsson – scener, member of Genesis Project group, creator of remastered Ultima 4 – MagerValp calls up his passion towards RPG genre, speaks about the process and problems encountered during U4 remastering works, the new cartridge version and beautifully crafted graphics created by Mermaid.

Tomxx: Hey MagerValp, could you introduce yourself to our readers?

MagerValp: Hi, I'm Per Olofsson, I'm from Gothenburg on the west coast of Sweden, and I work as a sysadmin managing Macs for the local university. I've been active in the Commodore scene for almost 20 years under the handle MagerValp and in 2009 I joined the newly revived Genesis Project. I dabble a bit with hardware but my main passion in life is software development. I'm an avid biker too which helps counter the effects of work and hobbies keeping me plunked in a chair.

The results of your Ultima 4 remastering works are admirable! Why exactly did you focus on Ultima?

Thank you! My history with Ultima goes back to 1988 when I saved up enough money to buy a disk drive, and Ultima IV was the first game I bought. Before that I'd played games like Master of Magic and Gateway to Apshai, but this was

game experience like nothing else with an immersive world and a real sense of discovery and adventure. It shaped my idea of what an RPG should be like and none of the other series at the time could measure up to it, at least not until Fallout came out a decade or so later. I played lots of other games of course, but not other RPGs since I found them either lacking in the setting (like the Gold Box games, I've never been a D&D fan) or mechanics (like the Bard's Tale and Wasteland with their horrible combat system). Instead I spent a lot of time playing and re-playing U4-U6 throughout the late 80s and early 90s - I didn't have a PC at the time so unfortunately I couldn't play the later Ultimas until much later on.

When did you start your work and how many hours did you invest into this project?

I don't remember why anymore, but in 2002 I started to disassemble Ultima IV's code. It was fascinating to learn how the game worked, and

after a bit of digging I realized that the game's Achilles heel on the C64, the slow loader, could be replaced without any major changes to the game itself. It set me off on a journey to learn drive coding since none of the available loaders were a good fit, and I also wanted to support larger drives like 1581s and CMD drives. It's impossible to say how much time I spent on it, since I also worked on a dozen or so other projects at the time. It was an on-again off-again project for four years, during what were my most productive years in the Commodore scene.

Ultima IV Remastered is easier, since I kept everything I did in a git repository. My first commit is after midnight on February the 4th and the release was at Gubbddata on March 28 - all in all about 2 months of my spare time.

I noticed some newer releases where you managed to patch up errors reported by C64 communities. Is v2.2.1 final or there is still something to get

done?

I'm so grateful for the feedback I've received, it really is impossible to find all the bugs by yourself. My to-do list is empty now though, so unless other people find more bugs I won't be releasing any more updates.

You managed to find and fix some original bugs after disassembling the game and learning the "under the hood" stuff. Can you share some major problems you hit when working with the original code?

I think what's remarkable is that a game of this ambition, more or less written by a single developer using tools that would make modern developers rage quit, was released with no major bugs at all. The shrine bug meant that players

couldn't get all the hints, and there are some broken dialogues, but nothing that makes the game unsolvable. Most of the bugs are just weird corner cases triggered by the player doing silly things like entering townies while flying a balloon, boarding frigates while standing on a dungeon ladder, or attacking Ankhs.

Mostly the benefit of hindsight, better tools, and lack of time pressure meant that it was easy to discover areas where the game could be improved. In particular ports, like the C64 version, were made with a limited budget, and it suffered a bit as they didn't have a fastloader and had to make do with the rather primitive Apple II graphics. They added lovely SID renditions of the music at least, which I think was a great move since it's one the most



Graphics

Graphics comparison between Ultima games from 1985 (left) and 2015 (right). The final results of Mermaid's (Vanja Utne) works are stunning.





appreciated details and it sets the C64 version apart.

Players really enjoy the new tileset and color tables backported back from Ultima V. Was it easy to implement them with extremely gruelling memory constraints?

It wasn't particularly hard to add the tiles and code, but doing so meant moving around and breaking a lot of other things. This was actually one of the times when modern development tools was a godsend as I could create a feature branch in git and not worry about being able to revert any changes. The code came out in better shape than before though, since I had to refactor a lot of my patches as part of making them fit better in memory. Most of the work was just retesting every-

thing, which is a bit of a chore.

Which of the U4 improvements are you most happy with?

First and foremost Vanja's graphics, it's a pleasure to work with her and the results are incredible.

I decided kind of late to make a cartridge version, but it was easily the best decision I made and I regret not doing it earlier. The game went from being one of the slowest loading game on the C64 to one with nearly no loading time at all,

and it made wonders for testing during development.

Lastly I'm happy with my work on the dungeon renderer. I kept putting it off since the disassembled code was a bit of a black box with dozens of unnamed variables and no obvious angle of approach, but it was one of the areas where the C64 port suffered so I buckled up and spent an evening reverse engineering it. Due to differences in how bit-map mode works the C64 port lost all color in the dungeons, making it a pretty dull expe-



rience. I couldn't add back colored walls, but it turned out to be pretty easy to add color to magic fields, monsters, chests, and other items. I also removed the renderer's limit of stopping at the first item, and made it draw partially obscured items behind, which I think is a feature not many people noticed.

The new intro graphics give an incredible visual boost to your version. Was it easy to convince Mermaid to join forces and redraw the rather dull original images?

Vanja is always busy with a lot of projects, so I was thrilled to hear that she's also an Ultima fan and was willing to make time for it - six full images is a pretty major undertaking. She has really mastered the art pixeling within the C64's limit of three colors per cell, all while exploiting PAL color blending to create additional hues, something that I don't think anyone else does without resorting to software tricks like FLI. Since she's also a coder herself she also understands how to work with strange restrictions such as those for the virtue cards, where explaining them to someone who isn't a coder would have been challenging.

Why do think retro folks keep getting back to Ultima IV nowadays? In your opinion, what features make it one of the best RPG ever released?

I think it stands out, even today, in setting a mood and telling a compelling, cohesive story. The virtues provide a foundation that the entire game rests on, and it elegantly shapes Britannia into something more than just a backdrop. The game *has* aged though, and I think it would be a challenge for modern players to get past its primitive veneer. If you only look at game mechanics I think that Ultima V is actually a much better game.

Are there any plans on remastering other 6502 platforms' U4s?

No, I don't have the needed experience with Apple or Atari hardware to do it, but my hope is that by releasing the source it can serve as a starting point for people in other communities.

Are you also involved in producing remastered editions on floppies and cartridges?

I had some fun replicating and modifying the original labels and handed out stickers for disks and cartridges at Gubbdata, but not beyond that. With

regards to retro gaming I think that the Ultima legacy has been handled quite well. Legal copies are easy to come by or even available for free, and fan projects such as xu4 and Exult are allowed without interference. However, producing and distributing physical copies would just force EA's legal department into acting.

Do you have any plans on releasing more remastered classics?

Not at the moment. Having a family means I don't have much time for personal projects, and I can't really have more than one at a time. My current project, if you can call it that, is playing through Dragon Age which I skipped back when it came out. I also have my own RPG game engine that I occasionally work on, largely as a fun sandbox for testing different ideas and algorithms.

Thanks for the interview!



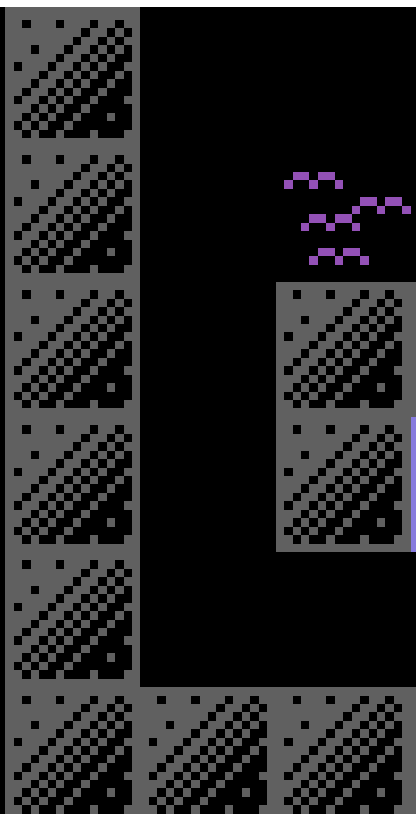
Virtue cards

The aim of the game is to acquire the eight virtues that will make our hero the spiritual leader of the world. The 8 cards presented here were crafted from scratch for the Remastered version by Mermaid.



DUNGEON CRAWL

Some people claim that the small things are the most beautiful. Could it be true?



Enemy
and Mi
You At
and Hi
You ki

I have spent some time with "Dungeon Crawl", but after that I can not agree with the beforementioned statement. It is not a bad game, but there are a lot of things that keeps it far from perfection. The biggest flaw is the micro size of this production. The three built-in stages are not enough to enjoy the game for an hour. I hope that the author is working on a extended edition or at least there will be a level editor. After over a dozen minutes spent with this game I really need more!

What good could be found in a game that does not last for too long? To be honest – nothing great and nothing new. Simple, clean graphics makes an impression that this is not a big production, but only an exercise for a programmer. The gameplay itself shows a different side of this game. There are small things showing that it is a deliberate creation and these details have kept me with a grin on my face in front of my monitor. The gameplay is exactly what the title states – a not-so-easy walk through a dungeon. With each step we discover static maps, battle ferocious monsters getting

stronger with each level and looking out for keys to unlock some of the doors. It is a well known classic approach to a simple RPG. There has been many more games of this kind, some better and some not worth mentioning. Why would I bother to write anything about "Dungeon Crawl" if it does not even have a random dungeon generator? The answer to this question is secret. Literally, there are some well hidden secrets inside these underground corridors. Every single map has a switch, some illusory walls and beyond these you can find some waponry, a shield or just a pack of enemies awaiting to be slain allowing you to earn some more experience points.

I believe that after release of a level editor to "Dungeon Crawl" someone would create a truly epic adventure. The current version of the game offers a lot of space to build up some more interesting dungeon levels. I hope, there will be a bigger release founded upon this little game. Small RPGs also have a fan base. Fellow scene members – do not forget about us!

■ Bobikowoz



I agree with opinion written by Bobikowoz, but there are something worth turning a blind eye to. I believe that the author did not planned to create a program of high value close to "perfection". I believe it was meant to be just an ordinary, simple game. If I am right, that would mean the the goal has been reached. Well, I would also like to see some deeper levels. Do not lose hope, that these will appear in some extended version of this little game.

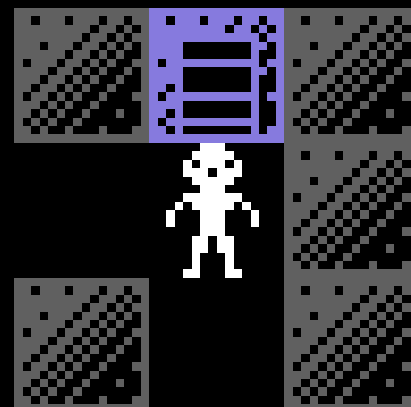
The man behind "Dungeon Crawl" is a coder known as TWW – a founder and a member of a demo-group "Creators". In august of 2009 he has showed a preview of Shoot'em Up game called "Armageddon Preview V2". It was a sequel to "Armageddon Preview" released back in 2003 by Mermaid (code, graphics, music) who is an ex-member of "Creators". Mermaid currently works with "Genesis Project" and "Vision". To be honest, both of these productions are unplayable, because there is only a spaceship shown on a background with some additional sprites in "V2". The project is still in developement, but I have

to admit that the graphical part of the previews made an huge impression on me. This is a place where I would like to explain that TWW is a coder, not a graphic artist like Mermaid. If he would, the "Dungeon Crawl" would definitely look much better.

All in all, although it is a small game, it shouldn't be totally ignored. It reminded me of the first half of the eighties, which is really good, for sentimental players like me. I will be awaiting for another release created by TWW. I wonder what is he working on right now? The time will tell.

■ **Komek**

translated by Bobikowoz



Dungeon Crawl

Graphics: ■■■■

Sound: ■■

Playability: ■■■■

TWW, 2015

GET THE CAT

Oh, those kittens! They climb the trees as high as they can and next they either can't get down or are too afraid to do so. However, sometimes they just like to sit among the branches and look at the world (their territory) from above. It's best to wait and give them some time for themselves.

Get The Cat

Graphics: 

Sound: 

Playability: 

Peter v. Woude, 2014

I wonder if the author of GET THE CAT game had or still has a cat that needs to get from the top of a tree? Or maybe it is just a coincidence that he created such a game? But surely the most important is the fact that this simple and humble arcade game doesn't let you put your joystick or keyboard aside.

GET THE CAT was released last year in June and it was created by a Dutch programmer Peter van der Woude. The execution is really simple as it is a retro and old school production, similar to that of early 80s productions. Due to this fact the game got a lot of positive comments on DENIAL – The Commodore Vic 20 Forum. "A nice, small game" are the words that can be seen most often and I must admit that I agree with them 100%.

As I have mentioned before the main goal of the game is to get to a cat which is staying on the top of some plant. It doesn't sound really interesting, does it? So, let's add falling bricks. It can't be a nice thing to get hit by one of those

as it can finish terribly. Moreover, you are able to jump over a brick on the ground but with the bigger number of those it becomes impossible. Luckily, there is a bonus brick that you can use to get yourself a level higher should a need to do so occur, you just need to press "fire". You must just remember that there is strictly one bonus brick per level. It is reassuring to know that when you lose your life you don't lose your bonus brick. Even if you use it during a stage and shortly afterwards you die, the brick will be returned to you. The second bonus is an additional life which you get after finishing the 5th, 10th and 15th level, but again you can get only one bonus life and no more. The difficulty level rises as the plant you need to climb gets higher and higher. Additionally there is a red wall in the middle of a stage which gets higher with each new level.

Although GET THE CAT is a really simple game it can attract a player for more than a few minutes. It is a kind of game that you would come back to every time you have a free moment... and to think that I chose it before some more complex and better produced games..

■ Komek, translated by MA



SEUCK Compo 2015



SELECT A PROGRAM FROM THIS MENU, PRESS a

a. PAYBACK TIME	k. SNATCH HEBLAGGER
b. NIGHT RAIDERS	l. T-UFU
c. SPACE	m. ALIENBROT OLD
d. OCEAN NINJA	n. ABYSSONAUT OLD
e. SHOOT OR DIE	o. ABYSSONAUT-PRIZE
f. HELDLY	p. GIGBLAST PRIZE
g. CHANGE!	q. T-UFU PRIZE
h. S-F-S GAME	r. COMPO RESULTS
i. S-F-S NOTE	s.
u. S-F-S POSITION	t.

F1/F2-FASTLOAD: ON

Each of us has surely played at least one game created in SEUCK. Shoot'em Up Construction Kit – because that's how this acronym is expanded – came into existence in 1987. Its gleam has not diminished until today because this user-friendly, intuitive and easy to use program, enables one to create interesting, diverse and handy games. To have your very own game, you don't even have to know any programming language.

SEUCK Compo is an event that doesn't have to be introduced: it's an international, world-wide competition for games created in SEUCK. A thing very important indeed for the Commodore world. "SEUCK Compo has become a success" – that's what the organiser of the competition, Richard Bayliss, writes on his website. Each year a variety of new, interesting games, appears – this time, it was no different.

Twelve games were proposed this year. A Polish group called Slavia, which I am the head of, has sent two games for the competition, so my country also took part in SEUCK Compo, to brag a bit. ;) The deadline for submitting projects – 1st of January – was postponed twice and was finally set for 7th of May. After a month of internet voting (I also took part in it), the winner was announced – Anthony Stiller and his "Abyssonaut". I let myself describe each of the submitted games, ranged by the place they got after the voting.

SEUCK Compo 2015

Place 1 - 171 points

ABYSSONAUT

Anthony Stiller



Judging by the number of downloads from csbd.dk, it's a really successful game. It was favoured from the very beginning of the competition. But as far as it's victory is concerned, I can't say I agree with the voters: I would not award it the first prize. For it has one crucial drawback – a limited gameplay. Nevertheless, the graphics must be appreciated – it was made very neatly, it's smooth and top-notch. In "Abyssonaut" you have to travel through the sea abyss and fight creatures that dwell there.



ANTHONY STILLER

Abyssonaut is not the first game developed by this author. In 2014 his "Sopwiths and Pterradons" was part of Reset's coverdisk.

Place 2 - 158 points

GIGABLAST

Alf Yngwe



A surprising concept – even though it's quite an everyday shoot'em up, it has exceptional sprites: our ship and other objects are really huge! Everything looks very interesting, yet the gameplay is almost non-existent. This makes me wonder why the game reached the second prize. As I mentioned, it's a painfully typical shoot'em up. We have to steer a flying vehicle and try to destroy as many enemies as possible.

Place 3 - 157 points

T-UFO

Errazking



When I played this game for the first time, I thought it should win. The idea seems cliché – fighting with an UFO. But who would fight the aliens with a truck...? "T-UFO" gives us such a possibility. It's not an easy game, but it's very well made. I play it over and over again, because I really took a liking to it.



SCREENSHOTS

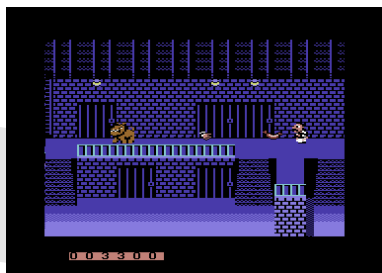
All screens were downloaded from the official Compo website: http://tnd64.unikat.sk/Seuck_Compo_2015.html.

SEUCK Compo 2015

Place 4 - 156 points

SNATCH MCBLAGGER

Alf Yngwe



In this game we play as a funny, moustached villain. We have to help him escape from a prison but to achieve that, we have to overcome many difficulties thanks to our agility, patience and... sausages. A very funny game indeed, and very well made too. I can easily say it was my favourite in the competition, a shame it didn't make it higher.

Place 5 - 141 points

S-F-S

Wile Coyote



We have to fight the enemies as a special forces ranger. Graphics are not bad but as a matter of fact, a bit indistinct. I don't know if it's because of my color-blindness but for me, some objects blend into the surroundings. In spite of that, it's quite nice to play it.

Place 6 - 134 points

SHAMAI: THE RETURN OF THE MYTHS

Slavia



It's one of the games made by my own group. It is inspired by a best-selling novel by Graham Masterton, called "Manitou". Old Indian monsters come back from the nether world and possess an abandoned hospital. We play as a Native American shaman, the only person able to fight the evil spirits. It may also be played by two people. "Shamai" reached a fairly high position for a debut game. It's not our last word! ;)



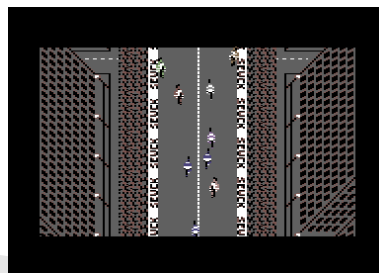
SEUCK

Shoot'em Up Construction Kit was first released in 1987. It was developed by Sensible Software and published by Palace Software.

Place 7 - 130 points

META14

Errazking

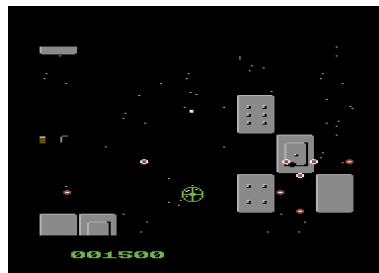


This game it not typical, because there is no shooting in it. It's a cycling game – we play as a competitor in a bike race, obliged to follow the rules of fair play. Unfortunately, the game can be problematic, it's easy to lose the way and even easier to accidentally collide with another biker. And that results in your death. Playing "META14" really made me want to shoot'em all up... I think can say that the 7th place in the ranking is truly well-earned.

Place 8 - 116 points

SHOOT OR DIE

Tommy Nine



Typical, space shoot'em up. The game is not standing out but it surely has really nice graphics.

SEUCK Compo 2015

Place 9 - 113 points

THE OCEAN NINJA

Slavia



Another game made by my group. It is inspired by the second generation games, that is those when Atari 2600 was on the top. Initially, I wanted to call the game "The First Ninja", to refer to the style and title of the cult "The Last Ninja" but in the end, the ocean scenery won. In the game we play as a ninja and fight evil – obviously. Not easy but, I hope, quite pleasant.

Place 10 - 99 points

SCOFF

PieVSPie



It may seem that everything has already been invented and you cannot think of anything original. This statement is debunked by "Scoff" – in this game we play a funny little creature called Chomp. Our task is to eat all the sweets that appear on screen. And it can be played forever, until we are bored of it because it has no end. Unfortunately the game has one fundamental mistake – each new level somehow starts twice. But apart from that the game is full of positive energy and I don't agree with its low position in the contest.

Place 11 - 87 points

NAAIT RAIDER

Fritske



It's a common racing game. To be honest, I am not surprised by its position in the ranking. Even though the graphics are somewhat funny, they are – as seems to me – not top quality. Apart from that, the creator didn't even make the effort to change sound effects. Steering is also not the best (on the other hand, you cannot demand much from SEUCK here) and enemy vehicles move around on totally unrealistic paths, not to mention that there is no crash when they hit our vehicle.

The game "Payback Time" (author: Canzha Lahgher) was disqualified because it didn't meet the competition terms (probably plagiarism), therefore I will restrain myself from evaluating it.

I congratulate the creators of the winning games, even though I don't agree with all the judges' choices but after all, I am not in the jury. Anyway, the Commodore 64 world can be happy to have been enriched by a group of games competing in SEUCK Compo 2015. Richard already announced Sideways SEUCK Compo, that is going to begin in September, this year.

■ Minimoog

Translated by Karo

Puzznic

Game opponents often use the argument that games don't help you develop, that they do not bring anything new to your life. In case of "Puzznic" this argument is completely invalid. After playing this logical-arcade game, it is hard not to feel the power of your mind growing.

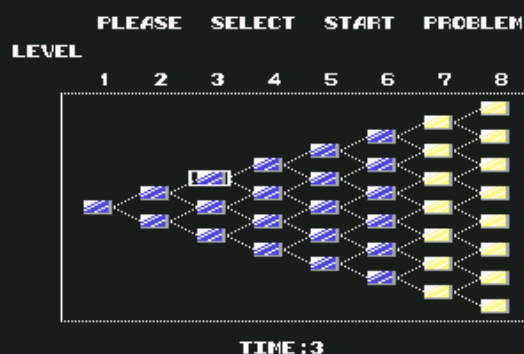
First, a couple of technical and historical matters to settle. The game was created in 1989. At first, it was meant only for users of Nintendo consoles but its versions for different platforms (such as Amstrad CPC, ZX Spectrum, Game Boy and C64) were quickly developed. It achieved unquestionable success, the proof of which is its 34th position in the "Amiga Power" ranking of the best games of all time.

Unaware of its position in the world of entertainment, I launched "Puzznic" from one of the floppy discs from my collection which had a label telling it was supposed to contain a completely different game. I quickly fell in love with the game and I have been playing it over and over again since then. It would be a shame if I didn't write a couple of paragraphs about it. At first, the game seems easy, especially at initial levels.

What difficult can there be in moving some blocks around according to rules of physics and matching them together into pairs? The rules of the game can be summarized in one sentence and don't seem complicated. Blocks matched into pairs or threes disappear and when all of them do, the level is cleared.

Let us not be fooled by what is on the surface. Our fundamental enemies here are time and hasty decisions. The less time there is left, the less points we will get. The higher the level, the less time we have. And the number of blocks doesn't decrease with each level... it grows! The problems start already from the third level. Moving segments, complicated arrangement of the blocks – it's easy to make a mistake, therefore to be successful, you have to think hard! Even though I have said only a little about the game, everything will become clear as you start playing it. Sometimes, to say enough doesn't necessarily mean to say a lot and no words can replace the fun a game can give and describe how fast the time flows when you enjoy "Puzznic". Worth it!

■ **Minimoog**



Puzznic

Platforms: C64, Amiga

Graphics: ██████████

Sound: ██████████

Playability: ██████████

Taito/Ocean, 1990



iPhone Puzznic

In 2009 there was an iPhone remake created and released as "Gem Panic".

HELP HANNAH'S HORSE

We can write a lot of stories about old, used ideas in computer games. A lot of them were actually written. What we do in our editorial staff, is using those old ideas. Why these ideas are still fashionable, when nowadays when the generation which grew up during 80ties and 90ties and began to get old, still remembers with the sentimentalism these old ideas?

That's why our Polish cutlet with potatoes and cabbage served on a white platter with

"PS Społem" logo in a milk bar is a memory that will not be replaced by kebabs, pizzas and hamburgers. The same thing happens with the computer games. There are people in this business that use those old, good ideas with a good effect, regardless of the fact if it is a cooking receipt or an idea for a game. Unfortunately, they are the minority. Contemporary rat race and the lack of basic values, shittiness and helter skelter causes that, in most cases, old ideas are not that good...

The game is not so recent because it was released for Linux in 2006, but the Aros and Amiga users can play it since not so long.

The main protagonist of this game is Hanna, who asks us – the players for help for her pony Jasmine (I think it is a mare).... We are interrupted by the spirits of the dead jockeys (they died during the races...I think so at least, poor jockeys, I laughed really hard, if this was the intention of the author that was really good). And it begins. We control Hanna, just like in Pac Man, we gather what we can, small balls, colorful pills, and when we can we eat the souls of poor, deceased jockeys and we go further, closer and closer to our beloved horse.... I mean mare, called Jasmine.

Staying in the area of old, used ideas and the games for our children, I would like to show you a game that isn't completely for young players even though the plot is associated with Pony fairytales. I saw a lot of old ideas: chess, tetris, but the renewed Pac Man in country style not yet.

Aros and AOS4.x administrators were not unanimous in declaring the purpose of the game. The former considered "Help Hanna's Horse" as a boardgame for children, and the





latter as an arcade game.
I think that both are right.

This game, from the point of graphics as it is usual for children game, is done very good. The graphics is colorful and neat. The characters and the levels are drawn nicely. Either way, we can see that it is a game for young players.

The ears of the player are caressed by a nice set of sounds. The samples, effects and the main module which is probably taken from "Bonanza". Either way, Wild West...

When I see the faces of some of our children trying to play "HHH", I think about a set of words uttered by my child during playing. And the regret: "What did you give to me, dad????!!!!!" I thought that I will destroy my keyboard.

"Help Hanna's Horse" resembles at first look a game for the children, but people from

AmigaOS4.x tried to play it and classified it as an arcade game just like I do (and not children game just like these from Aros). And our children will deal with it, when they will be older, but then they will use Facebook and other things and will not want to play with their dad on the old computer. "Carpe diem", when you have young children, because then it will be too late.

■ **Don Rafito**

Translated by Slayerpl

Help Hannah's Horse Platform: Aros, AOS4.x

Graphics: ■■■■■■■■

Sound: ■■■■■■■■

Playability: ■■■■■■

yottskry, 2006-2013

Pac-Man's Story

"Pac-Man" has its' roots in Japan. It was created in 1980 by Namco and it was made originally for arcade machines. Then it was converted to other platforms, also the video game consoles and personal computers (Atari 2600, C64, Sega, Nes, Gameboy etc).

The original name of this arcade game was "Pakku-man" which inspired by the phrase that can be translated as "eating while rattling with the mouth". The evolution of the title stopped on the expression "Puck Man". Unfortunately, because of the association with a vulgar expression "fuck" this name was not accepted in English speaking countries and the name became "Pac-Man".

Nowadays "Pac-Man" is not only a game but a brand on basis of which different conversions, clones, remakes, movies and fairy tales appear. And the newest varieties of this game are closer to 3D platform games than the classic board-strategic version.



There are three kinds of truths:

Truth – Chess. It is, as they say, the queen of board, strategic and logical games. It was also, as one of the first, introduced to the world of predecessors of current IT: vacuum tubes - to put it simple, it was introduced to the first computers which were so huge that they needed several rooms of an average house to contain them. There appeared literally thousands of types of chess for all the platforms, commercial and non-commercial:

ones issued by the huge companies and ones written by the amateur programmers.

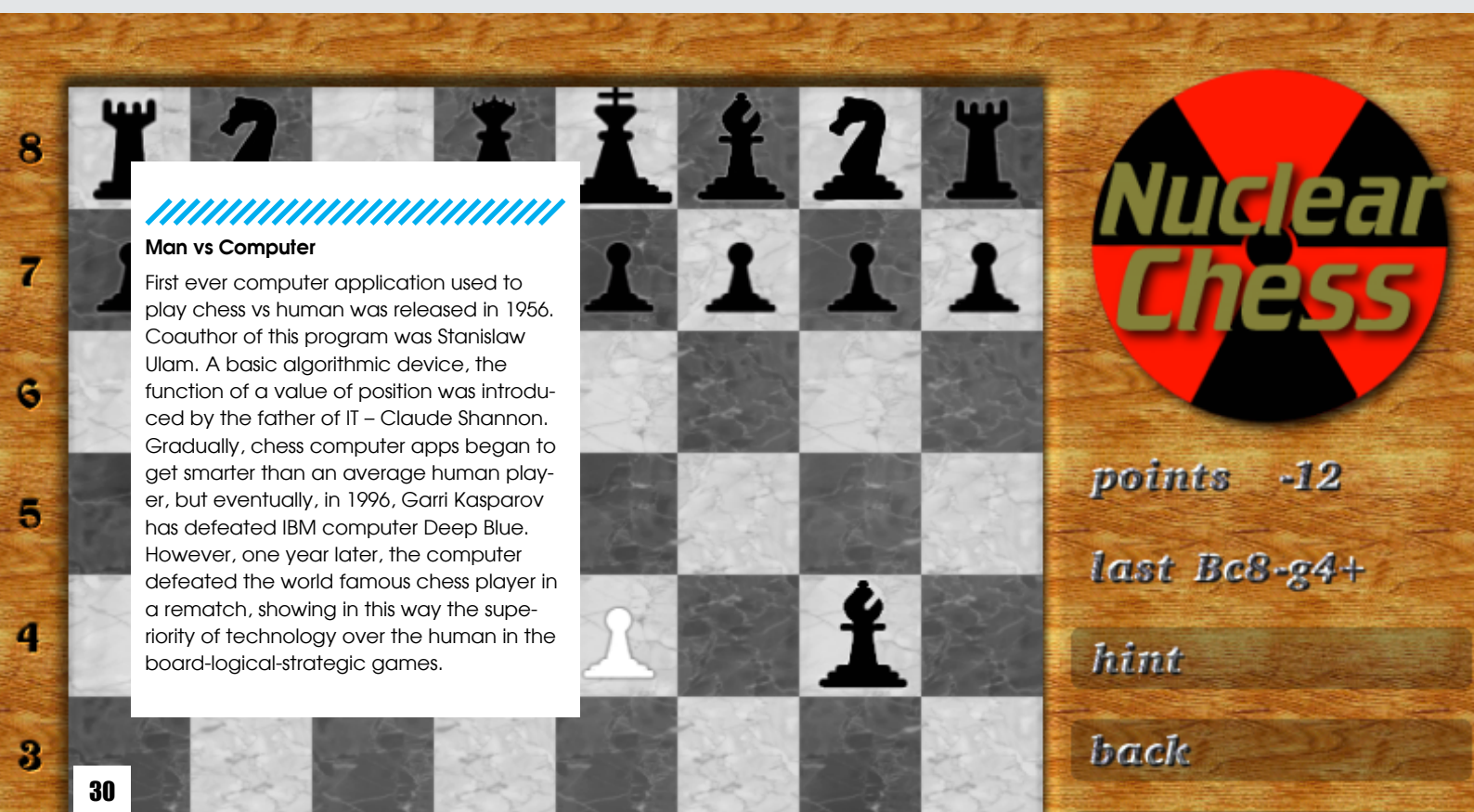
The whole truth – AmigaOS from the classic line, as we all know, is a part of a big unix family. This involves all the issues of Linux, as well as Android. Contemporary amiga systems such as Aros, AOS 4x and MorphOS are also unix operating systems.

What I wanted to say...

I noticed a regularity: a lot of software, mainly the games

for Linux and Android, are sooner or later converted to other unix systems, including the mentioned above Amigas and the classic AmigaOS. But this is good news. Thanks to the authors of the conversions, who spend their free time and compile the software for the average user. Moreover, in most cases it is a freeware software, GLP or opensource issued for the proverbial THANK YOU.

The third truth, I won't call it, and who makes these stupid



Man vs Computer

First ever computer application used to play chess vs human was released in 1956. Coauthor of this program was Stanislaw Ulam. A basic algorithmic device, the function of a value of position was introduced by the father of IT – Claude Shannon. Gradually, chess computer apps began to get smarter than an average human player, but eventually, in 1996, Garri Kasparov has defeated IBM computer Deep Blue. However, one year later, the computer defeated the world famous chess player in a rematch, showing in this way the superiority of technology over the human in the board-logical-strategic games.



points -12

last Bc8-g4+

hint

back

sayings.... When I launched "Nuclear Chess" first time – I thought to myself "Mine-sweeper". But it is not the Minesweeper, known from Windows system but chess. What is peculiar about this game? Nuclear level of difficulty and it has no connection with atomic physics. When we begin playing Nuclear Chess, during first 5 times we play, we are defeated in 3-5 moves by the computer. Just like in Minesweeper revealing the field without mines will show us a half of the level, in Nuclear Chess removing our pawn will also cause a removal of all the neighboring pawns.

The gameplay is not one of the easiest and often we have to think really hard over our next move, because when we make a wrong move, all the adjacent chessman are in danger. What if the neighboring piece is the king? Mate, even without the chess.

This small programme, before it will discourage us and show us how poor we can play chess, proposes a couple of settings, for instance level of difficulty, or if we want to begin with the other color, and an interesting option –mixing the chess pieces.

Graphically, Nuclear Chess, as a boardgame, looks really good. The graphics is really neat and nice looking. The colors of the game refer to the classic solutions known from the boardgames such as chess.

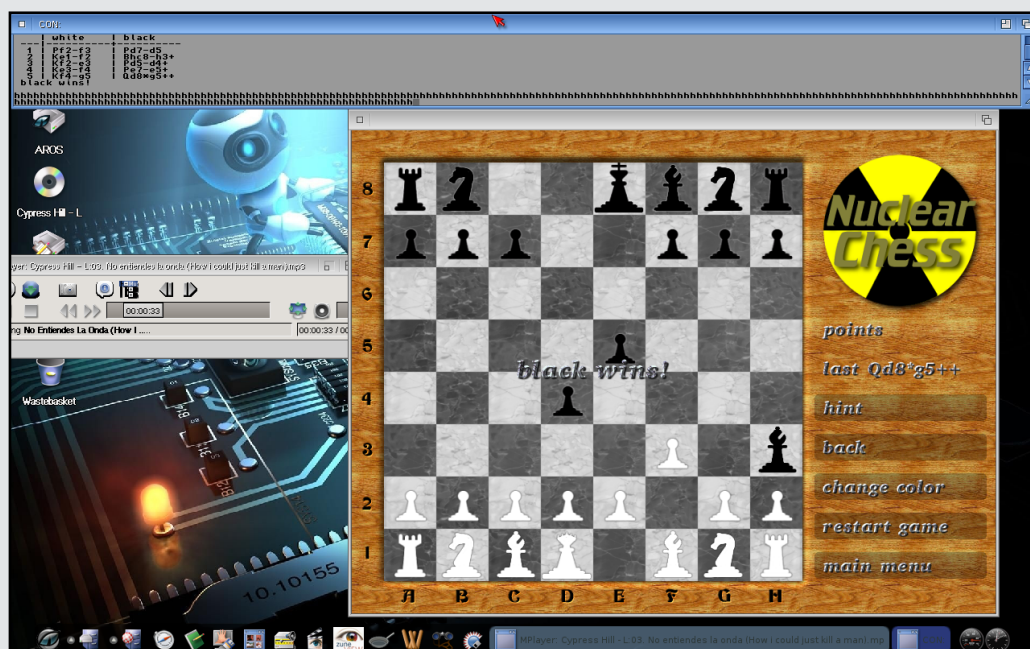
As far as sound is concerned, I won't talk about this even

if we let something play in the background, for example mp3. On the other hand.... It can be an advantage that the game is "silent". Chess aficionados will not be discouraged by it because nothing brings the level of concentration higher than.... silence.

As far as entertaining ability is concerned, I will say that you either like chess or not. Therefore I will take into consideration people that like chess. The game uses more or less

forget about everyday life. And when we increase difficulty level to NUCLEAR we will see that we forget about our important tasks and ... just play.

The only option that the aforementioned title lacks is an ability to play with another living (human) player. But... maybe it will be better to play chess with a living opponent traditional way and not on the screen of a computer?



■ Don Rafito

Translated by Slayerpl

interesting and original solutions in case of gameplay and the way of defeating your opponent. It requires a lot of concentration and thinking when making moves. We have 9 fields to defend and not only one. Even though I am not a great chess player and I associate the game with my grandfather and wooden chess pieces from the childhood, thanks to contemporary technical innovations, used also in amiga systems, the game provides a distraction for our thoughts and lets us

Nuclear Chess
Plat: mk68, Aros, MOS, AOS4.x
 Graphics: ■■■■■■
 Sound: None
 Playability: ■■■■■■

Harald Bartel, 2013

ALIEN BREED TRILOGY

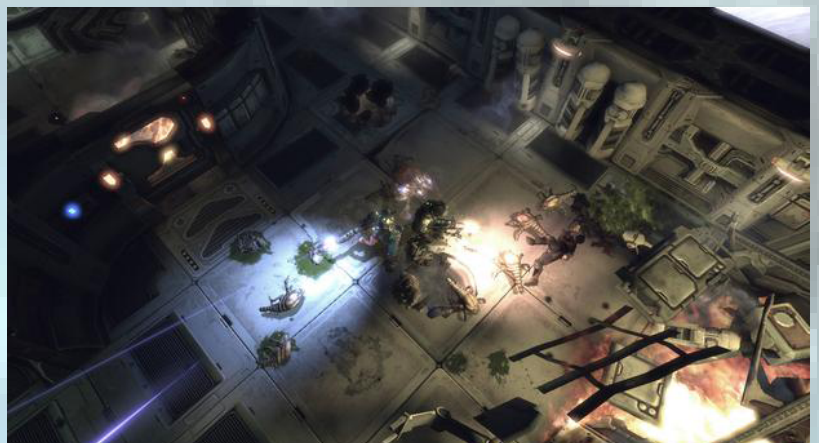
As old Chinese adage says, a student without a rifle is like a soldier without an E, or something like this.....Either way I can't imagine Amiga without this saga, because it is hard to call it the series, so I do not see Amiga without an "Alien Breed" saga. And I think that 90 percent of the present, active or former Amiga users know it.

The fact that Team 17 went to the other side, does not surprise anyone. Sorry, the situation is different. Too bad that they did not try to talk to Aros, AmigaOS 4. or MorphOS developers and launch a commercial port to these systems (I'm not talking about a game written from the beginning for PPC and PowerUP, he he, I laughed at this). We have to take into account the fact that the game code one day will be revealed or/there will be one affluent person from the amiga scene that will buy it. The port will be created (even commercial one, on the DVD disk with the complete game), for AOS 4.x/ Aros/MorphOS. But OK, even if... how much contemporary Amiga user would be able to pay for the game, which in the store version, for PC's or video game consoles (Xbox, PS3), costs ranging from above hundred zł to 60-100 zł ?(I encounter sometimes the cheapest price when I visit

the stores of the Biedronka chain) But it has to be a commercial port with all the games on the disc, and how it is nowadays that the contemporary Amiga user has to buy a full version (not for Amiga), and then buy the port.....

I made a lot of stories. You have to answer this question yourself. Even though I think that such port will one day emerge and the majority of Amiga users, which because of world standards have PC in their homes with WIN 7-8.x (I have XP, I admit it

and I will not change it for a long time), they will also have a version for PC. And they will connect the game to the port and say: "okay, this is how the game works, but I finished it 3 times already on the PC" and they will launch Lotus/Super Frog/ Cannon Fodder (for example on WinUAE, greetings to Tony). And why? Because the contemporary games, however processor cores they have and the newest graphics card they require, normally, they do not have the atmosphere of the old games. The atmosphere of



the generation growing up in the 80ties and 90ties.

OK, but what is all the commotion about in this article? It is about a contemporary remake of the famous series mentioned during the introduction - "Alien Breed" (did I write series?).

The aforementioned Team 17 wanted to continue its' success from the past and release a refreshed version of its' cult series, inspired by the movies with Mrs. Lieutenant Ripley as the main character. But does their intention succeeded and brought great income? I doubt it.

OK, it is time to go into the details.

"Alien Breed Trilogy" includes three titles issued between 2009 and 2010. In the beginning the first part was available for the XBOX 360 Live. In the end the release appeared on the store's shelves with a version for PC users, PS3 and aforementioned XBOX in a trilogy which includes three parts of the game, and every one of them was a continuation of the former. So in set there are: "Evolution" (which after converting to PC received title "Impact"), "Assault" and "Descent".

The whole series was developed on an engine of "Unreal Tournament 3". The type of gameplay was changed from the above view to some kind of hybrid: the combination of TPP and the moving view in the 360 in the isome-

tric projection. If the Team 17, instead of the described release, released full blown FPS as the sequel of "Alien Breed 3D 2: TKG", we could worry about the future of "Aliens: Colonial Marines", issued by SEGA in 2013.

Let's come back to our original game.

We are a scientific engineer named Conrad, who travels on a spaceship Leopold. The ship crashes, the aliens begin to appear on the deck, and our mission is supported by only one person, not even a human, but friendly android woman (we remember the movie Cyborg 2 Glass Shadow with Angelina Jolie as main actress). Our protagonist does not resemble a typical student from a university unless after the lectures he went to the gym and student shooting range, the effect of that is an enormous muscle-head with a huge weapon in his hand, who is not afraid of a biggest infestation that happens on the ship which is crashing. The plot of the game is developing during the gameplay, just like in the classic version, through comics cut scenes with short dialogues, which are



supposed to show what will happen to us.

Generally, we are supposed to escape the ship, survive and blow it up together with all the hordes of aliens. But the crashing spaceship leaves a lot of surprises for the player. Damaged and burning passages, gassed chambers, not working control systems, locked doors, in one word complete chaos. And be smart and do something about it (another day in the office). We have to find something, switch something, open or close something. We are helped in these actions by the radar, which not only shows us the movement of the aliens in the closest neighborhood, it also shows where we have to go, the objective of a given



part of a level. We can also see a complete map of the whole area to see where the heck we are. Of course, our radar warns us about all the dangers through the well-known squeaking from the movies.

Traditionally, just like in the predecessor, there is an option of the terminal, where we can buy equipment, weapons or save the game, which is a novelty in comparison to the original game. But maaan... get there... In the meantime we can frisk through the cupboards, pockets of the killed crew members. Either way, you can find something. And it is worth to look for something. From the small weapons to the huge guns, ending on the flamethrowers and the armors. I would have forgotten... first aid kits, money, keys etc.

If we begin to fight against our opponents, we will quickly see that something is wrong. If there appeared Xenomorphs in this saga familiar from the movies with Ripley, in the presented series they do not appear. Even though the opponents are very clever and they make an im-

pression with their appearance, we lack something in comparison with the original. They have a lot in common with the movie "Arachnophobia", resembling overgrown spiders. And there are a couple of types of them, beginning with the type that goes at us with their limbs and chelicerae to devour us and ending with these that attack from the distance and blow fire or other weapon built in their body. From time to time we meet on the end of a level a boss and then things get interesting. And the closest to original monsters are the young ones, as far as the appearance or the way of attacking victims or their genesis is concerned. Worth mentioning is also way of appearing of the enemies, which, just like in the classic saga, come from the woodworks.

Isometric projection and TPP, joined with the "Unreal Tournament 3" engine, as I mentioned above, is a pretty interesting solution. As far as the graphics is concerned the game is done pretty good. Good looking corridors, precise graphics arts and animations. Some-

times going through dark, claustrophobic halls, only with our flashlight, can cause us to tremble. Interesting is the fact that some of the areas, where the game takes place, are located outside the ship. Special effects transport the player into the crashing ship full of aliens. But as I mentioned above... I think that FPS would be way better.

Even though the soundtrack is not a mix of fine-tuned samples and modules, it is a, as it is the case with contemporary games, a gathering of realistically sounding audio effects and music. And this music and audio effects, together with the graphics, animation and the plot, needs to complement the other elements. I think that even though the combination of these elements in this game is really good and it works really well together with the action, increasing the feeling of excitement, the game did not make such a huge impression on me.

Amiga's "Alien Breed" does not have equals in its' genre. The plot, the graphics, the sound... From time to time I return to these games. I played remake once.... I think that's enough for now. Someone can say that I'm picky, that the game is great and in comparison to the predecessor is awesome. Yeah, it's awesome. But when I evaluate a game, I look at it according to the current standards. And when I look at this game in such a way I will say that "Alien



Breed Trilogy" is worth playing because it is a good, even though average release. Thank you for the attention.

■ Don Rafito

Translated by Slayerp1

ALIEN BREED TRILOGY

Graphics: ██████████

Sound: ██████████

Playability: ██████████

Team17, 2009-2010

Isometric projection

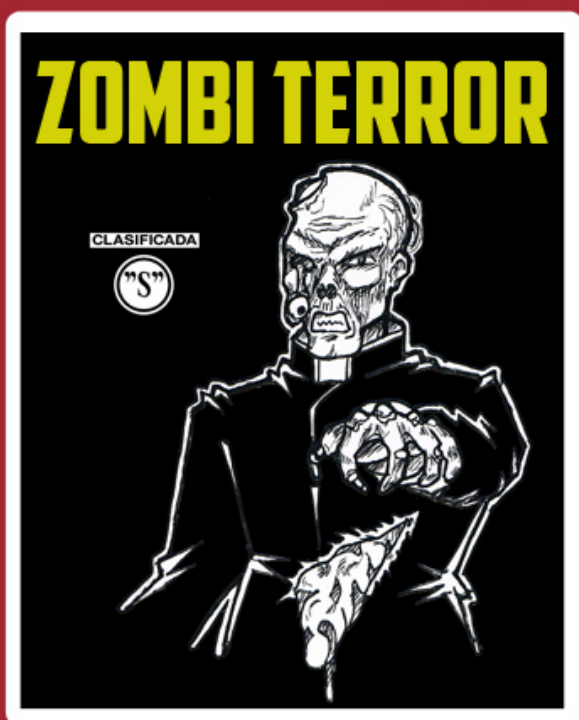
Isometric projection used in games is not such a new invention. An attempt to show the 3D on a surface is one of the types of parallel projection. It is characterized by the fact that the angle between all the projected axes is the same which causes that every axis is equally shortened as far as perspective is concerned.

Isometric projection was used and still is used in many computer games to create an impression that the level is three-dimensional. Sometimes the level is rotated around its' own axis in relation to the player, in such a situation we can say that the isometric projection is 360°. One of the first games, where this was used, were: Last Ninja", "Spin-dizzy", "Nightshade", "Fairlight", "Heimdall", "Darkmere: The Nightmare's Begun".



KABUTO FACTORY

Software



Próximamente...

For a couple of years zombie tales gets more and more popular. The success behind this attraction has been created mainly by "The Walking Dead" franchise. Robert Kirkman couldn't suspect that the comic book series he created a few years back will be successful as it currently is. His creation not only resurrected the zombie genre but also has been adapted as a TV series, a novelization and a couple of video games. One step at a time, without any rush the undead has come to the retro-zone as well.

ZOMBI TERROR

WHEN THERE IS NO MORE ROOM
IN HELL, THEY ARE COMING TO
GET YOU...

Short Zombie Survival Guide

- 1) Zombies appear much less frequently on paths and in military controlled areas
- 2) When you collect lesser weapon you automatically drop the better piece
- 3) Think about your skills with helicopter navigation



**When there's no more room in Hell,
they are coming to get you...**

TO AVOID
FAINTING
KEEP REPEATING:
IT'S ONLY A DEMO
...ONLY A DEMO
...ONLY A DEMO
...ONLY A DEMO



**STRONG
UNCUT
VERSION!!!**

ZOMBI TERROR

CERT. X

Hardworking director

Baron Ashler also known as Kabuto Factory created a multiplatform production called "Zombi Terror". List of hardware on which the game has been released is quite a long one:

Spectrum, C64, MSX, ZX81, PC Windows and Sega Mega-drive. There is a free version of the software for each of these platforms and for some of these there is also a chance to buy a physical copy for a small fee. (link: <http://kabutofactory.altervista.org/index.php/juegos/10-los-buenos/20-zombi-terror-todas-las-versiones>). I find it interesting, that Ashler doesn't mention any of the new cultural creations among his inspirations. List of movies that directly influenced his latest game consists of "Zombi" directed by Lucio Fulci in 1979 as well as "Dawn of the dead" - one year older film from George Romero. There is only one good word for this set: "Classic", obviously with a capital 'C'.

Maybe it's because of the hardware limitations or it could be just the current trend - the reason is not clear, but the game has been divided into two parts. Each one of these consists of one hundred locations. Many of them are repetitive but not to the point it gets boring. A friendly advice: it's necessary to know the ending of the first episode to succeed in the latter. This kind of connection without any possibility to import my character from one part the the other is in

my opinion advice disappointment. Implementation of a simple code to transfer health or a at least weaponry would be a great solution.

Zombi eatz yur brain

The game is described by the author as an adventure type, but I can not agree with that statement. In both episodes we have to find out how to get away from the un-dead. To achieve this goal we need to explore the territory and use items found during the travel. It sounds like an adventure game, but most of the items are weapons, and right after picking up the only non-lethal item information shows up on screen telling us where to use it. In my opinion "Zombi Terror" fits much better to the survival horror genre. During the first couple playthroughs when the land is a unknown it is really hard to achieve anything. Zombie shows up almost everywhere, and before we find the quite safe path, a lot of times the "You are dead" screen will show up.

Each time when the undead crosses our path, the game asks whether we want to run away or engage in an uneven fight. Choosing the first option means that automatically we lose some life points. The amount of received wounds is pre-defined in this case. If we stand to battle almost everything is random. The only thing we can control is the amount of strikes we can do during each round. Number of hits is tied to the weapon we are using. The zombie horde is fortunately not smart enough

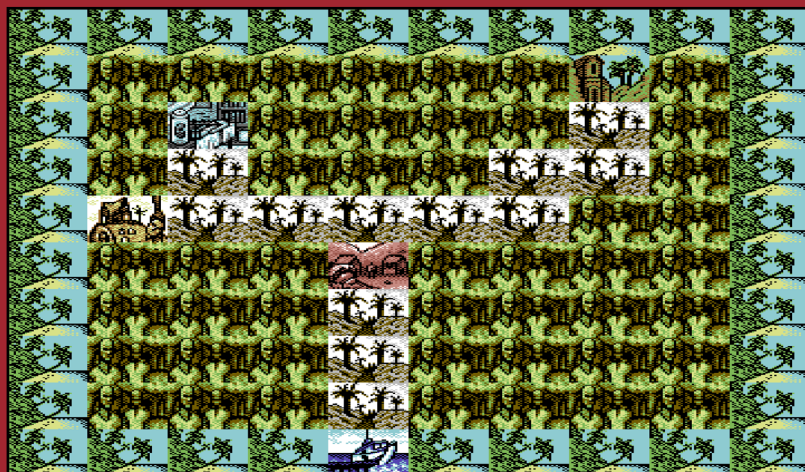
to know how to use anything but their fists and they always attack only once a round. Acquiring the best weapon can give sense of serenity, but before that - you need to get the the correct place. Keep in mind that there are a few boss-zombies. It's no secret that they are hiding in the most important places on map, and that they know how to efficiently drain our health.



No mercy

Limited amount of first aid kits combined with a permanent life threat creates a genuine atmosphere of danger, hopelessness and fear. As mentioned before the unknown land can lead to a situation in which all of our life points can be depleted in a few careless steps. Unfortunately there are two sides to every coin. The fights are played is a really slow motion. Waiting for a screen update takes so much time that it can take the fun out of this game. After a few unsuccessful excursions it is really irritating that these screens cannot be accelerated. The only solution I have found is to warp the speed of the emulator.

Despite of the randomness the game lacks in replayability after first successful escape. In both episodes the road to victory is tough, but I recommend to give it a try. Take your survival instinct and strong will to



the test during the subsequent trials to escape the infected zone. I have got engaged with "Zombi Terror" so much that I have created a detailed map of both areas. The game should be too hard with it, but if it would, read my advice below and do not get bitten too hard.

■ **Bobikowoz**

Survival map

The exploration of dangerous locations hooked me up so much, that I decided to check up every single piece of the terrain and prepare a good to go map.

The review you have just read is about the original version of the game (<http://csdb.dk/release/?id=136318>). On our cover disk you will find an exclusive version, created especially for you. We have updated the graphics and added a soundtrack, but that is not all. We have added some in-game improvements like auto-map, statistics and a possibility to import your progress from part one to the second. If you think you know the game really well, you can still play again and search for couple of new locations, a new devastating weapon available at the mall and something special for... armageddon fans? You have to check it out!

Zombi Terror

Graphics: ■■■■■■

Sound: None

Playability: ■■■■■■

Kabuto Factory, 2015



Zombi Terror (2014)

Baron Ashler

Manuel Gomez – a musician, developer and founder of Kabuto Factory group, better known as Baron Ashler. His game development skills are progressing with every single project he releases. He's not afraid of challenges and his games are simultaneously developed for multiple gaming platforms.

Bobikowoz: Hello. When I heard about your latest game "Zombi Terror" I was stunned by the number of platforms it has been released for. What is the idea behind this retro multi-platform production?

Baron Ashler: Hello Łukasz, thanks to you and to Komoda & Amiga guys for bringing me the opportunity to talk about my games and give them to know to the public.

The origin of Zombi Terror is the confluence of two remembrances from my childhood. The first one concerns the genre of the game itself, which is a sort of update of those "Choose your own adventure" books that were very popular here in Spain on the 80s... I'll really love them cause they were very simple to play but terribly addictive due to their narrative and their very accurate background. When I finished "Knights & Demons DX" on summer 2013 (I'd been working together with Einar Saukas for about 4 months in the making), I needed something more "light" and "easy"

to code for my next game, and that was the idea of doing an adventure game of this kind... and I spent another 4 months in development of such "light" game! LOL

The other remembrance concerns the thematic of the game. I've always been a fan of horror and sci-fi movies (I love cinema in general), specially of those "exploitations" films that came from Italy and I thought: "Well, Ocean released big licenses like Batman or Robocop, why don't get into the "dark side" with those trash films LOL"... seriously... today, many people have got "linked" hobbies (videogames, cinema, comic books...) and I thought it would be funny to see how many people catch the joke.

I believe that the names of bosses are easily recognizable for people interested in classic gore films. I find your game as a survival horror, not as an adventure game. There are a lot of opportunities to die and just

a few items to use. Is that a part of the "light and easy" plan?

Oh! When I said "light" and "easy", I meant just for me, not for the player (LOL)... Well, coding an adventure game like this (let's say a kind of "text" adventure) is easier to make rather than an action or puzzle game, cause there aren't any moving elements on the screen, so you save to program enemies' courses, IA, collisions and all this stuff. If you look "Zombi Terror" carefully, its mechanic is extremely simple and there's no a really big map or many actions to do, so I thought it would be nice to cover its lacks introducing a kind of "fighting system" similar to the board-RPG games, by rolling dices, which makes the game more difficult to complete due to his randomness. It may even have certain "real-life" logic, cause in a zombie attack, the best thing you can do to survive is to avoid any confrontation, so in the game, the best option in most of cases is to escape.

And about the classic gore refe-

rences, not only the names of bosses... the background story, the locations (that are very common in this type of movies), the graphics (that were drawn as "cinemascope" shots), the soundtrack (that remembers the work of musicians who composed for these films, like Goblin or Fabio Frizzi)... the whole game is an homage to these movies and, even, it can be "meta played" by fans of these films trying to guess what or who is referred on the game.

In my opinion escape is good only until you get a chainsaw. And that particular weapon comes with an uncomfortable question: why there is no possibility to transfer the character and the collected equipment from part one to the second? (This issue have been resolved in the extended edition available on our cover disk - editors note)

Good question :) The main reason why you cannot save your weapon and health state from first part to the second one is related to the conception of the game itself, cause I use to start coding in one system and then, when almost finished, port it to other platforms. Usually, when I create a new game, my first version is always for Spectrum. Its Basic is like a native language for me when I have to organise and write code. I use this as a source to be translated to other machines. But Speccy is limited in memory and this game had to be cut in two parts (mainly due to graphic screens), to be loaded independently, so it's complicated (at least for me) to code the possibility of saving

the player state in part one and recovering for the second part. In the Mega Drive version, both parts was included in the same source, so there was no problem to maintain these values from one part to the other...

I was so busy learning and trying to make a full working version that I didn't realize about this advantage ^_^

The game is available for a free download but there are also a few special editions. The photos from your fans on facebook and twitter show a really pretty product expanding the before mentioned "exploitations" horror experience. Could you tell us something about the physical editions?

The idea of a "VHS style" for the physical version of the game was in mind from its conception itself. I thought that the best appearance for a game that pays tribute to the video shop era is to make it look like an old school video release. First physical versions for Spectrum, PC and Mega CD weren't made in this way, but the (unexpected) possibility to release a print in cartridge for Mega Drive makes me turn back to this idea. All Kabuto Factory's games are free for download, now and ever, so I have always in mind that physical editions should not be expensive for those who want to have a copy of our games in their libraries... cheap but making the packaging and presentation as beautiful and well finished as possible :)

I did some homework and have checked the other Kabuto Factory games for Commodore 64. It seems like you do not have a favourite genre, as the is an Arkanoid clone, some pinball tables and a logical game. It makes me wonder, what kind of games do you prefer to play?

As player, I like shoot'em up and old-school racing games about all, but I haven't a favourite kind of game. It's true I use to play these kinds of games cause they're fast to play and don't take so much of my free time (that I mostly use for development), but I love RPG and adventure games too... when a game is well done, with heart, and it's fun to play, the genre doesn't matter at last... you forget it when you start to play.

As developer, I haven't a favourite kind of game for the moment cause I'm still a newbie as game programmer. I use to change of genre in every game because I learn a lot of new things (and their implementations for different systems) and this helps me to try different kind of genres, but it's true that I recently feel more comfortable with puzzle games and adventures :)

I completely understand the love to good RPG games and the fact that the can take a lot of time. Did you have a chance to check any of games from the Witcher series? These are considered as one of the best games created in Poland.

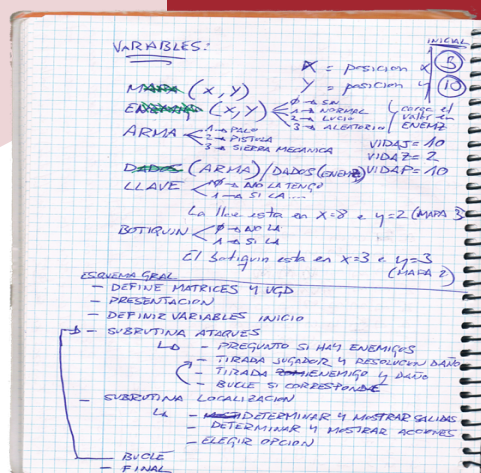
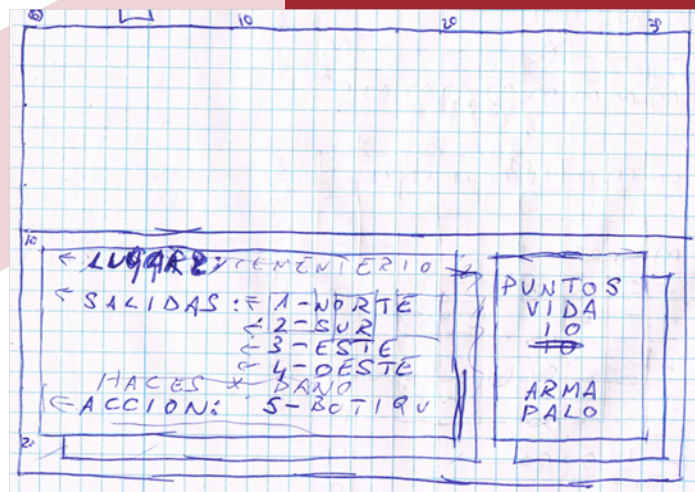
I didn't know that the creators of Witcher series were polish, but it doesn't surprise me: Poland is home of great coders and have strong groups in the demoscene. I think there's nowadays a kind of creative crisis in the mainstream videogame industry, and majors seems to have an eye in the indie scene, looking for fresh ideas and new talents... maybe, it's possible we are getting back to the times of small developing groups where games were created with talent rather than big budgets... who knows :P

Thank you for your time.

■ Bobikowoz

Hand notes

Baron Ashler shared his personal hand notes that were created and used during the development process.



CASTLE WOLFENSTEIN

Some time ago one of the well-known computer magazines, in a review of Bloodrayne, wrote that you cannot fall in love with a sexy vampire girl who also kills Nazis. Just like in the Castle of Wolfenstein, but there is no vampire girl :). Nonetheless, this doesn't show the peculiarity of the game. I think that this game was a pioneer. Maybe not in the sense of the graphics, but in the times when the disk space was limited, you couldn't have everything. This game was a precursor to all the shooter games, which era began 20 years later. I won't mention the whole series of Captain Blaskowicz adventures.

WHAT IS IT ABOUT?

We arrive at the castle of Wolfenstein. The man, with whom we are together in a cell, says that this place is used to interrogate Allied soldiers and when they get the information they remove the interrogated. Only in one way. Our companion doesn't have a lot of time because he was interrogated and soon they will come for him, but

we still have hope. He gives us the loaded pistol, which he obtained in a suspect circumstances and we are forced to end conversation with him. Of course, it cannot be too easy and we get to know that there are very important plans concerning operation Rheingold somewhere in the castle which we have to get before leaving the castle.

GAMEPLAY

We move in the system one screen= one room. The interesting fact is that the arrangement of rooms in the castle of Wolfenstein is generated randomly. Every room has one exit. Sometimes there are also stairs to the floor below. There are 5 floors. In the beginning we are dressed in a prison

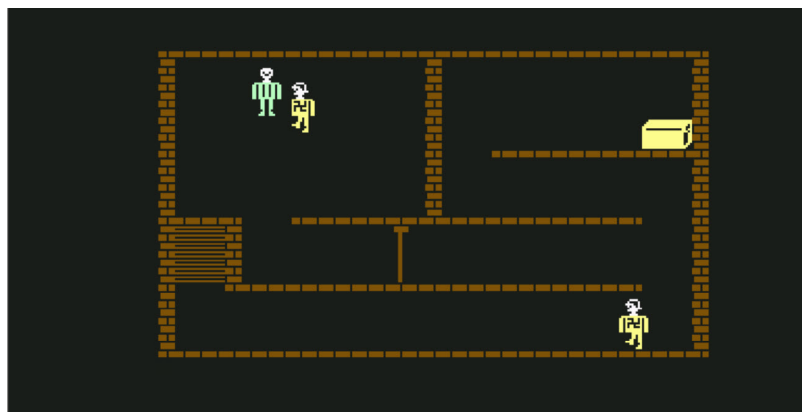
uniform and we avoid everything that moves.

Everything that moves is indicated by the symbols which do not bring good associations. Our enemies (which is a new thing in the games) do not move only from point A to point B and back. When they see or hear us they move in our direction to apprehend us while screaming in German. We can escape them or kill them, they can also surrender when they see weapons. In the last two circumstances it is an interesting solution because we can take everything that they have, mainly munitions or keys. We can also deceive them. When we find the uniform, the guards will not react at our presence. Of course, to make things more difficult, there are some



Trophy

Game was awarded in 1983 by Electronic Games Magazine.





difficult opponents wandering through the castle who are indicated by two sig runes. These guys are difficult to kill and will not fall on the uniform trick and they are chasing us through the rooms before they are killed or blocked. The only upside is that we can take their bulletproof vest. This way we receive symbol worn by them but this doesn't help us in anything. There are chests in some of the rooms. When we open them, a counter appears which informs us how much time is needed to perform this operation. Sometimes it takes so long that we can go do something else. We can use also a pistol, but I do not advise to shoot at the chests in which something explosive such as munitions, grenades or completely useless cannonball is placed. The medals are also useless but at least they do not blow up. Sauerkraut or a breadroll with a sausage don't influence the game too much, but when we eat it we receive information at the bottom of the screen. There two possibilities – it is tasty or it is not. We can also find liquor, vodka or a plonk, after we

drink it we receive a message at the bottom of the screen that says HIC!. In one of the chests we can find the thing that we are looking for – the plans. We can escape without the plans, but we will not receive a promotion.

GRAPHICS

As I wrote earlier, you cannot have everything. The graphics is a weakest point of the game. The walls are visible from the top, and the characters are placed on it and to move you would have to crawl. When I was a child, I drew like this. The game was developed in the times when the entertaining ability was the most important and this game is really playable even though the gameplay is a little illogical.

I won't write if the game is difficult or not, because it is C64 so it is obvious that it is difficult. The innovative gameplay causes that you can get pleasure from playing. After some time, we would probably get bored with the game, but a couple of tricks were



Geology

In Bayern, Germany, there is actually a rock formation called Wolfenstein.

used that will cause that after finishing game one time, we want to do it again. The first thing is a promotion system. If we escape with the plans, we will receive a promotion and the next time the game will be more difficult. There are 7 seven degrees, from a private to a general. There are also treasures to find and different reactions, so no one stops playing after one time ;)

■ c00k

Translated by Slayerpl

SLEEPWALKER x2

*When the silver shining moon
casts a spell upon my soul,
I'll stand up from the bed obediently
in the pitch-black night I will go.*

HAVE YOU EVER BEEN SLEEPWALKING?

What is a somnambulism and what are the symptoms knows everyone, but who has experienced this? I, personally, didn't. I remember one situation which took place long time ago, when I was a young boy. During one night, my little bit older sister rose from the bed and she left the room while dragging the bed cover. Now, when I write about this, I have a smile on my face but back then I was simply scared. However a situation like this happened to me a couple of times when I was 100 percent sure that I woke up. Everything was so real when suddenly.... I finally woke up. That is really interesting what happens to our organism when we sleep but it is a real long topic.... I think we would

not have enough place in our magazine to properly explain this.

THERE ARE TWO OF THEM!

I mentioned sleepwalking not without a reason because in the next part of the text I will describe to you two games in which there are sleepwalkers completely away from the reality. Both releases have the same title that is Sleepwalker which causes that you can mistake one for another. If that is not enough, we have the same rules in both games, we are supposed to remove the obstacles, which the oblivious somnambulist can encounter on its' way. Caring for the sleeping wanderer is the only objective of the player which however is not so easy to fulfill. The first of the "sleepwalkers" appeared in



1991, issued by the British company Zeppelin Games, which is currently operating under the name Eutechnyx. The second game was issued because of actions of Ocean Software LTD. Even though the games are so similar, they are different as far as construction is concerned. Moreover, the graphics of Neill Hislop (Zeppelin Games) is made in another style than the one made by Mark Healey (for Ocean), which provides a different atmosphere for both games. From the similar information I will add that the Sleepwalker made

by Zeppelin Games is one file game and we do not have to wait for something to load during the play. The situation is different with another Sleepwalker (Ocean), which requires a lot more KB, because it is done differently.

UNCLE SILAS

Let's look closely at the first and second release. I will start with Sleepwalker from Zeppelin Games. You arrive at the place of your uncle Silas. Unfortunately your uncle is really untidy. On the floors of this huge





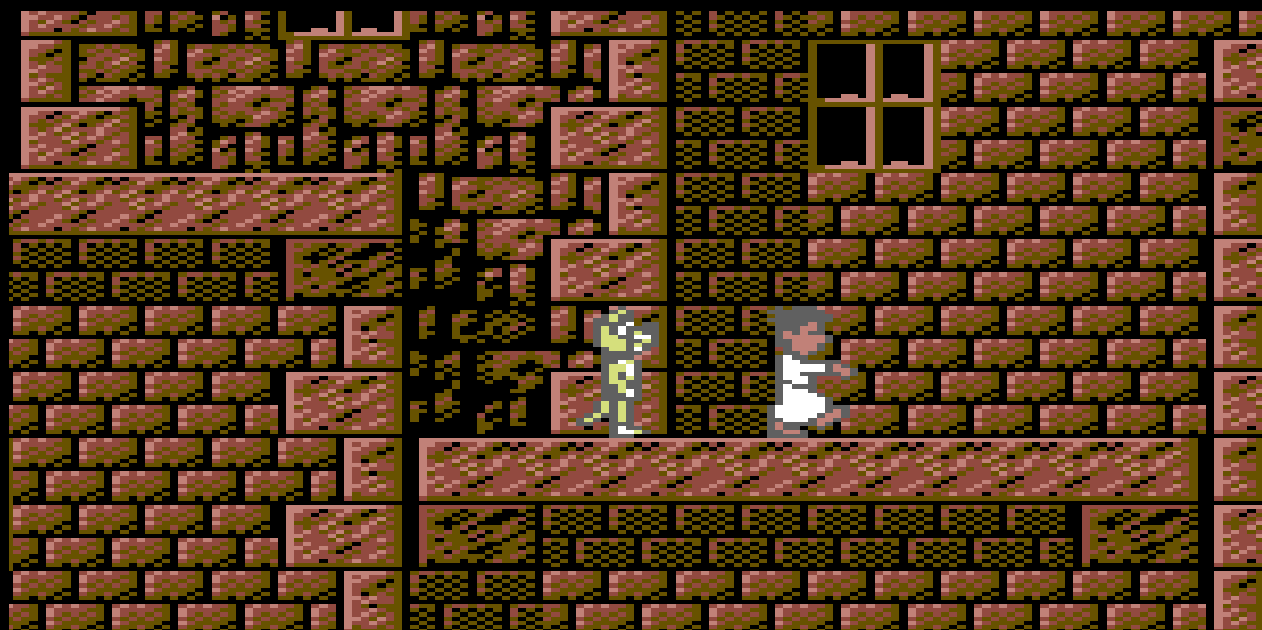
building there are many different objects and devices. Some of them may be a danger to your health, or even life. That is unfortunate that your uncle suffers from somnambulism (sleepwalking). Every day he wanders around his huge residence and is endangered by all the objects that lay on the ground. We are supposed to protect the uncle from all the obstacles and lead him back to bed. Do not think that it is a task for one night, it is a task for an every night of the week. It is a whole night duty beginning on Monday and ending on Sunday. When it comes to removing the obstacles, you can only touch them. You should see what happens with our protagonist when we step on the dynamite, cassette recorder, a watch, a di-

sconnected cord from the plug, or the scattered around nails. It looks funny and while playing the game I had a lot of fun. Less funny is when, for example, your uncle Silas encounters the obstacles, and then we hear his scream quite loudly. If this happens more than five times, then the uncle is emotionally disturbed and the game is over. You should also remember that you should not approach him from behind, because it is the same as he would encounter an obstacle. If you want to protect him, you should approach him from the front. During the gameplay you will definitely find a room with a huge chandelier which makes a lot of noise and moves back and forth. If you are under it, you should be aware, because

after a couple of seconds it can fall on your uncle's or yours head. To sum it all up, I will add that to bring uncle Silas to bed you have limited time so you have to act fast and nicely.

MR LEE

Let's analyse the second Sleepwalker now, issued by Ocean Software LTD. The main protagonists of the game are Mr Lee and his dog Ralph. One day Lee goes to sleep and finally falls asleep. It takes not a long time when he, still sleeping, stands up from the bed. He falls down on the sleeping on the ground dog Ralph and because of that he falls through the open window. The dog reacts immediately and goes right after him. Fortunately, just under the window, the-



re is a roof of an adjacent building, so the jump was not so dangerous. This way Ralph and his sleepwalking master are outside the home in the middle of the night. What should they do now? They have to go through six levels which happen in different sceneries to lead the sleepwalker to the home. The game premise is similar to the Zeppelin version, but as I mentioned, these are completely different games.

Here we also remove some obstacles and we also punch in the head all the opponents on our way. Small details with a huge dose of humor is another denominator of the two versions. The great element during the gameplay is the ability to kick Mr Lee's ass. The thing is that

the only possibility to omit the obstacles and go to the higher levels is to kick him in the "ass". A good way to survive for a dog instead of a dry fodder in place of a tasty beef. We should remember that the game is another example (just like First Samurai) for the fact, how small is the difference between the version form 8-bit and 16-bit platform.

YOU WON'T FALL ASLEEP

We can say a lot of things about the similarities between the two Sleepwalkers. I think however that it makes no sense, because the most important related elements were described. The objective of this text is encouraging the reader to play both games, without thinking which game is

better. The most important that they give a lot of fun, even for a couple of hours. It will take a lot of time before I go to sleep.

■ **Komek**

Translated by Slayerpl



SLEEPWALKER x2

Platform: C64

Zeppelin Games, 1991

Platform: C64, Amiga

Ocean Software Ltd. 1992

Not that scary SEUCK

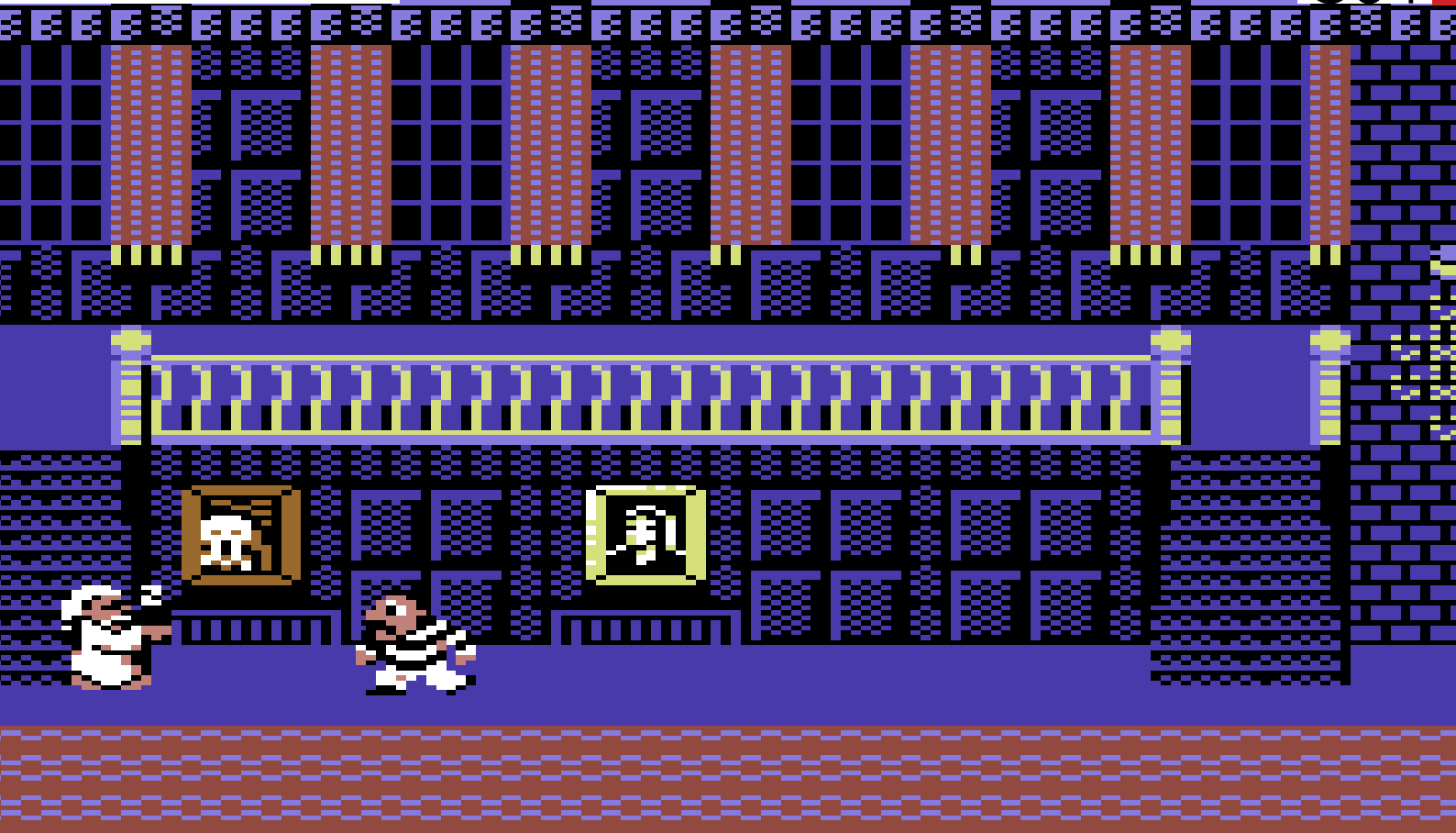
Snatch McBlagger

Even though a majority of games lets us impersonate lawful protagonists and heroes that save the world (or only fighting against the evil on a smaller scale, on their own turf), it is nice to play from time to time a game which allows us to find ourselves in a completely different situation. This is the case with the made by Alf Yngve Seuck production (taking part in this years' SEUCK Compo 2015), in this game the main protagonist is a person of

shady reputation – a regular burglar. We have to notice that this burglar, even though he commits deeds which can be doubtful in the moral sense, is in its' own way bringing sympathy from the players and the game has a pretty comedic feel to it. We all remember the Danish series of films called "The gang of Olsen" in which protagonists, even though they did infamous things, caused also undoubtedly a lot of laughter and sympathy.

The plot of the aforementioned game takes place not in Denmark but in Scotland. It happens in 1962 and we meet the eponymous burglar, Snatch McBlagger when he goes to prison for his crimes. As most of the notorious criminals, there comes a bad luck after a series of successful crimes, as a result of that he ends up in prison instead of living his life on a tropical island. If the story ended this way, the player would not have a lot to do. Because of that, one





lucky day, when the warders went for a tea, an occasion to break out appears...

The game has a nice "newspaper-like" intro, which brings us thoughts about the introduction to Paperboy, even though the theme of these two games is completely different. A moment later we appear before our cell, where one of our correctional officers raises an alarm and we, when escaping, move to the left side of the screen through prison corridors, where on the way to exit we will have to show a lot of guile and agility, trying to not get apprehended. The game is done in the style of "pseudopatform game" - it offers not only the simple way ahead of us in one dimension. We will change the levels often by way of stairs or ladders, or going to an upper floor of the hallway, or

jumping on a terrace.

The main problem of *Snatch* are definitely the prison guards patrolling the corridors. They are problematic, because it is not enough to avoid them, but we also have to watch out not to enter their field of sight (shown as a moving question mark). We won't be helped in our escape by other inmates, because they will try to catch us with hands through the bars. That is the case because apparently *Snatch* didn't pay some debts in the prison. Our (anti?)hero is equipped with an interesting and an unorthodox thrown weapon which are..... sausages with a tranquilizer in them. These sausages work only on the rabid dogs attacking us (these gray ones are the worst!), with other dangers we have to deal in a typical for a burglar

way - avoiding contact at all costs. From the point of view of a game it is a good solution because it is hard to imagine that for example we could make an impression on a prison officer, equipped with baton, by throwing sausages in his direction;))))

Even though escaping is the main objective, it appears that we can make a lot of money even inside the prison. Here and there (in different cells, on the shells, behind the walls) miscellaneous precious objects are hidden for example money or gold. It is useful to gather them because not only our point indicator rises, we will also receive an additional life, which is really necessary, after we exceed 10 000 points. There also many varieties added to the gameplay. One time we have to destroy the power generator



which brings an electricity to the prison bars of the cell, another time we have to duck to avoid the bullets, sometimes we have to omit the rays of the searchlights or hide in a dark gateway or in the bushes by the prison (indications what to do are shown on the screen).

The title, for Seuck standards, is really long and what is important, this length of the game is connected with a big amount of action. Whoever thinks that after leaving the prison walls our adventure automatically ends, will be pleasantly surprised. The appearing after the successful prison breakout newspaper headline does not meant that the game ends, but it only announces another stage of the game. This time we will be going around the city and trying to gather as much loot as

we can. We will try to rob museums, stores, and our loot will not only be aforementioned goods but also the paintings ("The scream" by Munch is greatly done:))) or safes waiting for us which are on the walls.

Of course, the environment will not help us and the guards and the dogs will be joined by the somnambulists (who will make a lot of noise when they wake up) and such nice animals as bats and snakes. And the longer our adventure takes – the better headlines in the newspapers will show our thief successes. In the end we will get a chance to rob a huge bank (once again great solution with hiding by the pillars) where the precious and glittering gold bars await us. How will this story end? You have to play and see for yourselves.





Generally speaking, Snatch McBlagger is a really nice game. Not only unorthodox in case of a plot and a convention, but it is also done nicely and neatly. Beside many other good remarks, we have to look at the graphics and the greatly drawn and animated sprites of the protagonist and his opponents (really remarkable). Sound effects are also above average. Blaring sirens, buzzing power generator, weapon shots or barking dogs eating the aforementioned sausage sound really nice. One thing that I could criticize is a varied level of difficulty. There are moments when the game is really easy but there also moments when the game is difficult and it is hard to finish a level even when we use saves. The level of difficulty doesn't change linearly but it is mixed.

When I am writing these words, the aforementioned SEUCK Compo 2015 has 4 admitted productions and I do not know with what we will be surprised by other future participators of this event. I think that we can say that Snatch McBlagger will be one of the favorites to win the main prize.

■ *noctropolis*

Translated by Slayerpl



SEUCK COMPO

"Snatch McBlagger" was one of the participant of the SEUCK Compo 2015 event. It was submitted as one of the first game and the article you just read was crafted months ago, when the submission was fresh. The game finally ended up as 4th, which is a pretty good result, and no wonder, as the idea, craft and high playability made it pretty solid game.

Snatch McBlagger

Graphics: ■■■■■■■■

Sound: ■■■■■■

Playability: ■■■■■■■■

Alf Yngve, 2015

Quo Vadis

– Where are you going? – To the cinema. – And what do they play? – Quo vadis. – And what does it mean? – Where are you going.... – To the cinema...

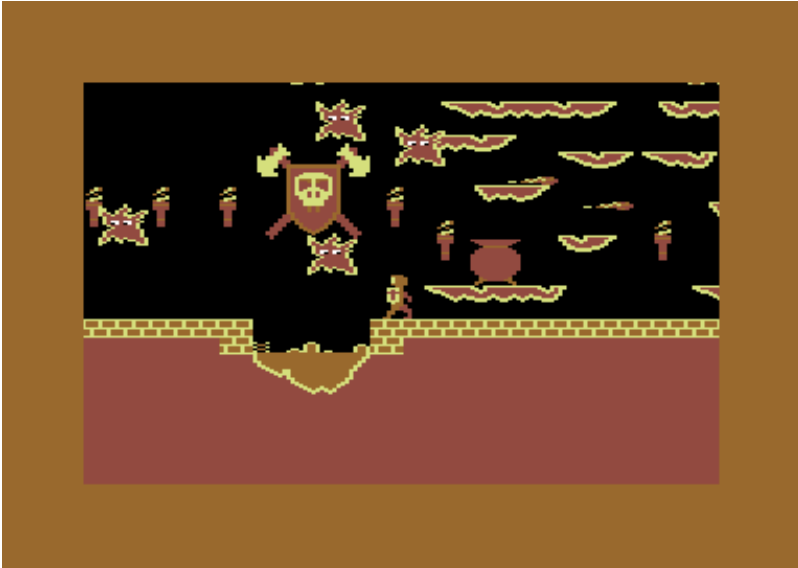
Every time I encounter the famous title Quo Vadis, I always see the aforementioned Polish joke, which comes from the popular Silesian book with jokes "Klub Masztalskie-go" (maybe someone still remembers it), which I read very often during my childhood. Even though the game is about something else than the story told by our school obligatory reading and its' filming, I couldn't use another introduction.

This release is about a knight, who has a chance to save the world from the actions of the Dark Lord, who put his shadow over the bigger part of the earth. The aforementioned Dark Lord who feels really mighty and is sure that nothing can threaten him, decided to deal with a brave knight. To achieve this, he proposed to the knight that he travels to the dark abyss which is a never-ending labyrinth of underground caves and chambers – the kingdom of the bad Dark Lord. There, after defeating the hordes of infernal creatures and when he reaches the bottom, he was supposed

to find an object which is the goal of the whole quest – a scepter in the shape of a skull called the Scepter of Hope. Getting it and returning back with it to the top was supposed to give a hope to the knight to save the human kind. You think that is sounds simple and the success is one step ahead? Nothing more misleading, you should know this...

The game, from the very beginning, seems to be, as we would today call it, a little bit low budget (even for these times). The graphics does not impress. The whole game is in the uniform, red-yellow color and the surrounding elements are quite simple and repeatable. What is even worse, don't expect a lot of variety to the very end of the game. All these encountered while going forward candlesticks or torches on the walls have some kind of charm, we have to admit this. The music is also a simple, two-tone melody, which sounds pretty good. Quite strange can be the fact that the music has a jolly soundtrack which is in a contrast with a dark and mysterious atmosphere of the game.

The steering is also pretty cumbersome. The main character behaves and moves quite unnaturally, which is not the



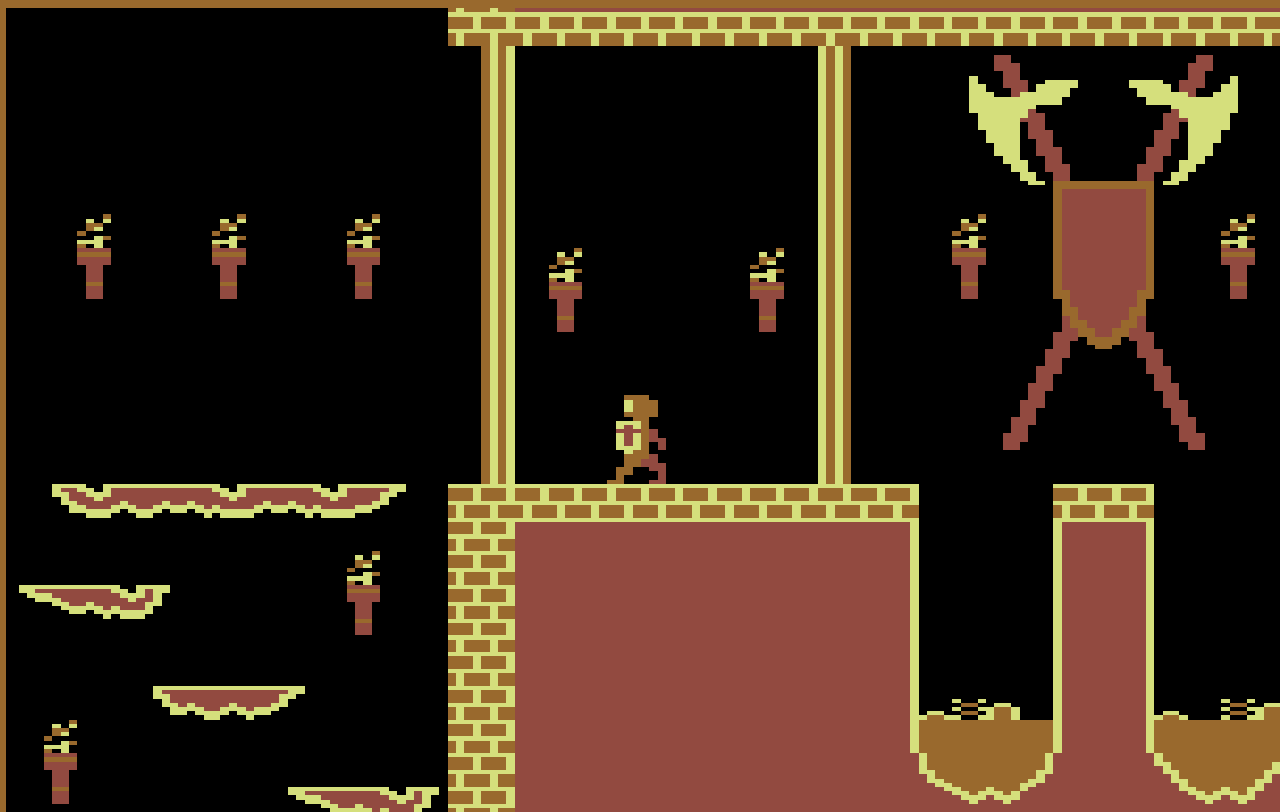
worst part of the game but completely bad is the lack of controlling the knight to the sides during the free fall. We can say that from the physical standpoint it is justified, but in the games (especially in this) it can really make you angry. For example, we can inadvertently jump off the rope while going up, to fall down very slowly next to the rope through three screens down, without the ability to move. It is identical with the situation when jumping from one platform to another; by bad luck we do not reach the target platform.

Quite a strange solution is the fact that the character controlled by us throws the projectiles not by use of FIRE button, but... the whole time when we are moving, (FIRE+ direction causes that we can do this while being in one place). It was explained quite nicely because we have a magic sword that constantly emits a strange type of energy. Maybe it is good, because the hordes of Dark Lord which are attacking us are pretty big. Ranging from normal bats,

dragonflies or birds and the dragons, ghosts, demons and other infernal creatures, which I will not classify.

Any contact with them causes that we lose energy, and for example, at the beginning, our hero when he loses energy is getting purple to finally become green, which is a state very close to death. We can regain energy when we find hidden here and there chests, but they don't appear very often.

And if the problems caused by different cave creatures were not enough, I would like to inform you that after we fall to the hot lava you die immediately (and we have only one life), and when we choose a way wrongly we can find ourselves in a situation without a solution. Nowadays a game which offers this type of solutions would be considered unplayable and unfriendly to the player, back then it was considered to be a sort of a challenge to a player. Another evidence to the evolution of the electronic entertain-

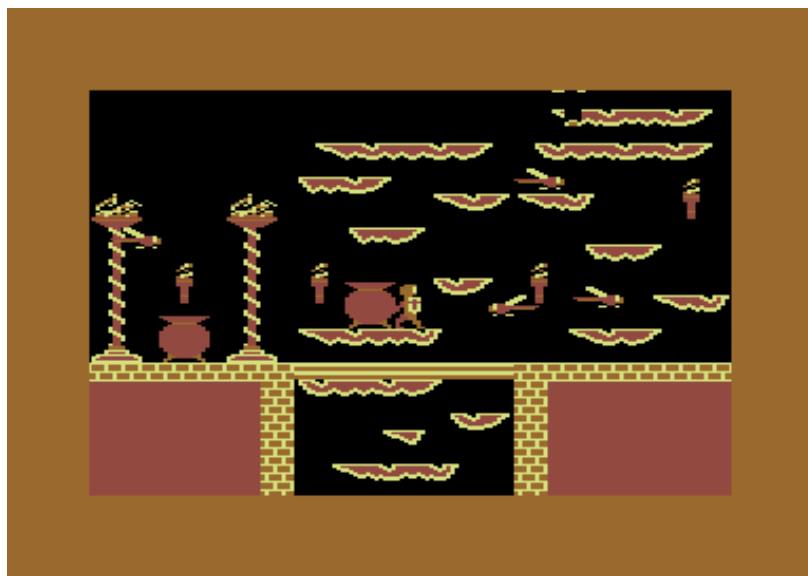


ment throughout the years, without taking into account all the audiovisual details.

In this release, especially important is the size of the map where we can move because they are really enormous. It appears that the world of Quo Vadis is comprised of 1012 (22x46) screens which are next to each other (the game is scrolled). This number can really make an impression even today (and imagine back then), and we combine this with the uniformity of the graphics and high level of difficulty, it may be really difficult. Really, when I think that someone was able to finish the game from the beginning to the end on an original hardware without cheating these brave players exist!!! I don't really know what to say. You

can also look at the whole aforementioned map of the world: <http://vgmaps.com/Atlas/C64/QuoVadis-Map.png>.

What is interesting is the fact that the game appeared originally in 1984 when its' publisher (The Edge) made a contest among the players. For this contest the award was supposed to be a real, made from the gold and silver, scepter, worth 35 thousand pounds. To get this prize, you had to "only" find the 6 hidden word riddles on the different levels of the mysterious abyss, decipher them and make one sentence out of them. This case is a source of controversy to this day. Many persons say it was a big scam and when you found a solution (after many tries and often asking friends and family) and



you send it to the publisher, you could receive a short reply that the answer is... bad even though that they are to this day sure that the answer was right (sharing years after this the details of finding the right answer on the internet forums). The other persons still try to find another possible solution, still wanting to be the first to find a true solution...

The author of Quo Vadis is Steven T. Chapman – 19 year Englishman, who decided to drop out of studies to create games professionally (which was quite often during these times). Nowadays this game can be recommended only to the avid labyrinth platform games fans with a quite big amount of patience and the "explorers" who like to play the old games not taking into consideration its' shortcomings and who can see the peculiar atmosphere of these games.

Someone can say: why should we describe the titles which are placed two levels below all the never forgettable hits? Because of the reason that the whole history of the games on C64 is not filled only with the hits but also all the different sorts of strange games, just like "Quo Vadis". Sometimes this type of games are a folklore behind which is a never solved mystery... :-P

■ **noctropolis**



Quo Vadis
Platform: C64
The Edge, 1984

Wizard of Wor

Long, long time ago the ultimate goal of gaming was a high score record. The games has no achievable end. Earning an awesome amount of points usually meant also draining the pockets. The machines were chewing every single penny without any hesitation just to let the poor gamer get another chance to fight the overwhelming amount of enemies. The only advantage the player had, was the skill and the fact that the monsters wasn't too smart.

In the land of Wor every creature, the good ones and the evil, had a "wor" in their name. People from Midway must have had some fun with the creation of these names like Worluk, Burwor and Thorwor.

CHASING THE WIZARD

Actually, I cannot say



weird monsters, growing in number with each descending step. Long range laser weapon can make us feel secure in the early stages, but the comfort zone is quite short. The further we go, the monsters gets tougher and their quantity is rising. Some of these creatures can get invisible, but a skilled player knows how to use a radar, which reveals every single movement. Bosses could make some trouble, as they have power of teleportation, but a single well aimed shot can solve very problem. If a bullet misses the monster it can cause some trouble. If there are two people hunting down the Wizard of Wor, both of them needs to be extra cautious. The game has been created in an era when friendly fire was a standard. I would call this feature as a multi-edged sword. One side is known as danger – when goal set by two players is getting as low as possible, a single mistake can take a precious life bringing the whole hunt for glory to ruin.

The second edge is called competition. The best way to build some drama is to add some rivalry to the game. After some time it can get a little boring to fight the same monster roster over and over again. The game can get a second life when the players decide to fight each other. Without respect for any rules I'll add a third edge to the friendly-fire-sword. Some of us needs to feed their ambition. In games the best way to do it is by getting the highest of the high scores. In this game killing a Worrior is worth more points than any of the basic creatures. Only the Wizard of Wor himself gives the player more points than a fellow companion. An experienced pair of players could make an agreement to raise their score to a new level with this knowledge.

NEVER-ENDING STORY

In an arcade game it is a standard that there is an infinite number of levels. Developers of Wizard of

what evil has the wizard done, but the hunt is on. According to the naming convention Worrior is given to our control, and if we are good enough, after a few stages out hero is promoted to worlord. Brave awotars under our command walks into a multi-level dungeon to fight

INSPIRATION

The game has inspired artists and couple of songs were based on this game:

Dissonant - Wizard of Wor

Welle: Erdball - Wizard Of Wor

Wor designed 25 different maps, divided into three tiers: easy, hard and special. Probably they did not assume that the players could often ascend below sixteenth floor of the dungeon. First seven stages are drawn from a set of 15 easy pre-defined maps, but for all that is below there are only 8 more difficult labyrinths. It not that hard to count the number of special levels, which is as low as two. "The Arena" is a place where the Warrior can become a Worlord and earn an extra life. The second special map is called "The Pit" – if you would like to know more about it, you will have to get there.

It is not an easy task to describe technical aspect of a game created more than 30 years ago, so I will keep it brief. How the graphics looks like, you can see on screens around this text. I would say it is simple, almost figurative, but very clear. Music and sound effect are worth checking out. Gloomy, doleful sounds creates a nice atmosphere. At the time of release the soundtrack could give a player goosebumps. Great addition to a nice game play.

LONG STORY SHORT - I LIKE IT!

At first sight "Wizard of Wor" is a simple game from the beginning of 80. When we look into the gears that keeps the game going it shows that the simplicity

can give a lot of fun. It is quite nice to play in the single player mode, but the game shines a lot more when there are two gamers in front of the monitor. Up to this day I like to go back to the dungeon to look for a Wizard called as Wor.

■ *bobikowoz*



TALKING HEADS

Remastering of old releases

Bobikowoz: High definition, remaster edition, Game of the Year package – the game producers more often take the acclaimed series and titles, issuing them once again in the refreshed version. In case of future generations of video game consoles and regularly changing operating systems for PC these refreshed versions are understandable. Regardless of the fact whether they were done in a professional way or only as an attempt to earn money easily, usually reeditions appear on the newer hardware than the original game appeared, allowing to play these games on the hardware which during a given moment is the most popular. Mentioned fad to refresh old releases appeared also in our world of 8bit hardware. People, what do you think about the refreshed versions of the games appearing on the same platform? Is it a necessary evil or maybe it is an opportunity to rediscover the forgotten pearls?

Ramos: On the newer hardware it is done mainly for the money. For the company, which has the source codes, it is very simple. A couple of hours of work and the new version is ready. It is a different case with 8bit computers. Here it is more complicated and time-consuming. We have to cut the whole code of the program and reconvert it to the appropriate assembler editor. Then we have to decipher how programmer/program-

mers programmed the release. Because of that we can correct the existing errors, adapt it to the new devices, e.g. additional memory, Easyflash etc. Currently the knowledge of the programmers is better, old computers are better known from the programming angle, and when we do not know something, we can ask somebody else. There appeared also a lot of new, better application programs which make the work of the coder or the graphic designer easier. PC environment makes the programming a lot of easier. Besides that, we can also shorten the code of the game, remove unnecessary add-ons, and in the end, significantly shorten the volume of the program. For me this sort of correction is very useful, because, thanks to that, the game receives the so called second life.

When talking about new platforms – the only motivation is the profit. In case of classic platforms though, the situation is completely different - developers' motivation is triggered by true passion and pure hobby.

- *Noctropolis*

Komek: Personally I like to go back to things from the past, so the so called use of old ideas speaks to me. Well, there are some people, who say that it is a stupid and overused idea, but I don't agree with them. One of the reasons is the fact that because of reedition we can correct the so called "bugs", which appear sometimes in the original release. We can also enhance the graphics and sound effects or add some other elements which will make a given program more attractive. We



CC-BY-SA 3.0 - author: Ubcule -
source: http://pl.wikipedia.org/wiki/Commodore_16#/media/File:Commodore_16_keyboard.png

add to this also the element of nostalgia and I'm quite sure I will not change my opinion no matter what.

noctropolis: I agree with opinion of Ramos, that when talking about new platforms – the only motivation is profit. It is obvious, that the making of such a release takes way less time than making a brand new game (using old source code in a bigger or smaller extent) and that the old, already known gameplay is very often a safer marketing option than trying to introduce new. Even though a lot of players calls these type of releases “old, overused ideas”, I wouldn't criticize them completely – it is obvious that not everyone had an opportunity to play the original game on the original platform. And if they can do it for the first time in a better quality – why not?

In case of classic platforms (e.g. remastering of the hit known from C64 on the same hardware after the years have passed), the situation is completely different. The first reason is the fact that it is motivated in most cases by pure hobby and passion, and the will not to obtain profit, which has to be admired. The second reason is the fact is that in such type of releases the bugs and errors are removed. And the third argument- the release has very often a new addition which makes it unique – it may be new options, new levels or new graphics or sound setting. I look at these remastered

editions very positively, however with one small condition. Appreciating all these new additions, I still use more often the classic version. Why? Youth memories...

It is worth noting that there exist, besides the reeditions of old games, releases which only interpret them – remakes. It is according to me, even more interesting. The creators take the base idea from the original and the rest depends on their creativity.

- **Minimoog**

Minimoog: It is worth noting that there exist, besides the reeditions of old games, releases which only interpret them – remakes. It is according to me, even more interesting. The creators take the base idea from the original and the rest depends on their creativity. As an example I will give the game released not on C64, but on PC – Electro Body. The game working under DOS, a very interesting one.

Her remake, of course according to the indie rules, was created – Electro Man. Its' creator used authentic graphics, sounds and levels – remastered. And he added, as a remake, an ability to play on the completely different levels and a possibility to create your own levels. A very interesting feature.

Komek: I agree with Noctropolis. It is great, that there are people in this world, who create from their heart. Besides, resurrecting these programs causes that we move, in our thoughts, to the times, when we were younger.... And who does not miss their childhood or youth times? Thanks to such releases, we have an opportunity to think about the old, good times.

c00k: When we are talking about a game which because of some reasons cannot be launched on a new hardware and was very good and we

make version for nostalgic players... I understand this situation... but all the enhanced version which are supposed to use full ability of the computer and the author changes the scenery, e.g. Far Cry 4, it is done to achieve one objective.

I'm interested how will it end with new Franko... Generally, the game was so so. Graphically... I won't even mention that, but it was interesting, because you walked through a real city, bodies and the blood didn't disappear, you could beat up the dead body, but since this game, all these ideas were already used and it will be difficult to interest new users, because of course the youth will say that the graphics is mediocre. I don't know, maybe some classics shouldn't be remastered?

noctropolis: Yeah, remakes and sequels are a separate thing from the aforementioned, even though it is in some cases similar. The difference is that in the sequels you have a lot more room for interpretation. I consider these type of releases as a good thing, even though I notice that in the situation of the highly popular games, these that are considered to be the real classics, the amount of remakes is starting to bore me.

I also hope that authors of Franko 2 will make a good game and I'm very interested how the game will in the end look. The first part achieved a cult status and the atmosphere of the game was 90% of its' worth. That's why I would not worry about the reception of new players, because I think that the authors' intention was that the continuation is directed to the people that already know and love this game. To this extent that even nowadays they use expression "spadaj pierdolo" (go away sucker).

Atreus: Using of old ideas in the world of contemporary game platforms does not instill a lot of optimism in me. Of course, thanks to this producers' move we can see a game that maybe in the past we have omitted or did not have time for it. But it is done mainly by the producers to obtain as high as possible profit.

Very often the fans do better remasters or ports, just because of sheer willingness to show/ remind of a game to the players.

When the remade version is done diligently, as it should be, I'm all for it!!

- JargoV

As far the refreshing is concerned, remaking and correcting releases for the game platforms from "another era", I'm all for it. As mentioned by other participants in this discussion, in this case it is done mainly because of hobby or passion to the old-school hardware. I would really like to see the remade/ corrected titles, for example in Protovision, Psytronik, RGCD store in the package stylized for the original, with the users' manual and other gadgets. However I assume that it is not feasible and we will not ever see such a situation.

Bobikowoz: Moving games from the stronger hardware to the weaker ones is also an interesting trend. Recently I encountered an information that "Super 48k Box" appeared on Spectrum, this release introduces to Spectrum world "Super Bread Box", which was a conversion to C64 of the game "Super Crate Box". Oh, such a long way. I admit that I sometimes like to look at what are the people capable of as far as getting the most power from their old computers. As far as some conversions are concerned, we have to praise the skills of its' authors, even when the gameplay is different than in the original predecessor. As an example I will mention great looking technically Mood, which is a variation on the famous game Doom, this game even though they tried to get the most from Commodore cannot reach the level of the original. Another category are productions such as Prince of Persia, which are not much different than their predecessors.

noctropolis: I agree, the things you mentioned are really interesting. The aforementioned Prince of Persia is tour de force of code. Mood also made a good impression on me, however I considered him more of a playable demonstration than full-

-blown game. Generally speaking, it is nice to see the effects of this, we will call it "back remaster", where the newer idea (remake of a new game) is put into the older hardware. It was done really good with pretty famous recently Canabalt. Personally I regret the fact that Mortal Kombat on C64 stopped on the stage of technical preview because it would be for me a complete classic (and I think it can be done). As an anecdote I will add that, because of the retro fad (of course not mainstream fad, but only in a smaller extent), there are some films put on Youtube which show how one of the newest AAA games would look, issued on C64. Of course, it has nothing to do with a real game, because it is more of a humoristic-artistic creation but it is always nice to see how in someone's imagination on C64 GTA V would look. However the audiovisual setting of these games looks more like NES than C64 (even though it is described as C64), but it is still 8bit.

tomxx: I noticed that global retro fashion (in games or any other entertainment business) indeed goes towards NES-style. It features similar graphics themes, music tends to be identical to what NES was able to produce, and I believe this is all due to the fact, that Nintendo pretty much owned the US console market in mid 80s and USA is the place where global trends are to be established. Pixels do look identical everywhere though, so we can assume, that another Flash web game we're playing at lunch breaks indeed gets back to our C64 roots. And now back to the main topic: I don't complain about the fact that new commercial remasterings are being constantly released. It's still yet another game that you can play. To me personally, the well-known chip music sounds like a poetry, and first-class graphics rendering - becomes a soul feast. On top of that, let's be honest, every single product that refreshes our retro world helps keeping the entire scene alive.

JargoV: Remaster – it is pretty important for the computer market even though it is sometimes a real evil, detrimental thing... Unfortunately, the producers very often, when they refresh an older release, destroy the brand made by the predecessor, in this case the driving force is the

will to earn quickly and easily on the remake which did not involve a lot of work. This was the situation with the refreshed PC classic – "Half – Life", they announced the return of a legend with a new quality, and after the premiere there was only the disappointment of the fans – it turned out that the remake is only an actual moving of the game in 1 to 1 scale to the new engine, without using any of its' abilities.

However when the remade version is done diligently, as it should be, I'm all for it!!!! Very often the fans do better remasters or ports, just because of sheer willingness to show/remind of a game to the players, the great example of a refreshed version is a recently published "Ultima IV Remastered", which gathers great reviews.

So I will sum it up with one sentence: If you want to refresh a classic, do it properly and do not give any reason for the disappointment to the old fans.

noctropolis: The discussion showed that the topic of remasters and related issues, is a pretty complex situation. It involves the versions of classics, refreshed and with new additions; complete, made from the start remakes of the old hits as well as something that we could call a conversion/ back remaster. Generally speaking, this phenomenon is definitely positive – it is always nice to see something good and known (and usually these type of games are remastered) in a new, even better and corrected edition. We need also to see that the newer games that are being remastered, are more likely to get an opinion of the players as "an old, repetitive idea" and the product made solely for money. The opposite situation is in the case of refreshing and correcting the classic titles, e.g. 8 bit, where this type of initiative is considerably praised. The element of sincerity of intentions is admired here and that the main reason for the release is the hobby and passion for old hardware. Just as was mentioned here, the best remasters are done by the fans – on their work almost in 100 percent the group of people centered around classic hardware and software is based.

■ *Translated by Slayerpl*

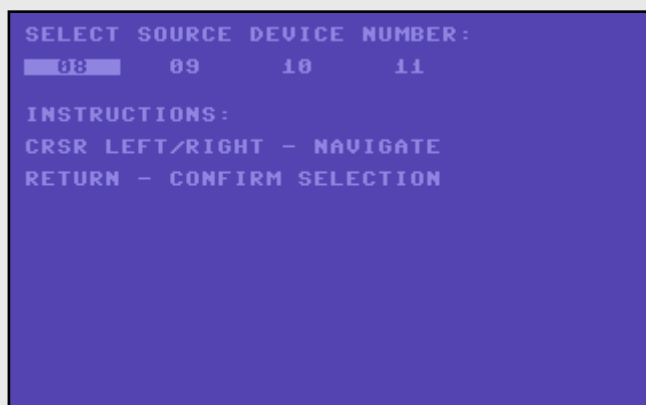
Tutorial: Dumping the content of floppy disks to IDEDOS hard drive

If you are a lucky owner of the IDE64 device, there might come a point in time when transferring the content of all your floppy disks over to an IDEDOS compatible device (whether it is a hard disk drive or a flash memory mass storage) becomes your next goal. If you are unsure, how would you go about it, keep on reading.

■ Fig. 1:



■ Fig. 2:



■ Fig. 3:



Reasons why doing it makes sense are likely to differ for everyone. For me personally it was a wish to free up some space occupied otherwise by ten large boxes of 5,25" disks. Of course a backup copy of your old floppies does not seem like a bad reason either.

This step by step tutorial will carefully guide you through the process of copying a complete disk archive (well, technically it describes the process of transferring a single disk, but you get the idea) to a centralized storage provided by the IDE64 hardware. The first thing you have got to get equipped with is the right tool. Every piece of hardware is worth as much as the available software that makes using it worthwhile.

There are plenty of programs dedicated for an exclusive use with the IDE64 device, but the one we will be looking for right now is called D64 Disk Dumper, and it is available for download from the CSDb: <http://csdb.dk/release/?id=139419>

The first thing you are going to see upon program startup depends on how did you execute it, or (to be more precise) from which exact device was it loaded from. You might be asked to specify source and/or target device numbers (do not worry about making the wrong choices at this point, you will be able to modify these settings later on). The number of possible configurations are large, as normally you might connect up to 4 serial devices (numbered from 8 to 11) plus 4 IDEDOS

devices (numbered from 10 to 13) directly to your C-64. Add a USB connection to the picture (numbered as 13 or 14), since the program might have as well been loaded directly from your PC's hard drive, and you get the idea, why too much guessing could have ended up quite badly.

So let us shortly discuss a few most probable scenarios. If you loaded the program from the only 1541 disk drive connected to your C-64, it will be implicitly assumed that device number 8 is your source device, however you will still be asked to specify target device number, which will later become an ultimate destination for writing created disk images (Fig. 1).

If you started the program directly from an IDEDOS device identified by device number 12, you will only be asked to specify source device number, which is expected to be the number identifying a 1541 disk drive connected to your C-64. (Fig. 2).

In any other case both source and target devices need to be manually specified, therefore you will see both screens as illustrated above upon startup.

Upon confirmation of your choice with a RETURN key and a successful detection of a selected device, you will be taken straight to the main menu. This is the place where you setup configuration of a disk copy process as well as eventually commence the operation (Fig. 3).

Navigation through the menu is pretty straight-forward. Cursor keys move current selection up and down, RETURN key triggers a specific action associated with a currently highlighted item. So, let us go through all of these options and see what the program has to offer.

I promised that you will be able to change preselected source and target device numbers at any later time. This is what Select Source Device and Select Target Device options are meant for. If you enter one of these options you will see the same device number selection screens you are already familiar with. Currently selected device numbers are also displayed to the right on the main menu screen just for your convenience.

Select Target Location option lets you specify a target directory for storing created disk image files. Unlike setting a target file name, it is not mandatory to define it in order to be able to commence disk copy process. Unless specified the program will dump created disk image files into the current working directory of your IDE-DOS disk, whatever it might be. This may however not necessarily be a desired outcome, so it is highly recommended to specify a destination directory explicitly.

Upon entering target location selection you will see a directory navigator window, which provides you with a basic functionality to navigate down the directory structure, create new, rename existing and delete empty directories, and eventually select a destination for your

copied disks. (Fig. 4).

Navigation comes as very intuitive. Cursor up and down move current selection up and down. Pressing RETURN key on a "dir" entry lets you change current directory and list the new content in a navigator window. Cursor left and right serve the purpose of page down and page up keys from a PC keyboard, and might become handy for long listings with a lot of items, where moving over to the last item in the list would otherwise have been annoyingly slow.

This is however not everything you can do in a navigator window. There are some additional keys enabling you to manipulate directory content to a certain degree. If you want to create a new directory, you may simply press F7 key, enter chosen name, and press RETURN (Fig. 5).

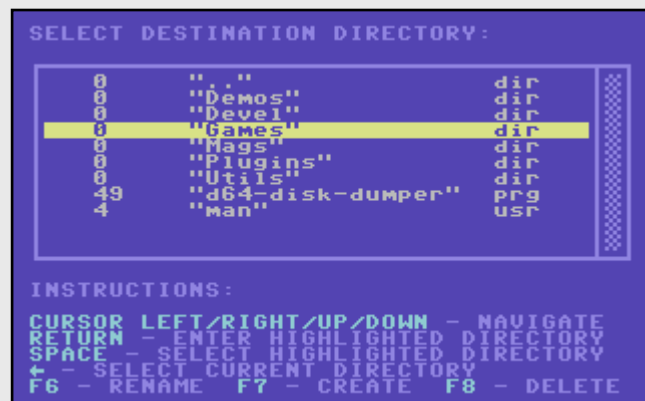
Pressing F6 brings up the same input prompt prefilled with a name of currently highlighted directory name. Upon pressing RETURN key the name change will become effective.

Pressing F8 lets you remove empty directories after an additional confirmation (Fig. 6).

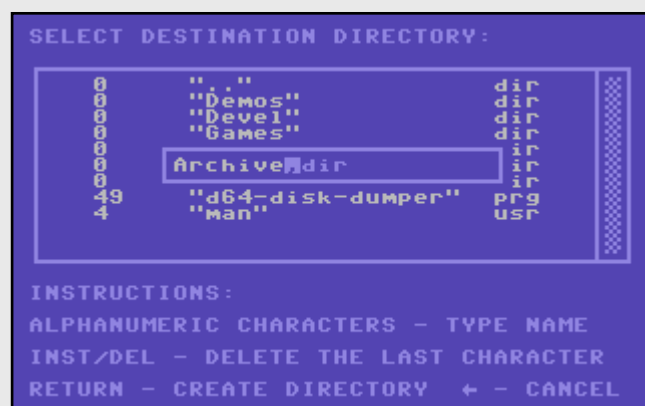
Each one of these operations may be canceled at any time by simply pressing an ESC key.

The most important action that eventually needs to be undertaken is a selection of an actual destination directory. It is achievable in two ways. Either by pressing a SPACE or an ESC key. Pressing SPACE will select currently highlighted directory

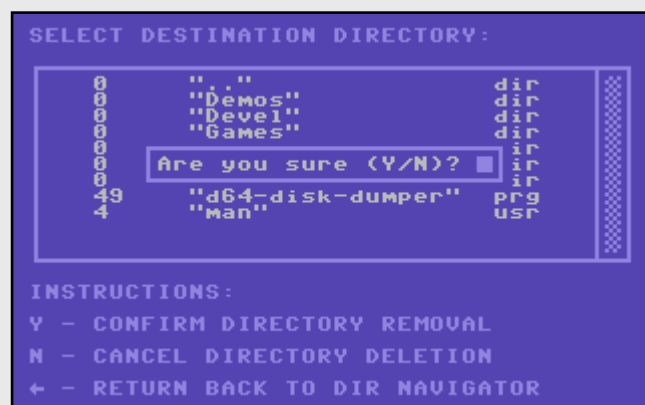
■ Fig. 4:



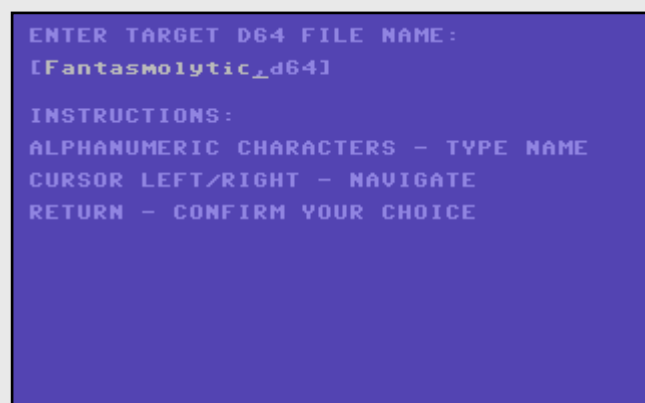
■ Fig. 5:



■ Fig. 6:



■ Fig. 7:



```

ENTER TARGET D64 FILE NAME:
[Fantasmolytic,d64]

INSTRUCTIONS:
ALPHANUMERIC CHARACTERS - TYPE NAME
CURSOR LEFT/RIGHT - NAVIGATE
RETURN - CONFIRM YOUR CHOICE

FILE ALREADY EXISTS ERROR!
[PRESS SPACE] TO ENTER A NEW NAME

```

```

0 "DREAM HI FOREVER" 2018
1 "HOMUNCULI/DREAM"
2 "01" PRG<
3 "02" PRG<
4 "03" PRG<
5 "04" PRG<
6 "05" PRG<
7 "06" PRG<
8 "07" PRG<
9 "08" PRG<
A "09" PRG<
B "0A" PRG<
C "0B" PRG<
D "0C" PRG<
E "S1" PRG<
F "S2" PRG<
1 "S3" PRG<
2 "S4" PRG<
3 PAUSE

```

```

      USER INTERFACE PREFERENCES
    _____
KEY REPEAT                                [ON/OFF]
_____
      APPLY CHANGES AND RETURN
    _____

INSTRUCTIONS:
CRSR UP/DOWN - NAVIGATE
RETURN - MODIFY CURRENT VALUE
  
```

```
D64 DISK DUMPER (C) 2015 BY PAWEŁ KRÓL

SOURCE DEVICE: 08      TARGET DEVICE: 12
TARGET FILE NAME: Fantasmolytic2.d64

COPY PROGRESS:          TRACK/SECTOR: 06/14
[          ]

STATUS: Reading          CRC ERRORS: 0
```

By entering Adjust Preferences menu option you are presen-

As soon as all 35 tracks of data are copied, a success message will be displayed. Pressing SPA-

CE key will bring you back to the main menu, which virtually concludes this tutorial (Fig. 12).

You are now ready to continue disk shuffling, and probably needing to do it for the very last time in your life. The only thing to keep in mind is to change target file name every time before dumping the next disk. Remember that you cannot overwrite an existing file, that is why you will always have to set a new target image name. No need to worry if you forget it

though, the tool will not let you begin the copy process in that case.

All disks copied, so what's next? We did not yet answer the question, how to work with D64 files on IDE64. Stay tuned, the answer is coming soon, however it is a topic for a completely separate chapter. You will read about it in more details in the upcoming issue #3 of K&A Plus magazine.

■ Paweł Król

■ Fig. 12:



Industry's second maturity

For some good years already we've witnessed the maturity stage of the computer entertainment industry. Since the mid-80s, when most of us touched microcomputers for the first time; since the times when we used to plug Sinclair, Atari and Commodore home computers into family TVs at homes, since arcade visits – since the very early electronic happiness that has fully captured our minds – 30 years have passed. Lots of things happened just in front of our eyes: powerful development studios were created, industry growth to a size of \$70 billion, and the scope of today's AAA projects is similar to the budgets of some solid movie productions. The gaming industry entered its adulthood, reached a sophisticated level of consistency and took a confident place in today's world of entertainment. The second generation of players, often our own descendants, are just starting their own video game adventures and only us, a group of 8-bit nostalgia-powered retro-maniacs, feel a bit weird as the kids nowadays

don't even know what a joystick is, how to handle it and why it is being used at all.

Video games, just like movies, music and literature years ago, became derivative. New products change form, but concepts, ideas, features and solutions in most cases remain the same. The large budgets of most impressive projects don't support high risk; hence proven ideas tend to be refreshed on tens of different ways by mastering imitation and repetition to perfection. Games we play nowadays are beautiful and remarkably refined, but the solutions used in all these strategies, adventures and other role-playing games have been well known for years. There are more and more AAA products that are released on various additional platforms, and everything creative tends to happen a little on the side: in the flats of independent developers and mobile platforms studios. And when all ideas are finally burned, then people move towards products' remastering. I do not judge

whether remastering is desirable. I personally feel it's a bit like the Cinemaware case – IP already belongs to someone else, there is a clear lack of new solutions, there is a high pressure towards the income, but these are still the same gaming titles we all used to play in the past! It's still the same Great War I mood of Wings, it's still the wonderfully crafted medieval world of Defender of the Crown. So why should we complain if our eyes can enjoy childhood-driven pixel themes and ears can rejoice tunes of the most beautiful chip music? It's all that it now runs on the pocket-size mobile devices and not on the huge CRT TV sets. Well, these days, you have to move forward.

Remastering is a process that cannot be stopped. We just have to adapt and take everything best from it. We believe it's an important part of our retro-scene nowadays and we're heavily focusing on it in #2 of our magazine.

■ tomxx

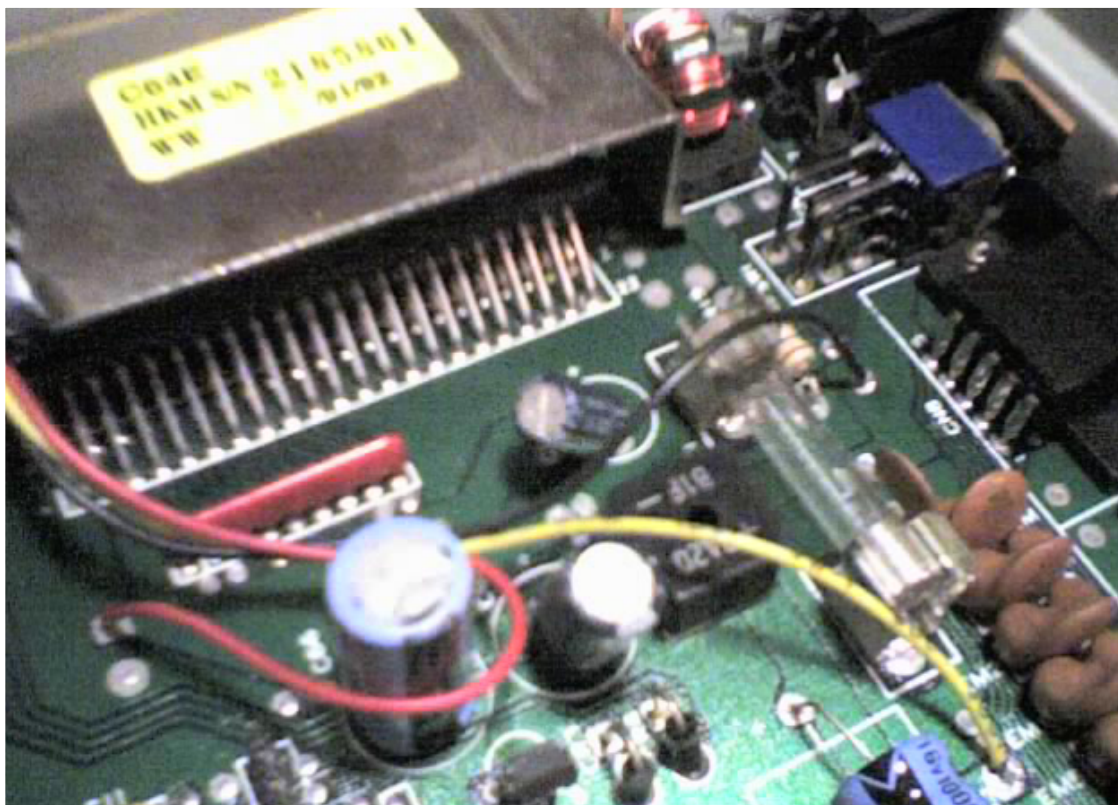
TOD Generator

The circuit presented by me, is not made by me. To make it, you do not need a lot of elements and you can make it by connecting all the elements without the use of printed circuit boards.

When we replace the original C64 feeder with PC feeder, we encounter the problem of clocking the Time of Day clock (TOD). It is a problem, because C64 works without a working TOD clock, and the number of programs that require it, is unknown. Not taking into consideration minor problems, it is better to provide our computer with a so called TOD generator.

Plugging the PC feeder is not a huge problem for a person who knows how to use the soldering iron. We can find a lot of schemes in the Internet. I used one found on [ftp.elysium](http://ftp.elysium.com) and <http://ilkerf.tripod.com/c64tower/>.

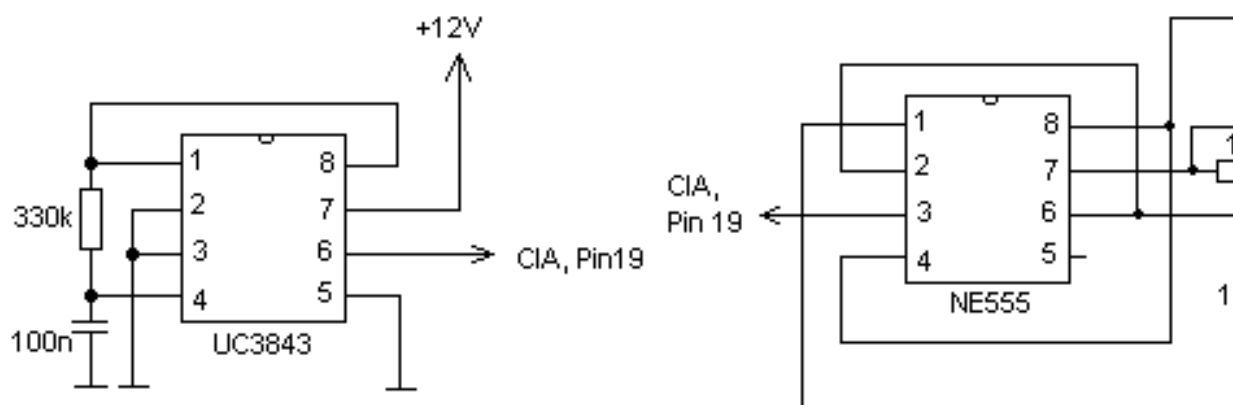
The disadvantage of this type of power supply is the fact that the ON switch has to be placed in the OFF position. We cannot forget and turn the C64 by using the standard ON switch in the casing. If we forget, well.... We will be very sad and we will have to look for new parts.



If someone doesn't know the colours of the cables, here is a short description. The red wire is +5V, the yellow one +12V, the black one ground. The used wire was an extension cord to supply power to for example CD-ROM and Floppy 5.25".

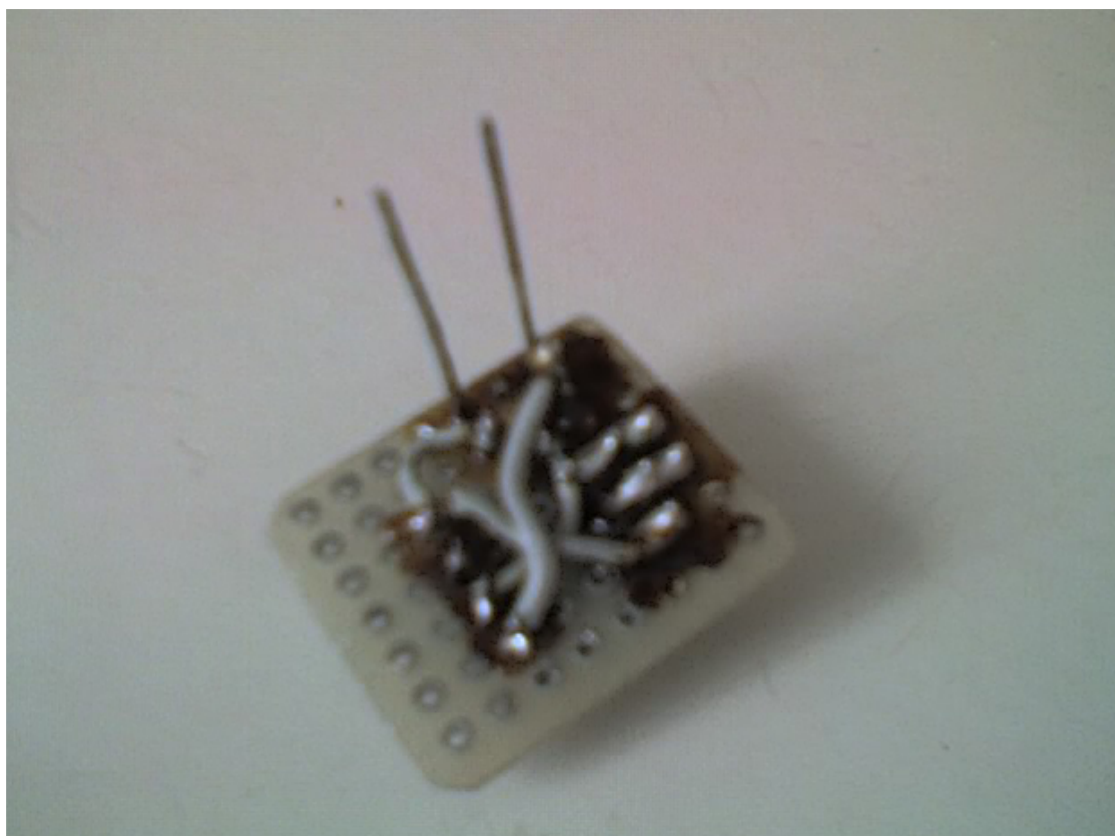
The place next to modulator is, in my case, perfect for TOD generator. I made it on the universal board using the scheme from:

<http://www.neef-online.de/>



(C) Andreas Neef, Schaltung ohne jegliche Gewähr

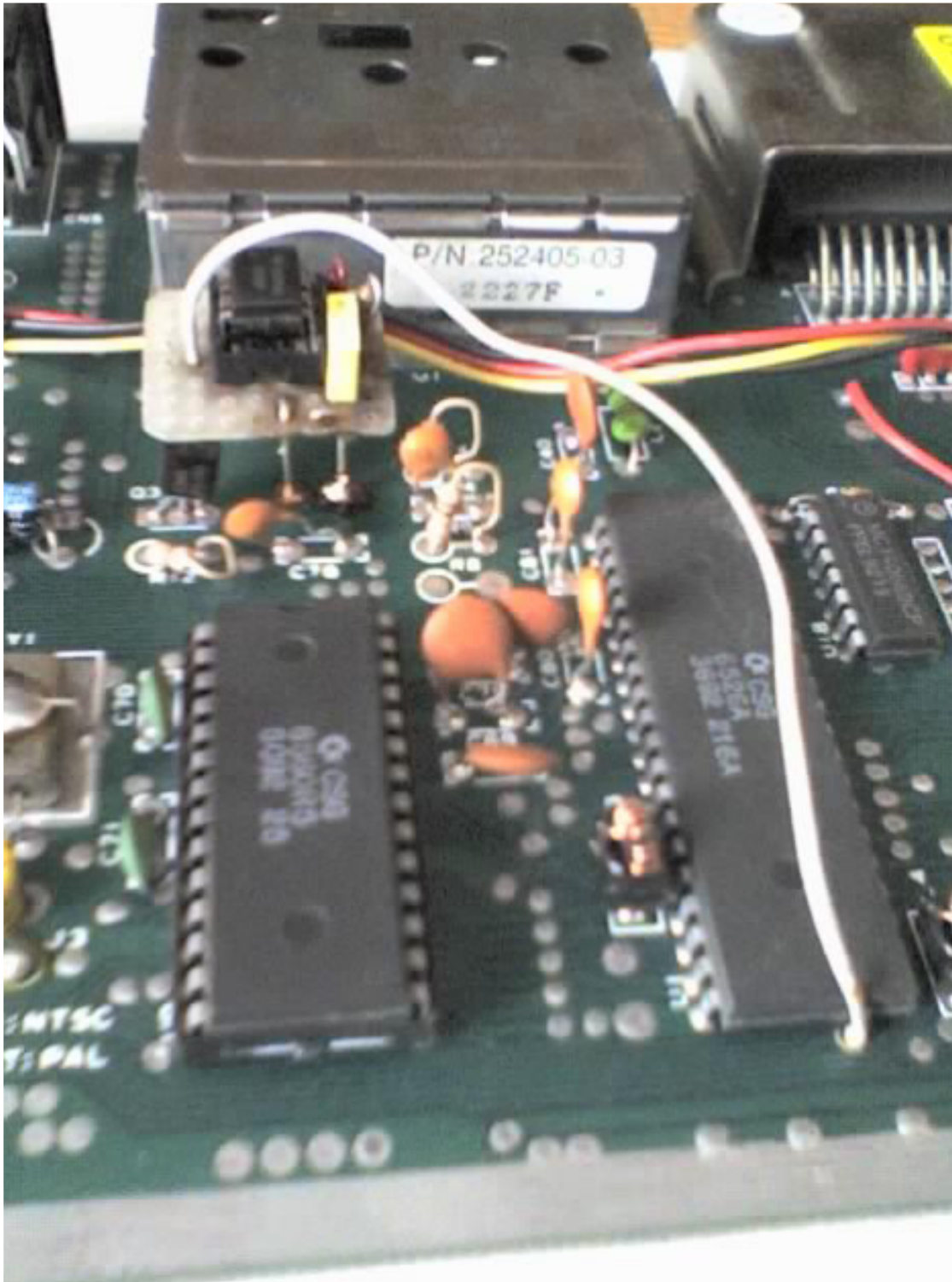
To build this, you can use NE555 or UC3843. I had surplus of NE555, so I build the circuit based on it.



Soldering points next to the modulator were used by me to connect +12V and ground. The wire that goes from the circuit to CIA5626A is a clocking signal of the TOD clock. The circuit works at my place for many years and doesn't interrupt the normal work ;)

■ **Atreus**

■ *Translated by Slayerpl*





Artisan

JOHNNY PRESENTS: ARTISAN

The comic strip presented below is dedicated to the memory of Mr. Krzysztof, who told me that story some time ago. I didn't make this scene up; I just drew everything I heard from this extremely pleasant and friendly man. He was well known of great sense of humor. Rest in peace. Amen.

Jan Lorek

Translation:

Client: Are you drinking at work?

Artisan: Mister, it only contains 40% of ABV.
The rest is pure water.

