Reset...

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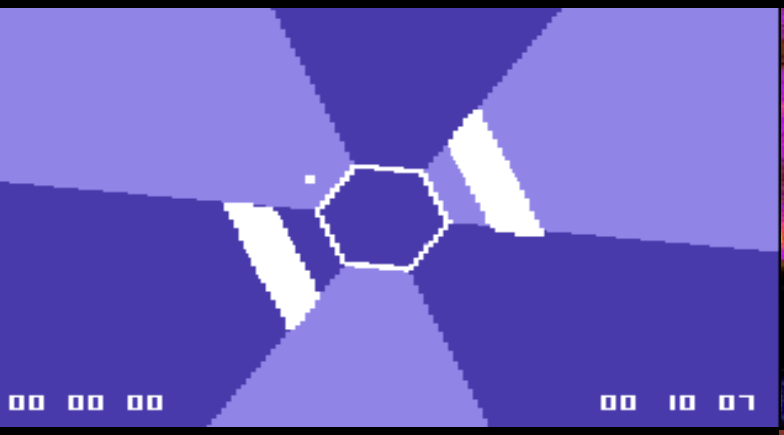

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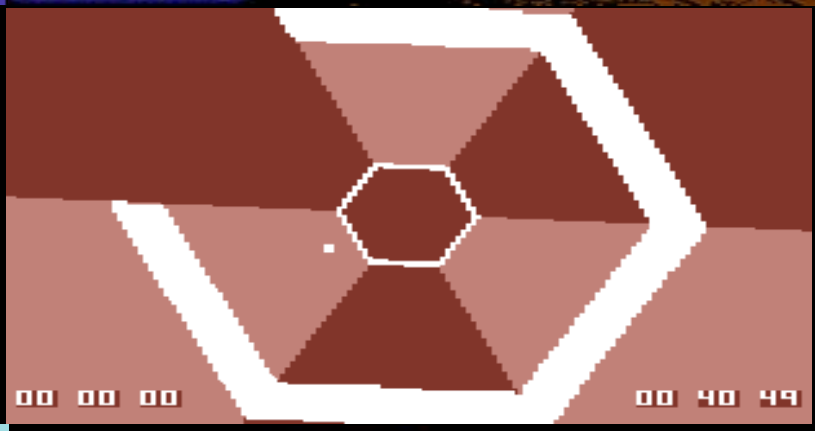

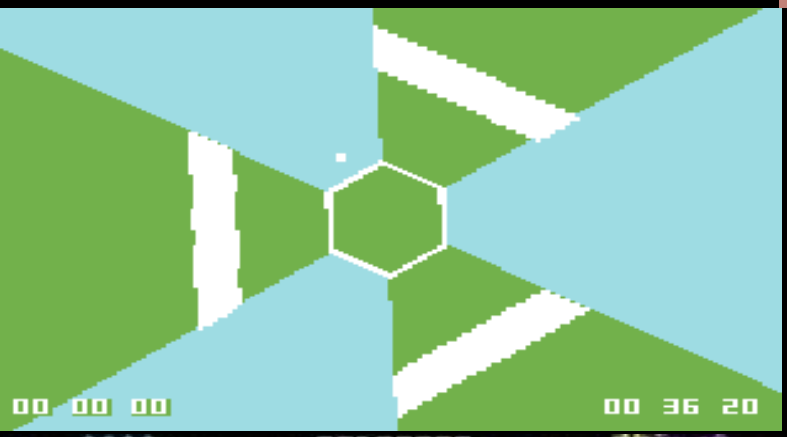

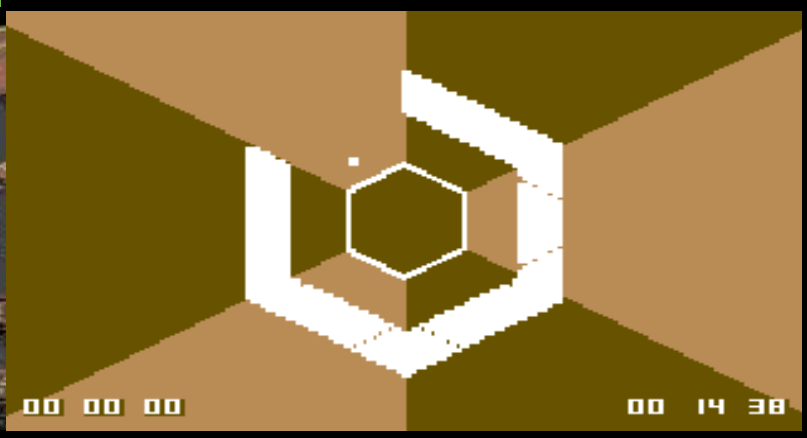

The Vice Squad - SEUDS 3 - Micro Hexagon - Phase Out

Games That Weren't - Format Wars - Ray Carlsen - C64 Endings

Reset... #02

The magazine for the casual Commodore 64 user.

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Retro is the new modern!

A little while ago I stumbled upon Jim Drew's website CBMSTUFF.COM. On the front page there is a focus statement for the company. It states that Commodore computer systems are "*making a big come back*" and that they "*expect the interest level in retro computing to grow substantially in the years to come.*"

Retro computing, and the C64 in particular, is not just a hobby anymore, it's actually becoming a worthwhile business for some clever minded people! It isn't surprising to see just how much new hardware is currently being produced for our beloved C64 to match the amazing amount of software that is still being released; but what is interesting is the amount that is coming out commercially. I did mention somewhere within the depths of Reset #01 that it is a great time to be a C64 user, didn't I? That statement will certainly continue to hold true for 2014.

I hope everyone scored plenty of retro computing goodness for Christmas. My beautiful wife got me one of the Microbee Premium Plus kits from the recently re-started Microbee Technology. It's great to see companies like Microbee reforming and actually remaining true to their past (take note, Commodore). That doesn't mean that they can't innovate and produce new and modern products, but it's nice that they can also release products that have a real connection to their past - not just add a sticker or logo and expect people to show automatic loyalty to the brands they once loved and still hold dear. Wouldn't it be great to see Commodore re-started in a similar way?

Welcome to the second issue of Reset. This issue you will notice that we have a much larger team of contributors and a greater range of articles. I hope you enjoy reading it and please write to us with your feedback.

Long(er) live the C64 and retro computing!

Sincerely,

Unkle K

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Vinny Mainolfi (C64endings.co.uk)	- Co-Editor, Staff Writer, Design
Nick Dibble (Plume)	- Staff Writer
Paul Morrison (PaulEMoz)	- Staff Writer
Shane Wood (Zap)	- Webmaster

Contributors:

Anthony Stiller (Ant)	- Writer, Art
Ray Carlsen	- Writer
Merman	- Writer
Frank Gasking	- Writer
Robert Bernardo	- Writer
Karl Burnett (POLYGAMe)	- Writer
The Mighty Brain (TMB)	- Writer
Jari Karjalainen (Last Chance)	- Writer
John Ferrell (Sncboom2k)	- Writer
Cameron Davis (Gazunta)	- Comics

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Visit the Reset Magazine Staff at the CSDB

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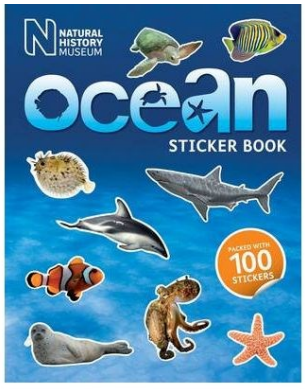
Produced 2014 © Reset… Please contact us at the above mentioned email address.
For best results we print Reset as an A5 booklet with a 240GSM glossy cover.

News

The Little Computer People house, as updated by Hackersoft. As a bonus award, there's a special treat waiting for you in the Penthouse!

"I wish my brother George was here!"



The Ocean Sticker Book is a fantastic alternative to the Ocean The History, if you're 3 years old that is.

Hackersoft

Vinny at C64endings continues to produce his quirky Hackersoft crazy hacks. Since the last issue of Reset he has produced another two crazy hacks: Frankenstein by Zeppelin, with 37 new in-game features that include teleporting, screen skipping, freeze fear, game ending, to name but a few; and Captain Kidd by Bug-Byte, with 32 new features including, level skip, level randomizer, freeze enemies, game ending, and a whole lot more.

Vinny has also produced an unofficial crazy hack of Little Computer People for his daughter, who wanted a little more control over her Little Computer Person. The game now features 12 extra in-game features to control your little pet, which includes: send him for a shower, send him to bed, send him away, get him to exercise, and a few more features to add a little more fun to the game. The LCP hack is available exclusively to Reset readers here.

Revival Retro Events

Revival Retro Events have recently launched their new website **Revival Gamer**, which features plenty of C64 related content as well as other retro computers and consoles. There is plenty to do and see on the site and its features include site memberships, social network integration and podcasts.

Revival 2014 will be held on the 9th and 10th of August, 2014 in Wolverhampton, UK. On display will be a large number of arcade machines, pinball tables and a host of retro celebrities and competitive traders. For more information visit the Revival Retro Events website.

Revival have also launched a website for their new book, **Ocean The History**. You can purchase the book via The History of Ocean website in 3 ways; as a PDF (£5.99), online flip book (£4.99) or a professionally printed and full cover copy (£25 + postage).

Scene Magagazines

There have been several scene disk magazine releases already for 2014.

Game Corner:

Game Corner is a new disk mag produced by Laxity, focusing on the C64 games and cracking scenes. This first issue includes a short summary of games released during 2013.

http://csdb.dk/release/?id=127860

Scene World #22:

Produced by People of Liberty, Scene World #22 includes scene related articles and interviews with Ralph Baer (Magnavox Odyssey, Simon), David Crane (Activision co-founder, Pitfall) and Jeri Ellsworth (C64DTV). Other notable features include the continuation of a coding tutorial by Richard Bayliss and the inclusion of a music collection called **World Music #4**, featuring music from issues 18-22 of Scene World.

http://sceneworld.org/

Nordic Scene Review #8:

A magazine dedicated to demo reviews as seen through the eyes of Puterman and Radiantx. A nice

News

outfit, lots of reviews and some amusing commentary!

http://csdb.dk/release/?id=128133

Be sure to also check out Vandalism News #60 which was released at Sydney's Flashback Party in November 2013. Although out for a while now, Vandalism News will give you the greatest insight into the world that is the underground C64 scene and is always a fantastic read, produced by Onslaught and Wrath Designs.

SEUCK Compo 2014

Richard Bayliss/TND has announced the SEUCK game Compo 2014. The competition opened on the 1st January and closes on the 31st May. The winner will have their game fully enhanced by Richard himself. Competition rules and information can be read at the TND website. Carl Mason (Mase) has already submitted the first entry, the zombie inspired shooter **Another Day, Another Zombie**. A second entry, by FanCA called **Hero Time 2**, has also been released.

From Bedrooms to Billions

From Bedrooms to Billions is a new movie about the history of the UK video games industry, featuring appearances and interviews from the likes of Matthew Smith (Manic Miner), David Braben (Elite), Peter Molyneux (Populous) and Rob Hubbard (game musician). The film was funded from donations, collected from crowd funding campaigns on Kickstarter and Indiegogo which raised an impressive £100,000.

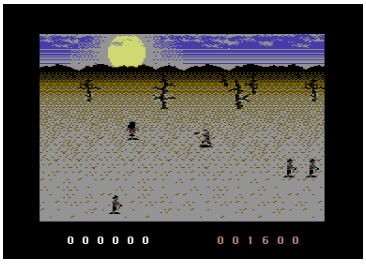
The soundtrack for the film was produced by Max Hall (C64 conversion of Cosmic Ark), along with legendary C64 musicians Rob Hubbard, Martin Galway and Ben Daglish. A new Rob Hubbard track from the film, titled **A New Frontier**, has been released on YouTube. Interestingly, the track has been covered on the C64 as a SID, produced by Max Hall and overseen by Rob Hubbard himself. It is featured in the Genesis Project release **That Demo With The New Hubbard Tune**.

Protovision

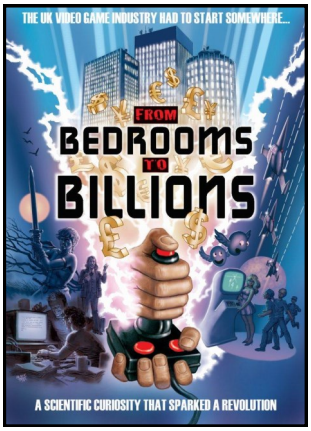
Protovision recently released a limited edition **Bomb Mania** cartridge of 20 units which sold out in less than 10 hours! They were expecting the lot to take months to sell and it took them by surprise. Hopefully this will encourage them to make more limited edition releases. Protovision have also announced a co-operation with *Out of Order Softworks*, who are best known for their **Leisure Suit Leo** series of games. No announcements on any games have been made yet.

Melbourne C64 Night

The Melbourne C64 Night is an event being organized by Reset in conjunction with the AusCBM user group. Details are still TBA, however the night will be open to the public and attendees will be encouraged to bring in any hardware/software they would like to show off. Come along and enjoy what should be a great night with other Commodore enthusiasts. Keep an eye on the Lemon thread, Reset homepage, or subscribe to AusCBM for future information about the event.



Another Day Another Zombie. Some think it's a little *Rough* around the edges., but we like it. Just don't flame us, ok!!



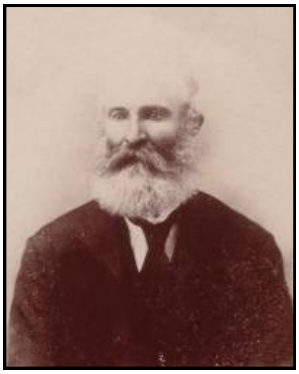
From Bedrooms To Billions, not starring Belle de Jour.

Out of Order and Protovision are set to team up. Look out world!

Games Scene

Ultimate Quest: Catacomb, released as a C64 bonus with Realms of Quest IV on the VIC-20.

"Another interesting game announcement is Imogen, which is a conversion of the 1986 BBC Micro game by Micro Power."



Richard Bayliss in all his glory. Let's just call Reset #02 the 'Bayliss' edition and be done with it, shall we?

The C64 gaming goodness has continued from last issue with a very healthy number of quality previews, releases and announcements for the community.

Commercial Releases

Commercially, RGCD and Psytronik have released **The Vice Squad** and you can read the review in this very issue of Reset. The game is available on cartridge from RGCD and disk/tape/digital download from Psytronik in various editions.

Psytronik goes to war on the C64 for the third time with **Shoot'em Up Destruction Set 3**. Alf Yngve, Richard Bayliss and Carl Mason have once again joined forces to deliver a stunning new compilation of SIX beautifully crafted games for the C64. The compilation features:-

ZAP FIGHT - A vertically scrolling shoot'em up with excellent in-game power-ups.

BLUE BERET - a sideways scrolling 'sequel' to Green Beret.

BARAKON - a violent cybernetic romp to defeat Sara Stalin's confederate army.

SPY RIDER - a vertically scrolling spy-hunt with a neat gameplay twist.

OPERATION FIRESTORM - Blast the baddies on land and sea using an UZI 9MM in this Op. Wolf style shooter.

SUPER TAU ZETA 2 - Bigger, badder and HARDER sequel to Super Tau Zeta. This time you control TWO fleets on your mission to wipe out the Insectoid Empire.

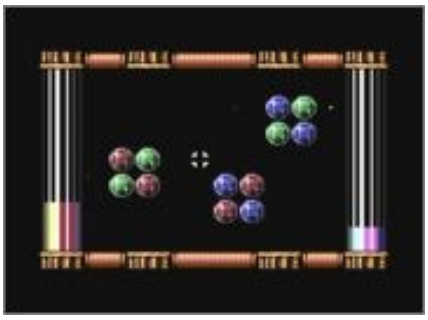
SEUDS 3 will feature inlay artwork by renowned industry artist Oliver Frey and will be released on C64 tape, disk and as a digital download in February 2014.

Also from Psytronik is **Realms of Quest IV**, a VIC-20 release with a bonus treat for C64 adventurers! Realms of Quest IV is a brand new CRPG (computer role playing game) and the disk also features special anniversary editions of Realms of Quest I & II. Also featured on the disk is **Ultimate Quest: Catacomb** which is a CRPG for the C64! This is a project that Realms of Quest author Ghislain De Blois has been working on since 1989, and has now finished off and released specially as part of this compilation. Definitely worth a look for both VIC-20 and C64 CRPG fans.

More information about these releases can be found on www.psytronik.net.

INC-X Software have released their 16kb Cartridge game, **Phase Out**, as a digital download. Phase Out was originally intended for release in the RGCD 16kb Cartridge Game Development Comptitions, but for unknown reasons the game didn't make the deadline. Phase Out is a puzzler with 50 levels, colourful graphics, music/sfx and it runs on both PAL and NTSC machines. There is also a 7 level preview available at the website for free.

http://inc-x.jimdo.com/phase-out-commodore-64/



Previews & Announcements

There have been a few game previews released that show plenty of promise, as well as some surprise game announcements.

Oolong Preview was released by Steril707 on Forum64. It is a one-on-one fighting game in active development that contains some nice looking graphics. Hopefully the coder can finish this one.

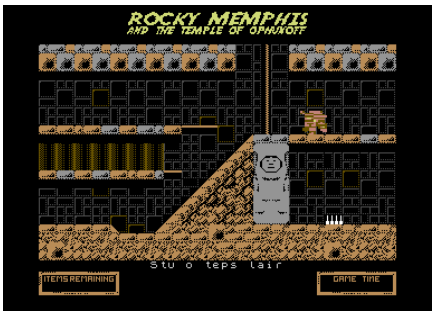
http://csdb.dk/release/?id=124583

Eggland Preview was released early in January at the www.commodore64.se and Lemon 64 forums, with graphics and code by Staffan Mattson and music by Johan Samuelson. The game is based on Eggerland Mystery (MSX)/ Adventures of Lolo (NES) but with some key differences. According to the author, the game is very close to completion and the intention is to release a physical version of the game. The game features some lovely graphics and music, We hope to see the final version very soon.

http://csdb.dk/release/?id=127580

Wanex is still working away on his C64 conversion of **Rocky Memphis**, which, going from the screenshots, is looking excellent. Rocky Memphis is of course a conversion from the PC indie game of the same name, which was designed by none other than Trevor Storey (Smila).

Wanex has also begun a development blog at http://rockyc64.altervista.org/blog/.

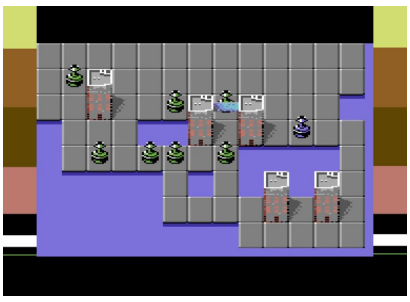


One project that has really caught my attention is **Lawless Legends**, which is described by the authors as a "*fantasy role playing game set in the wild west.*" The game is being developed on both the Apple II and C64.

https://www.facebook.com/LawlessLegends

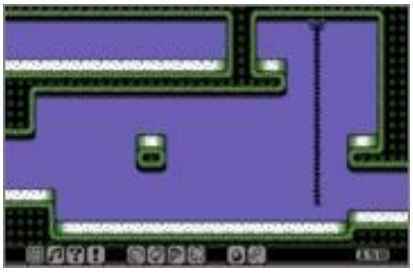
Commocore is a Polish development team with a number of games in development. These include **Steel Duck** (pictured below), **USSR League**, **Cryme** and **Meonlawel**. They promise a lot, so hopefully they can deliver some great games. For more information please visit their website.

http://www.commocore.com/



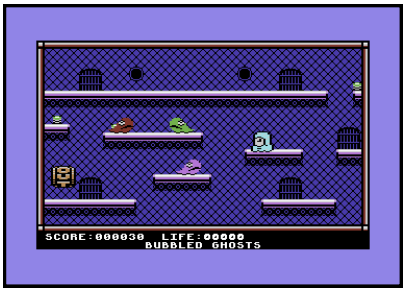
Chikara is a new "*flick screen puzzle platformer*" being developed by POLYGAMe. It was being developed for iOS but the coder switched development to C64 and MegaDrive instead. This one could be a while though as POLYGAMe is currently focusing on finishing his iOS racer Oversteer.

Another interesting game announcement is **Imogen**, which is a conversion of the 1986 BBC Micro game by Micro Power. It's being developed by John C Lonnigdal (coding) and Saul Cross (graphics), as their next project after **Rocket Smash**. This is one to look forward to.

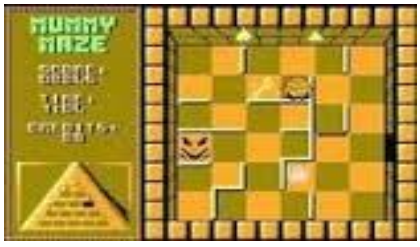


Saul Cross is also doing graphics on a project being developed by Prime Suspect called **Blob**. A couple of previews have been released and even though it is in very early development, it looks pretty good so far with some nice graphics.

http://csdb.dk/release/?id=126991 and http://csdb.dk/release/?id=128537



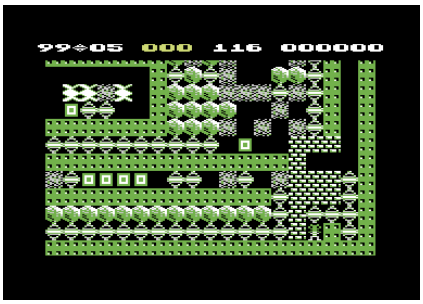
Magic Cap (Pushover 64) are hard at work on **Mummy Maze**, which looks to be a single screen avoid the monsters, collect the keys game. In any case it looks great and there is a gameplay video up on YouTube.



Freeware Game Releases

Conrad (Owencr) released a set of 25 Boulderdash levels in the form of **Conrad Dash**. Boulderdash fans craving new levels will find a lot to like here and they are very challenging. Included with the release is a walkthrough.

http://csdb.dk/release/?id=123565



Dodo's Deep Doo-Doo is a sideways scrolling SEUCK game by Mase with enhancements and music by Richard Bayliss. This particular game came second in Richard's 2013 SEUCK development compo and contains some stunning graphics and great tunes. It's an amusing little game with some nice touches. Check it out.

http://csdb.dk/release/?id=123877

Revive released their first game in December titled **Labyrinth**. The game has you navigating a map of caves in search of keys and spells that you need to pass certain encounters. Despite David Bowie being a noticeable absence, Labyrinth is a nice little game and a good first release from Revive. The released game contains no sound; however, Yogibear and NEO produced music that was set to be included, so hopefully in the future we can see a full release with the intended soundtrack.

http://csdb.dk/release/?id=125865

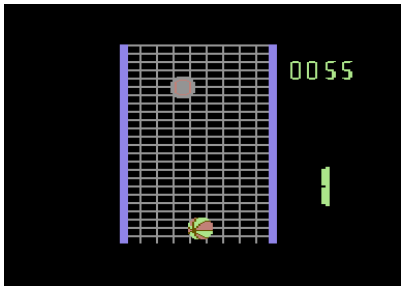
Cowboy Duel - Live Your Dream was released on the 21st of December by Technische Maschinenfabrik. It is a cowboy duel game in the style of Outlaw and Gunfight on the Atari 2600 and The Duel on C64. Coding was done by Data-Land with a host of cool little wild-west themed tunes by Richard Bayliss. The game contains a lot of nice touches and shines as a two player game (my 8 year old daughter loves it), although the computer opponent, Bad-Bob, is very hard to beat. Well worth a download.

http://csdb.dk/release/?id=126339

Superball is a game with a strange origin. It is a conversion of a game that

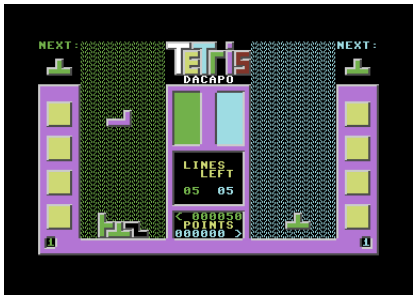
appeared as a segment on a morning TV show in Europe. Although simple, it actually appears to be a faithful conversion of the original. You have to avoid the falling balls by moving left and right and as you increase through the levels the speed of the falling balls also increases.

http://csdb.dk/release/?id=126133



Tetris by DaCapo is a conversion of the Atari arcade game. It was originally coded in 1991; however, new graphics and music were added for this new release. Just like the Atari arcade original, it includes a simultaneous two player mode. It plays quite well and is probably one of the better Tetris variants on the C64.

http://csdb.dk/release/?id=126717

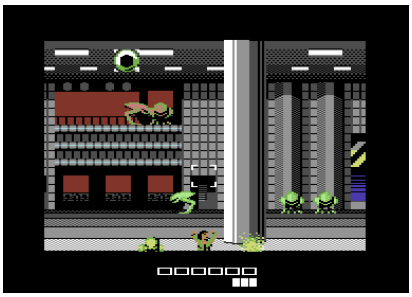


Crazy Dog Racing was released without fuss and is a one-on-one single screen racer with a number of different tracks and some nice graphics. It can be played as a single player game against the clock or a race against a human opponent. Definitely worth checking out.

http://csdb.dk/release/?id=126938

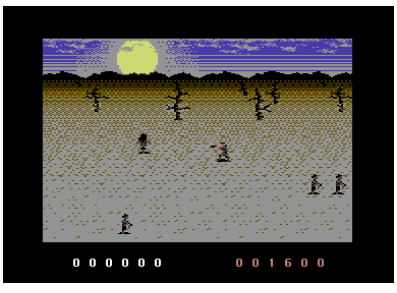
Re-Alienator was released late in December and is a cool horizontally scrolling SEUCK creation by Alf Yngve and enhanced by Richard Bayliss. It plays a bit like a SEUCK version of Space Gun and is lots of fun.

http://tnd64.unikat.sk/friends/ReAlienator.zip



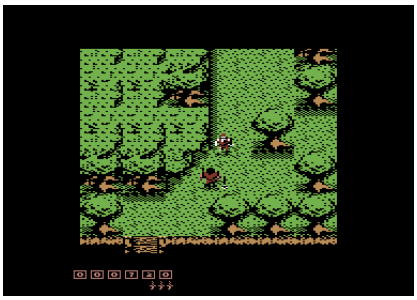
MASE released another SEUCK creation in January for Richard's SEUCK development compo. This time the game is called **Another Day, Another Zombie** and it is a great little Zombie inspired shooter.

http://csdb.dk/release/?id=127819



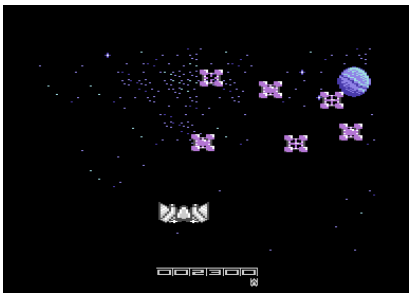
FanCA have also released their first entry into the SEUCK compo. The game is titled **Hero Time 2** and is a vertically scrolling warfare shooter.

http://csdb.dk/release/?id=128095



Richard Bayliss and Alf Yngve have teamed up again with an enhanced SEUCK creation, this time a neat little tribute to Lightforce. It's a nice game with some great graphics and music. It's definitely worthy of a download and a few plays.

http://tnd64.unikat.sk/



Richard has also produced a little shooter called **Planet Popper**, which was released in conjunction with his coding tutorial in Scene World #22. Another fun little public domain game!

http://csdb.dk/release/?id=128047

RGCD Development Competition 2013

The RGCD 16kb Cartridge Game Development Competition closed at midnight on November 13th 2013 with a total of 15 truly impressive entries. Congratulations to p1x3l.net for their fantastic game Monster Buster which took first place in the competition. Here is a rundown of each game in order of ranking according to the RGCD judges.

#1

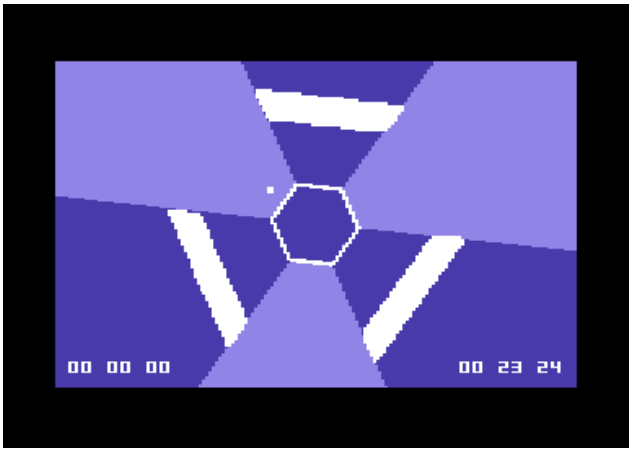
Game: Monster Buster

Developer: p1x3l.net

Author: Alex

Musician: Taxim

Comment: Clone of Puzzle Bobble/Bust-A-Move. Plays well with different gameplay modes. First game of its kind on the C64 and a worthy winner!



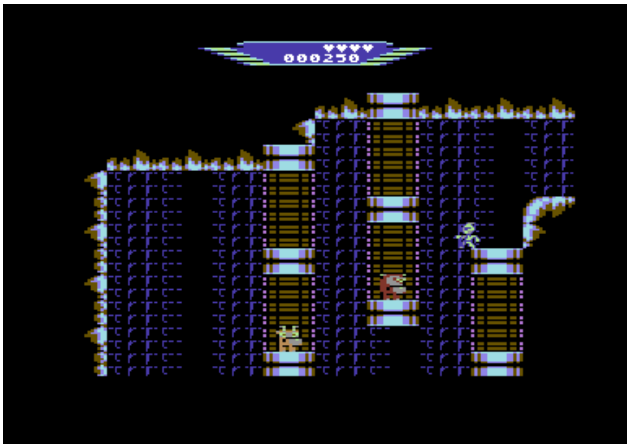
#2

Game: Micro Hexagon

Author: Paul Koller (Paulko64)

Musician: Mikkel Hastrup (Encore)

Comment: Demake of Super Hexagon. A reaction based arcade game. Superb music and addictive gameplay and technically brilliant!



#3

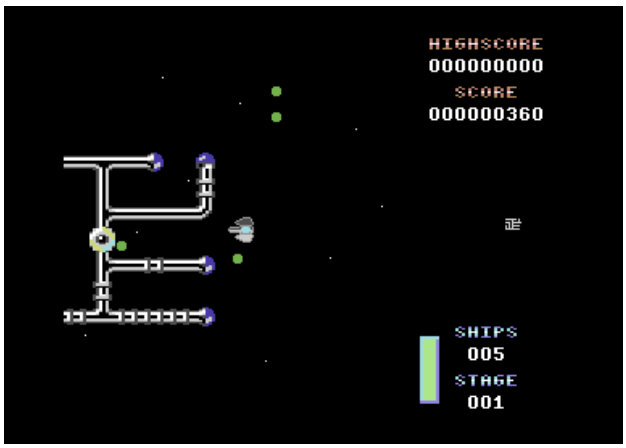
Game: Powerglove

Developer: Lazycow

Author: Matthias Bock (Lazycow)

Musician: Cyborgjeff

Comment: Fantastic Metroid style platform/shooter with 100 rooms and 4 levels to explore. Set for an enhanced commercial release by RGCD.



#4

Game: Kobo64

Developer: Singular

Author: Kajtár Zsolt (Soci)

Comment: Demake of Kobo Deluxe, an open source eight directional shooter. An excellent game in its own right and quite unique.

#5

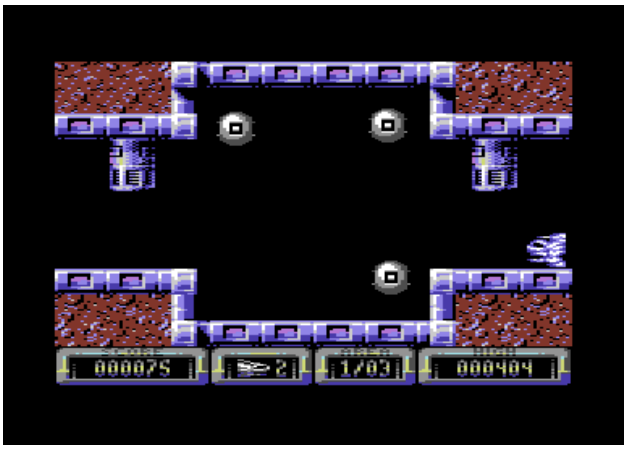
Game: Rocket Smash

Developer: RGCD

Author: Jonn C. Lonnigoal, Saul Cross.

Musician: Saul Cross

Comment: Jetpac clone, set for an enhanced commercial release from RGCD/ Psytronik. A wonderful conversion with excellent multicolour graphics and a great soundtrack.



#6

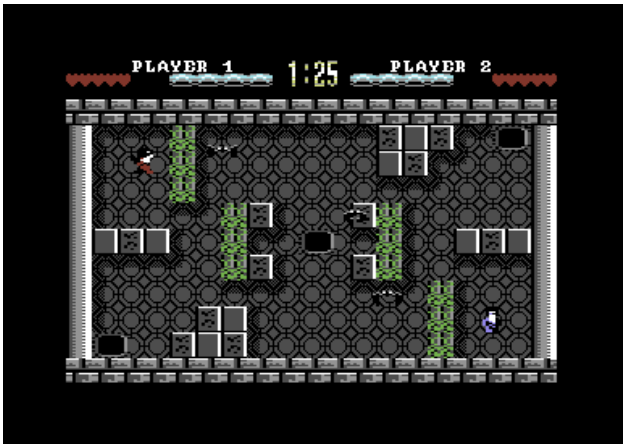
Game: Vallation

Developer: Cosine

Author: Jason Kelk (T.M.R)

Musician: Sean Connolly (Odie)

Comment: Cybernoid style shooter with 70 rooms and 3 levels to explore. Features some nice graphics + music and plays very well.



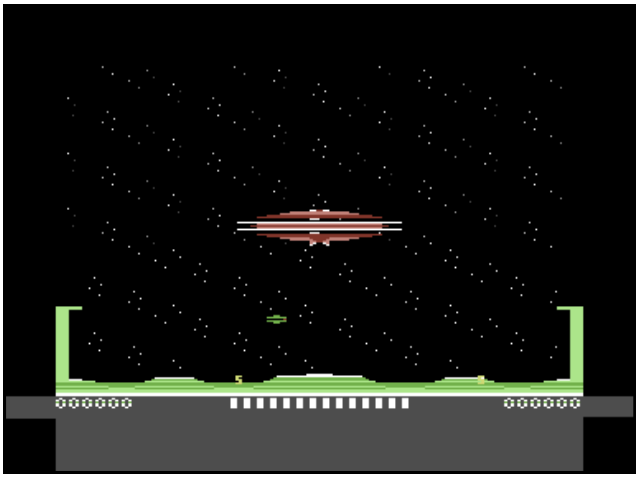
#7

Game: Magic Duel

Author: Jörn Ruchmann (Domspitze)

Musician: Jörn Ruchmann (Domspitze)

Comment: Two player only battle game set in various single screen arenas. Fight to the death!



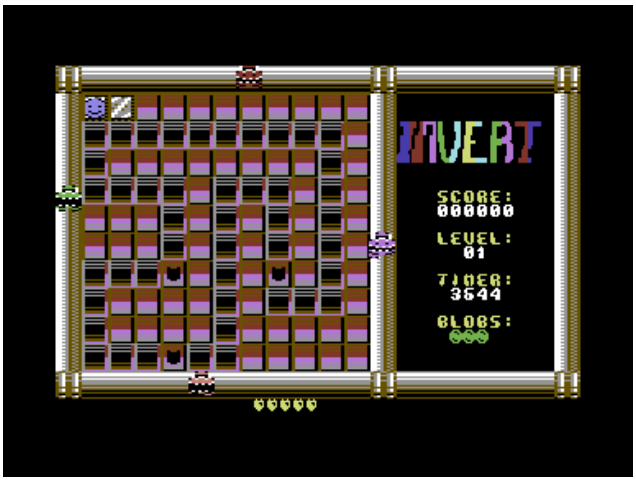
#8

Game: Cosmic Ark

Author: Max Hall

Musician: Max Hall

Comment: Remake of its namesake, which was originally released in 1982 on the Atari 2600. A fun retro styled game.



#9

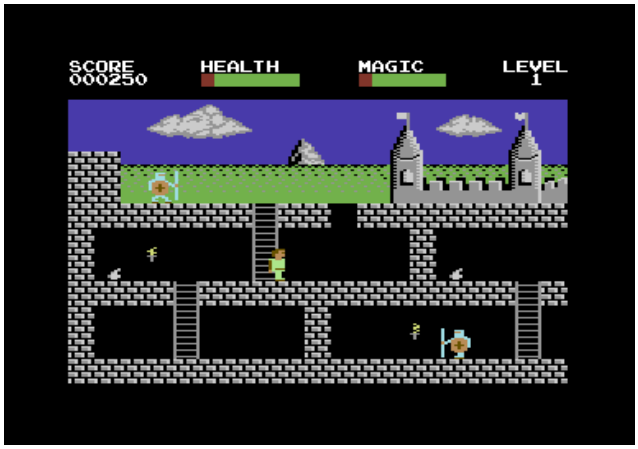
Game: Invert

Developer: TND Games

Author: Richard Bayliss

Musician: Richard Bayliss

Comment: Arcade/puzzle tile swapping game from Richard Bayliss. Nice presentation and a fun game.



#10

Game: Bellringer III

Author: Geir Straume

Musician: Sean Connolly (Odie)

Comment: Old-school platformer with added magic based combat. Well executed addition to the Bellringer series of games. A good effort!

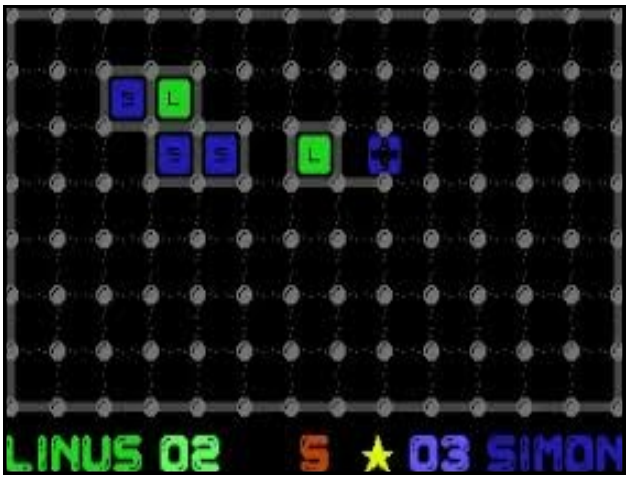
#11

Game: Devil Ronin

Author: Georg Rottensteiner (Endurian)

Musician: Joachim Wijnhoven (Yogibear), Roland Hermans (NEO)

Comment: Demake of a PC game which itself was made in the style of a C64 game. Curious hybrid arcade platformer/shmup which is made up of various mini-games/screens.



#12

Game: Linus Vs Simon

Author: Simon Quernhorst (Goat)

Musician: Thomas Mogensen (DRAX)

Comment: Fun two player only C64 version of 'squares', written for the author's son.

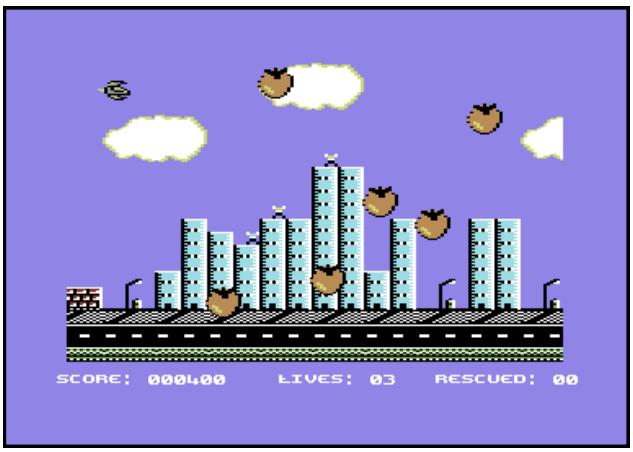
#13

Game: Candle Burner

Author: Dirk Schmitt (Didi)

Musician: MACurious/000, Fredrik/ATA, Red Devil/FLT

Comment: Christmas themed game, light the candles on the Christmas tree in the quickest time. Simple game and a good time waster for a few minutes.



#14

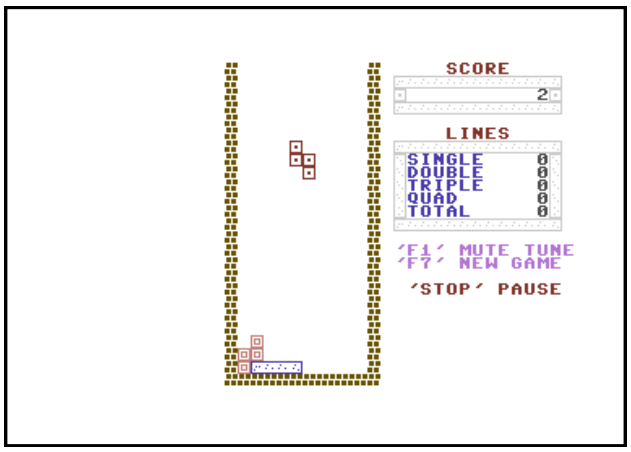
Game: Revenge of the Tomato

Developer: TND Games

Author: Richard Bayliss

Musician: Richard Bayliss

Comment: Crazy horizontally scrolling shooter from Richard Bayliss with endless attack waves of killer tomatoes.



#15

Game: S-Blox

Developer: Avatar

Author: Payton Byrd (King Durin)

Musician: NecroPolo

Comment: Tetris clone produced by the scene group Avatar.

Our Thoughts

To win 'The Prize', all Connor McLeod simply had to do was enter the 2013 RGCD 16kb Cartridge Game Development Competition. Instead, he did it the hard way.

"RGCD have once again managed to organize a brilliant competition with some truly remarkable entries."

Scene group Genesis Project have released a fantastic EasyFlash cartridge compilation of the entries, with games trained and documents provided as well as added high-score savers where appropriate. You really should get it!

http://csdb.dk/release/?id=126895

Unkle K

RGCD have once again managed to organize a brilliant competition with some truly remarkable entries. I have spent the most time playing Micro Hexagon and find it utterly compelling yet completely frustrating. Another standout is Rocket Smash, an excellent version of a classic concept, taking full advantage of the C64 hardware.

I thought that Micro Hexagon could have won the competition due to its immediate accessibility and eye catching visuals. Some of the other games aren't as initially accessible but will ultimately offer longer longevity. But still, it's my favourite!

Unkle K's Top 3 are:

#1 Micro Hexagon

#2 Rocket Smash

#3 Invert

Vinny

In this day and age everyone seems to be rushing around with no time to be creative and innovative. The RGCD 16kb competition is a perfect remedy because it gives the coder a basic structure to work from and takes the pressure off the coding team so that they don't have to produce a full blown 64kb game.

Even though I spent most of my time playing Micro Hexagon, the novelty of the game wore off quite quickly and it felt very repetitive. I love the look and feel of Rocket Smash and I think it's a perfect Jet Pac clone. And finally, Bell Ringer III made me smile and brought back that eighties retro feel.

Vinny's Top 3 are:

#1 Rocket Smash

#2 Micro Hexagon

#3 Bell Ringer III

A fine selection of future releases.

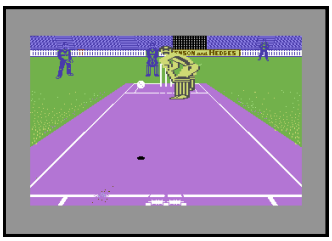
Game	Developer	Publisher
Armalyte II	Cyberdyne Systems	?
Barnsley Badger	Smila	Psytronik
Blob	Prime Suspect/Saul Cross	?
Catnipped	Smila/Endurion	Psytronik
Chikara	POLYGAMe	?
Crimson Twilight	Arkanix Labs	TBA
Cryme	Commocore	Commocore
Darkness	Smila/Achim	Psytronik
Hyperion	Smila/Endurion	Psytronik
Imogen	John CL/Saul Cross	?
Jam It	?	Psytronik Sports
Lawless Legends	?	?
Meonlawel	Commocore	Commocore
Mummy Maze	Magic Cap	?
Oolong	?	?
Outrage	Cosmos Designs/?	Protovision
Pac-It	Protovision	Protovision
Pushover	Magic Cap	?
Rocket Smash retail edition	RGCD	RGCD
Rocky Memphis	Wanex	?
Steel Duck	Commocore	Commocore
Super Carling the Spider	?	Psytronik
Ultimate Newcomer	CID	Protovision
USSR League	Commocore	Commocore
Wonderland	Endurion	Psytronik

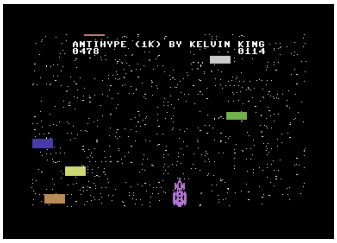
Every effort has been made to make this list as accurate as possible. Please support the developers and publishers by sending them messages of support and buying their games when released.

Developer Profile – Kelvin King

Greyhound racing on the C64, spend those Bitcoins!

"What helped me a little more was that I loved the artistic side of it all, the animation and sound and I always had a wild imagination."





TOP: One Day Cricket
BOTTOM: Antihype

Kelvin King might not exactly be a household name, but he has left his own small but lasting legacy in Commodore 64 gaming history. Originating from South Australia, two of his games in particular were quite popular in the mid 1980's - Hounded and One Day Cricket.

Hounded, a Greyhound Racing simulation was one of the first games of its type. It allowed you to place bets, watch races and buy and sell dogs. Three versions were released, with the final update being renamed 'The Dogs'. The game created a cult following and is still widely played today.

One Day Cricket was originally called World Cup Cricket, but Kelvin had to change the name for release due to copyright reasons. The game was a minor hit and was well loved by cricket fans.

His final game on the C64 was Antihype, a small 1k mini-game published as a type-in listing in Commodore Computing International.

Creating the games.

When Kelvin created his games, he used his own custom utilities.

"I made a little sprite overlay program to draw characters (such as the One day Cricket batsmen frames) and have them broken up into a set of sprites to overlay (for multicolour) and set adjacent to each other. For example each batsman frame was 4 sprites, 2 for the top half, sitting on each other to give 2 colours instead of 1, and 2 for the bottom half doing the same. The utility allowed me to draw them easily and then gave me the data for the individual sprites."

Kelvin always tried to get the best out of the C64, looking for ways to find tricks to stretch his code.

"I was always looking for ways to stretch the 64 (as we all were back then) and I also created my own data compression routines to park and expand bitmaps from under the Kernal ROM. Ways to create little sound subroutines and then drive them from a data table that was the tune broken into timeslices on which sub was to be called for each voice at each interrupt. I got brilliant value for memory out of that plan!"

A bit of history!

Kelvin began programming in 1983 when studying accounting at TAFE.

"We were allowed to go into the "Terminal" room for a subject called "Electronic Data Processing". From the moment I saw that first "If/Then" statement I began to tremble with excitement. I thought "you could do anything with this" and became instantly obsessed."

Kelvin bought himself a Sinclair ZX81 off a fellow student and his love of computing really took off. Soon, he taught himself basic and Zilog machine language, before finally switching to the Commodore 64 and joining a local Commodore Computer club in Elizabeth, South Australia.

"They were shocked that I was doing everything the hard way (hand coding the machine language without a monitor)."

It was there that Kelvin met John Richardson, now deceased, who became his best friend and mentor. John taught Kelvin to strive to improve his programming skills. There were also a number of other programmers at the computer club who could program to a high standard, knowing the inside outs of the chips and getting the best out of them, sharing their knowledge and helping Kelvin.

"What helped me a little more was that I loved the artistic side of it all, the animation and sound and I always had a wild imagination. For a guy without a lot else going for him, the 64 was like Xmas everyday. I spent almost every waking moment programming the 64."

Kelvin used a host of homemade utilities when coding his games and used a combination of basic and machine language.

"My game code was always a combo of Basic and Machine Language. While there was a basic ROM there, I figured it may as well be doing it's bit to help squeeze some more out of the 64. Machine Code was used for graphics and sound where the speed was required."

Finding a suitable publisher in Australia was difficult, so Kelvin had to look overseas for something more suitable. Finally, a British based company named Melbourne House gave Kelvin the break he needed and published One Day Cricket. Unfortunately, things didn't go as planned with Melbourne House, and problems from within the publisher, including the sale of the range of games that carried One Day Cricket, saw the game sit unpublished for over a year after it was submitted for release. Hounded was put on the same range and suffered a similar fate.

"These people let One Day Cricket sit unpublished for a year after it was finished. They almost drove me insane with their lack of regard for me and the way they wasted sales opportunities. So I sold maybe 5000 copies of One Day Cricket through the major department stores. I got 70 cents per copy, they got the rest! Hounded sold a lot less."

Still, Kelvin remains philosophical about his misfortune at the hands of the publishers.

"But as much as I badly needed money at the time, in the bigger picture, it was never about the money, it gave me self esteem, knowledge, and led me to opportunities in the programming world."

Kelvin soon progressed to the Amiga 500, however he never published any of his work on the platform despite the advances in the hardware and also had some problems with viruses destroying his work.

After a while of tinkering with the Amiga, Kelvin decided to get a *"real"* job and started work at Defence Science and Technology as a mainframes operator, later moving into a programming role after being recognised by a colleague as the author of his favourite computer game on the C64. There he learnt an assortment of programming languages, such as Intel code, Pascal, Fortran, PL1 and C.

Kelvin was also having life issues at this point, which ultimately led to him leaving his job. However, this also allowed him to get back into programming and he was able to produce a PC rewrite of One Day Cricket, which was released as shareware.

"That all came to an end with the release of Windows 95 which had reliability problems with (I think) the way I used the memory inside the graphics card. So I posted back a couple of cheques, withdrew the game, only to find years later it had started working again with Windows 98."

In 1996, Kelvin started work with Social Security, which then became Centrelink and he remains there to this day. He went from an interviewing officer, to a business analyst to a programmer.

"The programming is not very exciting when you work for a big organisation… There is not so much for the soul, not when you have come from the glory years of the C64. But, they pay you real money, so you can eat OK."

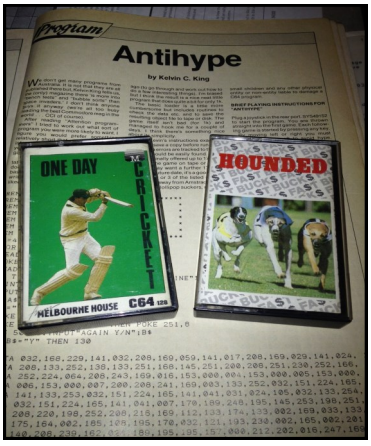
When recounting his days of programming with the C64, Kelvin looks back fondly.

"The C64 saved me, almost defined me. It gave me some of the biggest highs in my life. It made me feel important and relevant. I am 55 years old now. My games Hounded and One Day Cricket are my legacy."

In recent times, Kelvin has produced a Java conversion of Hounded (unreleased) which he hopes to progress into a version for Android.

"I think the Android world might be the next place similar to the C64 days."

Thanks go to Kelvin King for his participation in this article. You can email Kelvin at: km.king@optusnet.com.au (email address published with permission).



COMMERCIAL RELEASE!

Game Review

The deluxe edition from RGCD. If you care about the 'bling', this might be the one you want to get!

Game: The Vice Squad
Publisher: Psytronik/RGCD
Release Date: December 2013
Available: Psytronik (disk, tape, digital download), RGCD (cartridge)
It's a bit like: Spy Hunter gone sideways.
Score: 8/10

The evil, ruthless, dangerous Mexican drug baron, El Guato, has his sights set on your hood. In 'The Vice Squad' we get to drive fast cars and shoot powerful weapons while taking down the bad guys, C64 style. All in a days work for Captain Hutch, bring it on!

"Five different weapon power ups are available to increase the firepower of your vehicle and are made available when certain enemies are destroyed."

Game Overview

The Vice Squad is a left to right horizontally scrolling arcade shooter/racer. The game was born from a concept and graphics by Trevor Storey (Smila) and programmed by Achim Volkers, with music and sound effects by Linus.

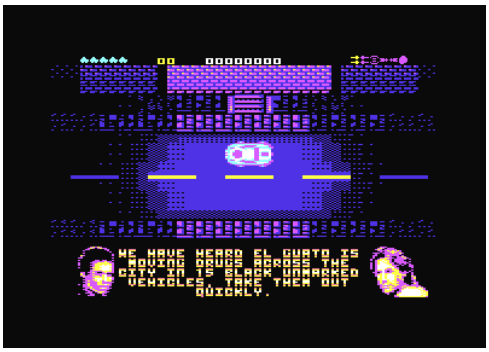
The game itself is made up of nine mission based levels, each beginning with a briefing that instructs you on how to complete the level. Some levels simply require you to complete a set gameplay objective, while others require you to destroy a boss.

Five different weapon power ups are available to increase the firepower of your vehicle and are made available when certain enemies are destroyed.

Reminiscent of Spy Hunter, you can both shoot into oblivion and bump off the road enemy and civilian vehicles.

The Vice Squad is available from Psytronik on tape, disk (budget and premium disk editions) and as a digital download. The game can also be purchased on cartridge from RGCD packaged as standard and deluxe editions.

Yeah that's right, start running punk!

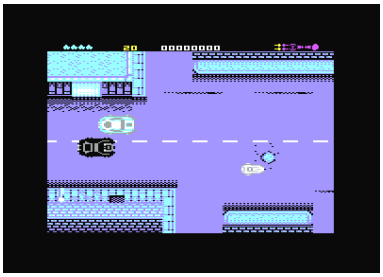


Plume - 8/10

Well this certainly is enjoyable! I purchased the downloadable version as opposed to the physical disk or cartridge, but have no doubt that the finish on these products would be well up to the standards of other RGCD/ Psytronik releases.

Graphics are particularly fabulous from the outset with lovely little cut scenes and well defined in game objects. The car is maneuverable and responsive, with multiple plays soon revealing that speeding through a level certainly isn't the way to progress. Music is wonderful, infectious even, occasionally eschewing 4/4 sensibilities and being all the better for it. (Pro tip: use an 8580, seems it was written with it in mind).

The Vice Squad really is a frightfully good little package and definitely worth the paltry asking price. Apart from that, it has inspired me to watch the last of my police training videos in my attempt at becoming an officer of the law. Thank you Vice Squad, thank you Police Academy.



Spot the Sinclair C5!

Killing baddies and collecting badges is what it's all about.

Vinny - 8/10

Way back in 1983, my brother and I were blown away by a vertically scrolling, driving shoot-em-up game that was release by Bally Midway. Spy Hunter was the talk of the town and everyone wanted to play it. It appeared to be different to any other game we had played and we were hooked from day one…

Exactly 30 years on, a small team of Commodore 64 enthusiasts have taken the same formula and built on it. The Vice Squad is definitely an improvement on the original Spy Hunter formula with its intro pieces, end of level bosses, crisp graphics, beautiful tunes and a cracking game ending to boot. The game play is definitely faster and there appears to be more of a challenge to the game. But for me, that's where it lets itself down.

Because the graphics are large, and the gameplay is horizontal, everything feels a little squashed and hard to control. I struggled to get anywhere without hacking my way through the game's code, but I'm sure there are plenty of die-hard gamers out there who will find this a doddle to complete – without cheating.

It's definitely worth having in your collection.

"The Vice Squad is definitely an improvement on the original Spy Hunter formula with its intro pieces, end of level bosses, crisp graphics, beautiful tunes and a cracking game ending to boot."

Put on your Chinos, gel back your hair, cos Crocket and Tubbs are coming to get you!

Vinny's Gripping Tip!

If you fancy being a bit of a cheat and skipping levels, try this for size:

- Load and start the game
- Freeze the game using an Action Replay Cartridge (or equivalent)
- Select 'M' and go into MONITOR mode
- Type: G 0918 (this fires up the Level Complete sequence)

COMMERCIAL RELEASE!

Game Review

SEUDS 3 features the usual high quality enhancements from Richard.

Game: Shoot'em up Destruction Set 3
Publisher: Psytronik
Release Date: February 2014
Available: Psytronik (tape/disk)
It's a bit like: SEUDS 1&2
Score: 8/10

Games created with Shoot'em Up Construction Kit (SEUCK) have created much debate over the years. Some people see them as a chance to stretch the limitations of the original game maker using skill and creativity, while others see these creations as a complete waste of time and skill. SEUCK master Alf Yngve strikes back with his latest compilation, but will it impress the sceptics or is it time to admit that when it comes to SUECK, it's all been done before. Let's find out!

"Over the years the original program has been hacked to allow horizontally scrolling shooters to be created…"

Operation Firestorm

Blue Beret

Game Overview

Shoot'em Up Construction Kit was created by Sensible Software and originally released in 1987. It is a games creation utility designed to make it possible for an individual to produce their own vertically scrolling shoot'em up game without any programming knowledge. Over the years the original program has been hacked to allow horizontally scrolling shooters to be created, as well as ways to enhance the creations with music, title screens and other additions. The games in SEUDS 3 have all been enhanced, with the original games created by Alf Yngve using one of the aforementioned SEUCK variants. All enhancements (additional programming, presentation and music) are by Richard Bayliss, loading picture screens by Carl Mason and the original cover art is by Oliver Frey.

SEUDS 3 contains 6 original games.

- **Barakon** - Vertically scrolling shooter, reminiscent of Rambo II and Commando.
- **Blue Beret** - Horizontally scrolling combat shooter.
- **Spy Rider** - Vertically scrolling racer/shooter with split screen gameplay.
- **Super Tau Zeta 2** - Horizontally scrolling shooter where you control four ships at once.
- **Operation Firestorm** - Operation Wolf style crosshairs shooter with horizontal scrolling.
- **Zap Fight** - Vertically scrolling traditional style shooter with animated backgrounds and power ups.

Unkle K - 8/10

One thing to remember when reviewing a game, particularly a modern C64 game, is that you can get caught up in all the bells and whistles. When it comes down to it, the gameplay must be fun, just like it has always been. Despite all of the enhancements and unique ways of using SEUCK, these are SEUCK games, albeit very well done SEUCK games. So if you like SEUCK creations, you'll love this compilation. If you don't, you won't. But even so you will appreciate the skill and creativity involved in producing the games.

There are a variety of different shooter styles in SEUDS 3, which is quite amazing given the original limitations of SEUCK itself. SEUCK is being pushed to its limits (and beyond!), with Alf producing games with such innovation that would make Sensible Software proud and surprised. The enhancements by Richard Bayliss are beautifully done, with a variety of tunes and title screens created to polish off the games, as well as a neat loader menu.

My favourite games in this pack are probably the more traditional shooters. Zap Fight and Barakon in particular are both challenging and great fun to play, Operation Firestorm is a wonderful tribute to Operation Wolf and is very impressive. Super Tau Zeta 2 is your traditional horizontally scrolling spaceship shooter with the added innovation of controlling multiple ships at once.

Overall, SEUDS 3 is a lovingly made collection of highly polished shoot'em ups that will challenge and entertain. A worthy purchase either as a download or physical copy.

Ant - 8/10

The trick about SEUCK games is that they're bound by the limitations of the system that created them.

So to make a good SEUCK game (even enhanced ones) it's very important to understand those boundaries. Too often I've seen SEUCK creations with horrendous flicker and slowdown because the creator refused to compromise on their vision.

How does this compilation of six enhanced SEUCK games compare? Well, like most compilations it's a mixed bag. READ ON FOR BRIEFS!

BARAKON: Cross Bruce Lee with Commando and you get Barakon, a two-part vertical scrolling beat-em-up hybrid. I think you may be a cyborg. You punch fire. Commandos die. Cowboys? Kind of hard. Control system frustrates.

ZAP FIGHT: It's Slap Fight, OK? And a rather nice Slap Fight it is, too. Crisp graphics, power-up system, relatively flicker-free. Surprisingly true to the original. A lot of fun. Slap! Zap! Fight! (My second most favourite game of the compilation).

BLUE BERET: Did you guess this was a right-to-left Green Beret? YOU ARE CORRECT, SIR AND/OR MADAM! Balls hard because the reprised enemy soldiers zip around like no-one's business. Again, power-up system which is neat. I hate ladders. Enemies sometimes get bored and give up.

SPY RIDER: Wait for it ... it's ... Spy Hunter! Some unfortunately unkillable vehicles. Enemy car drivers possibly on drugs. Interesting use of split-screen for simultaneous land, sea and air anti-spy-killing shenanigans. Not bad.

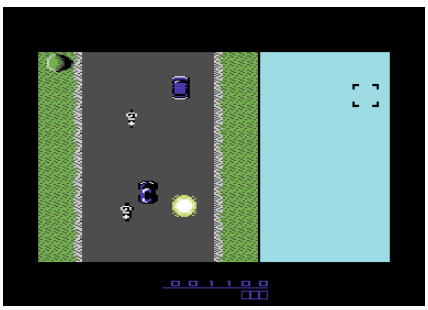
SUPER TAU ZETA 2: Wow, this is beautiful to look at. A little odd. I initially thought it was like Vanguard or St Dragon and then BAM! you're controlling a flotilla of ships (which provide alternate covering fire). Sort of like R-Type except this time your buddies are there to back you up. Gets choppy though. But very pretty.

OPERATION FIRESTORM: What the ...? Is this Op Wolf written using SEUCK? Hell, yes and it's bloody great! Technically amazing and very playable. Definitely the pick of the compilation for me. That night level is fantastic!

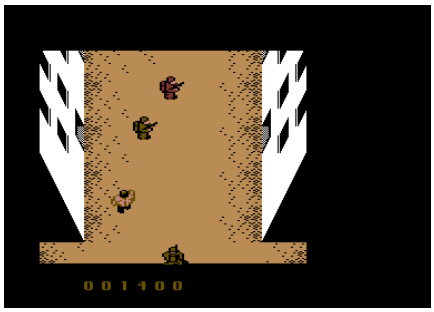
So there you go. An eclectic mix indeed with two real stand-outs, one very pretty entry, and the remaining being interesting experiments.

From a technical perspective I am damn impressed (and as always, the Bayliss music is top-notch). Even though the quality isn't consistent this is still a compilation I'd heartily recommend.

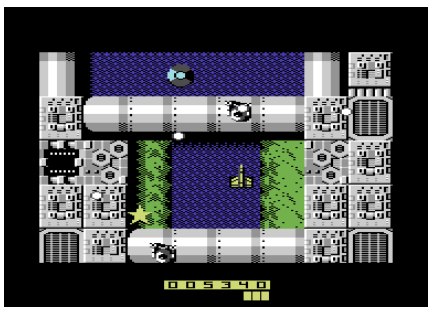
Super Tau Zeta 2 - Also includes a neat parallax scrolling effect. Well done Alf!



Spy Rider



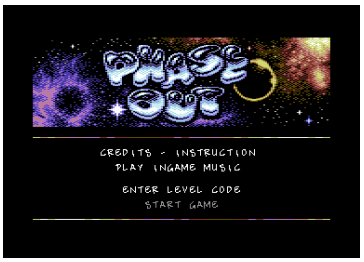
Barakon 2



Zap Fight

COMMERCIAL RELEASE!

Game Review



Phase Out is beautifully presented!

Game: Phase Out
Publisher: INC-X
Release Date: January 2014
Available: INC-X
It's a bit like: Swap, Zoo Mania
Score: 6.5/10

The Commodore 64 has always been the ideal platform for puzzlers, and thanks to INC-X, we have another to add to the collection. Flipping tiles is a concept that has been around for a while now, so Phase Out will need to be something special to stand out from the crowd. Time to start flipping!

Game Overview

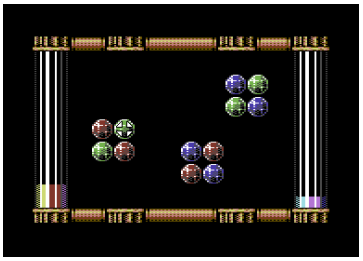
Phase Out was originally developed for the 2013 RGCD 16kb Cartridge Game Development Competition but for some reason the author didn't enter the game, instead releasing it independently as a digital download.

Phase Out is a puzzler, with the concept of the game being to flip pairs of coloured shapes on their axis, either vertically or horizontally, to match two shapes of the same colour and make them disappear. As soon as the screen is clear you can progress to the next level. Things are made more difficult by potentially making moves which may prevent you from matching colours in future moves, making it impossible to complete the level. There are also two timers, one for making each move and an overall time limit to complete the level.

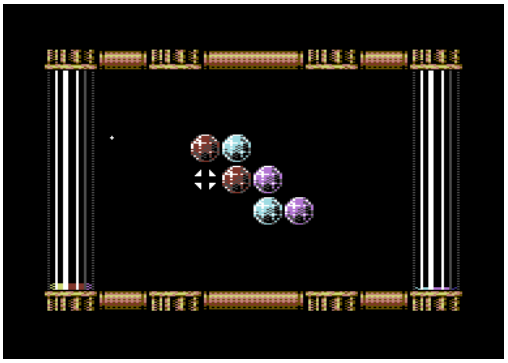
The game contains a level password system, as well as on screen instructions/credits and an option for in game music or sound effects.

"The game contains a level password system, as well as on screen instructions/ credits and an option for in game music or sound effects."

Phase Out is a feast for the senses. A talented bunch, that lot!



Level one, quite frankly if you can't work this one out maybe puzzlers aren't your thing.



Phase Out in all its flipping glory!

Unkle K - 6/10

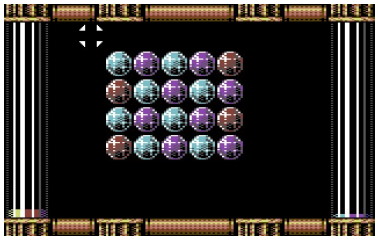
Tile flipping puzzlers have been all the rage in recent years on social media and iOS/Android, however the concept isn't new and there have been several examples on the C64 both in it's commercial period and recent revival (Swap, Zoo Mania).

Phase Out is presented well enough, with fine graphics, in game instructions and a couple of nice tunes by Devilock and Taxim. It is also the presentation that ruins it for me, with slow and frustrating level transitions and no quick kills or undo button if you make a fatal error. You can kill the level, but it takes you back to the title screen and you have to go through the whole process of either entering a password or starting again from scratch, or alternatively you can just wait until the timer runs out, but that again just adds to the slow transitioning between games. Also, the lack of scoring and the random level password generator that resets with each load does nothing to help keep the player motivated to continue.

Unfortunately, there just isn't enough going on in Phase Out to make it stand out from the crowd. It needs to be better than the other examples of the genre, but it has all been done before, and better as well.

The developers obviously have loads of talent and I look forward to any future releases because Phase Out certainly is polished.

But despite my grumblings, it is by no means a bad game and the low asking price makes the game a worthwhile purchase - especially if you like this sort of thing.



Paul- 7/10

Phase Out is a puzzle game. I was a little dismayed to see that when I loaded it up. My loathing of puzzle games is bordering on legendary. That said, I do appreciate a puzzle game when it's well done, and have even been known to enjoy them occasionally. And as I'm nothing if not fair, I settled down for a session.

Like all the best puzzle games, it'll tie your brain in a knot! And as there are fifty levels, you can expect a fair bit of head scratching and brain-knotting. The opening couple of levels are a good introduction to the game. The patterns you see are simple and easy to work out. That being the case, you quickly get a grasp on what the game is about.

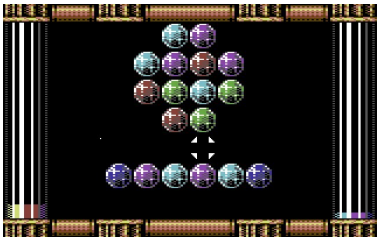
I hope you have a sturdy CAPS LOCK key, because if you're anything like me, you'll be hitting it often. It's very easy to make that one wrong move that messes up your game, and with no undo button you'll have to try again. When you do, the game taunts you: "What? You Give up? I hope you remember the level code."

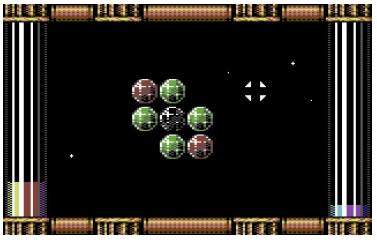
That the game gives you a level code is welcome. Interestingly, it gives you a different, seemingly randomly generated code every time you play. So you can't just load the game and start at level twenty-three, you do actually have to plough your way right through the game every time.

I don't consider that to be a problem, as levels don't generally take a long time to complete. However, it does suggest that improvements could be possible or welcome. As levels have a time limit, I reckon that getting time-based bonus points for completing each level would draw you back to the game more. High-score chasing is always a welcome pursuit, and this game would certainly benefit from that.

It's really my only criticism of what is otherwise a nice and very well put-together game. You'll get more out of it if you prefer brain-teasing to blasting, but it's a lovely little effort that deserves time and attention.

"The developers obviously have talent and I look forward to any future releases because Phase Out certainly is polished."





The Rough Road to Commodore Meetings

By Robert Bernardo

Life is full of little challenges. One moment you're driving along to your monthly Commodore meeting, enjoying the drive. Then, clunk, it's all over! We've all been there before, and for Robert Bernardo it's an all too familiar tale. The things we do for Commodore!

1991 Honda Accord station-wagon, similar to the one driven by Robert, but in better condition.

"Being at a state rest stop, the facilities were civilized. There were shade trees, picnic tables, men's and women's restrooms, candy and soda machines, and a couple of drinking water fountains."

The Fresno Commodore User Group regulars in January 2014. They love Commodore!

Not again! I was stuck at the top of a mountain, miles and hours away from the Commodore meeting I was to attend... with no help in sight.

The things I do for Commodore! For years I've travelled to club meetings, whether it is 50 miles for the monthly Fresno Commodore User Group meeting or 3 hours for the monthly The Other Group of Amigoids meeting or 3 hours for the bi-monthly Southern California Commodore & Amiga Network. It is inevitable that I'd run into auto troubles after all that mileage on the road.

In the early 2000's one of my cars was a 1991 Honda Accord station wagon – supposedly a reliable car. It was a hand-me-down from my brother-in-law, and it had over 100,000 miles on the odometer. This supposedly reliable car was a money pit. I'd throw money at it, and then something else would break down.

One time a friend and I drove to the Saturday TOGA meeting in San Jose. The 3-hour drive to San Jose was no problem; it was the drive back that eventful. We had to cross over the coastal mountains back into the valley. The climb over those mountains was fairly steep. As the Honda climbed, I felt the car shudder. An unnatural shudder. A mechanical shudder. The car continued the climb at 65 miles per hour. A few minutes later I started losing speed. I shifted down the manual transmission, thinking that I was losing speed due to the steep climb. I still lost speed. No matter how much I pushed on the accelerator, the car lost speed. Then another lurch and the engine raced. I smelled a burning that emanated from under the car. No forward gear would work. I pulled the car over to the side of the highway. It was night, and the highway was very dark. We were far from any city, and there was no cell phone coverage in the place where we had broken down. After a couple of hours, a California Highway Patrol car came up behind us. The officer got out of his car and walked over to us. After ascertaining our situation, he called for a tow truck. The tow truck rescued us after we had waited another hour. The driver brought us to the town of Los Banos 45 minutes away. He dropped off our broken car at the Best Western Hotel, and we got a room. The car would not be repaired until Monday. I was supposed to bring my friend to the Sunday FCUG meeting, but we were stuck miles away from Fresno. Early Sunday morning I called a FCUG member and told her that the meeting was cancelled, that she should tell that news to any members who showed up at the meeting site, and that she should post a note on the door saying that the meeting was cancelled.

Monday I had the car towed to the local mechanics, and they determined that the clutch had

self-destructed. Repair bill - $600. Two days later I was back on the road, the Honda running with a new clutch.

Fast forward to 2013. I had to go and preside over the May SCCAN meeting in Northridge, California. After work finished on Friday, I drove my 1990 Ford Crown Vic to Bakersfield, about 1/3 of the way to Northridge. The Crown Vic was my daily driver. It had just reached 400,000 miles on the odometer, and I had regularly maintained it. Packed in the Crown Vic was my usual complement of Commodore and Amiga hardware and software for the meeting. I spent the night at the Knights Inn, and all seemed normal. I had made this run many times before; drive to Bakersfield, spend the night there, and cross the mountains the next morning in order to get to Northridge.

Saturday morning I woke up, took a shower, had the small continental breakfast the hotel offered, packed up the car, and checked under the car's hood. I looked at the drive belts, observed the coolant in the radiator, noted the fluid in the brake master cylinder, glanced at the water pump hoses, and pulled the engine oil dipstick. A quart low on oil. The nearest O'Reillys Auto Parts store was just a mile away. I drove there, bought a quart of synthetic motor oil, and put it into the engine.

The day was hot, around 100 degrees F. However, I wasn't worried. Though the air-conditioner was on, the Crown Vic had enough power to climb the 4,000 foot mountains that stood in the way of getting to Northridge. The car cruised along at 73 miles per hour. Traffic on the freeway wasn't bad. The car started its climb. I lowered its speed to just over 65 miles per hour, in accordance to the posted speed limits.

Hmm, the needle on the coolant temperature gauge had risen a bit. Well, it was hot outside, and the car was climbing, so I thought that the gauge measured the added load on the engine. The temperature continued to rise.

Hmm, was the strain on the engine showing? The temp still was going up.

Okay, this was not normal. I turned off the air-conditioning so that there would be less load on the engine. Temp still rising. I looked at the hood; no escaping steam coming out of the engine compartment. I looked through the rear view mirror... no escaping steam pouring from the rear of the car. But the temperature continued to rise. I looked for an escape off the highway. I pulled to the far right lane, but there was no off-ramp for a few miles. Could the car survive two more miles? After what seemed to be a long couple of minutes, I saw the exit for the state of California rest stop.

The temperature gauge was all the way to the right… hot, hot, hot. I saw the off-ramp and turned the car onto it. The Ford LTD Crown Victoria decelerated. I didn't touch the accelerator; I let the car coast. My heart was beating hard. I spotted the parking spot under the shade of the trees and aimed the car for it. Don't touch the brake. Let the car slow itself. Could I make it to the parking slot? Finally, I was lined up. I touched the brake gently. The engine started clanking and then it quit.

Without the engine running, I had lost power steering and power brakes. I gripped the steering wheel and applied firm pressure to the brakes. The car stopped, and I let out a sigh of relief. I was stuck at the top of the mountain, miles and miles away from any tow truck and still hours from the SCCAN meeting in Northridge.

The SCCAN meeting was to start at 2pm. If I didn't show up, the members would just disperse. My cell phone was working in this area, but there was no one to call; I didn't know the phone numbers of the other members nor did I know who would appear at the meeting. It was now 11:45am, and it would take me another 2 hours to get to Northridge.

I opened up the hood of the car and tried to find out what had happened to the engine. I couldn't see any engine fault. I pulled the engine oil dipstick. The oil was sizzling on the dipstick! I had never seen engine oil so hot that it bubbled on metal. There was some oil sitting on the engine block near the water pump. It, too, was sizzling. For engine oil to sizzle, I guessed that its temperature had be more

1990 Ford LTD Crown Vic. They don't make them like that anymore!

"True to his word, my new friend had followed me for a few miles and saw that I was cruising along without problem."

Immediately after Robert got his car going again, you just wouldn't believe what happened next!

than 300 degrees.

Thank goodness that I was using synthetic oil with its greater tolerance for high temperatures. The dipstick also showed no whitish scum on it; that meant no coolant had entered the crankcase through a cracked engine block or cylinder head. I was lucky. The engine may have survived.

I didn't dare open the radiator cap; the chance of steam blowing out of it was too great. I looked at the coolant recovery tank; no coolant showed through its translucent plastic

Being at a state rest stop, the facilities were civilized. There were shade trees, picnic tables, men's and women's restrooms, candy and soda machines, and a couple of drinking water fountains. If I had lost all my radiator coolant, I would have to get water from the drinking fountain. I only had a 16-ounce iced tea bottle. I drank the last of the tea and walked off to the nearest water fountain which was near the candy machines. If the Crown Vic cooling system held 12 quarts and I only had the 16-ounce bottle, it would take many trips to and from the fountain in order to fill the system. I filled up the bottle with water and walked back to the Crown Vic.

Then I waited for the engine to cool. It had been half an hour since the car had stalled to a stop. I chanced opening the radiator cap. I twisted the cap to its first detent and pulled my hand back quickly just in case steam and coolant were to spurt out. Nothing... no steam... no coolant erupting out. I twisted the cap fully open and looked inside the radiator. Even when I shone a flashlight into it, I could see any coolant. It seemed totally empty!

I poured in the 16 ounces of water from the tea bottle. Steam immediately came out of the radiator throat, and I could hear hot metal creaking and groaning when hit by the cool water. Not only did steam come out of the radiator throat but also from the right side of the engine. Hey, steam was not supposed to come from the engine's right side. The engine was still hot. I retrieved more water from the fountain and poured in another 16 ounces into the radiator. Less steam and metal creaking this time. I checked the oil dipstick again. No water contamination on it. The iron block and cylinder head were holding together.

Back and forth I went with the tea bottle of water. I estimated I had put in about 3 to 4 quarts. I would take a long time to fill the radiator at the rate I was going. Thinking that the engine had cooled enough, I finally searched around the right side of the engine to find out where the steam had emanated earlier. I found it. On a heater hose, a plastic T-fitting for cooling system flushing had broken off cleanly. After a few years of being in the hot environment of the engine compartment, the plastic T-fitting had become so brittle that it crumbled when squeezed by hand. The open 3/4 inch diameter heater hose had poured out all of coolant under pressure from the water pump. So now I had two halves of heater hose with nothing to connect them. What was I to do? I could pour more water into the radiator, but without the heater hose closed off, it would be a useless effort.

Well, I would cross that hurdle when I came to it. I continued the process of getting more

water into the radiator. As I poured more water, I heard a man behind me say, “Do you need help?”

I explained the problem to him. He and his wife and son had stopped at the rest stop and had seen me working on the car. He offered a gallon jug of antifreeze. I told him that I couldn't use up his antifreeze, but he said that it was just full of water. Grateful, I poured the water into the radiator, and then he told his young son to get more water. He asked what was wrong, and I showed him the sorry state of my heater hose with broken T-fitting. He then asked me what I needed to fix it. I said, “To connect the heater hoses, I need a straight fitting.” He responded, “I might be able to help you.”

He went to the back of his late-model Chevrolet Suburban and brought back a box full of heater hoses and other parts. Wow, was I surprised! “Why do you have all these parts in your car?” I asked. He replied, “We were in Baja California in the middle of the desert. You have to be prepared when you are far away from help.”

He dug through the box and found a straight metal fitting. He also got a screwdriver and undid the plastic T-fitting for me, though I had tools in the back of my car. I slipped the straight metal fitting between the hoses and screwed down the clamps. With the radiator full of water and the coolant recovery tank filled up to level, I snapped back on their respective caps.

It was now the moment of truth. While he and his son stood by, I got back into the Crown Vic. What if the engine had frozen up? No amount of starter power would be able to turn it then. With trepidation, I turned the ignition switch on. The engine turned over and started! Success! My Samaritan friend and I both breathed a sigh of relief. As the car idled, I got back out and looked under the open hood. No signs of coolant leakage. I checked the oil dipstick again. No signs of coolant contamination. I got back in the car and watched the temperature gauge. The real test would be get to get the car back on the highway and see if the car would maintain normal operating temperatures.

My friend agreed that he would follow me for a few miles as I drove on the highway, just to make sure that everything was all right. He, too, was heading to the Northridge area, and I invited him to the SCCAN meeting. He had to beg off, because the family had been on a long journey. I offered to pay him some money for his kindness, but he wouldn't think of it.

I shook his hand and got back into my car. I backed up the Crown Vic out of its parking slot and moved forward, slowly at first and then as the on-ramp onto the freeway came into view, I gingerly accelerated the car.

The car held together. I brought it up to just under highway speed with the air-conditioner off. I watched the temperature gauge. It rose up to a bit over normal operating temperature as the thermostat opened up and any air pockets in the cooling system were filled. Then it settled down to normal. I listened to the engine, radio off. All was normal. No clanking or banging sounds from pistons or piston rods. It was as if nothing had happened to the engine.

True to his word, my new friend had followed me for a few miles and saw that I was cruising along without problem. Then he accelerated and passed me by, both of us waving to each other. Though it was hot outside, I didn't turn on the air-conditioner until miles later on the down-slope of the mountains, and even then, I was ready to turn it off immediately if something bad were to happen. However, nothing else happened.

I was going to be late for the SCCAN meeting. Fortunately, there was no traffic congestion on the freeways to Northridge. I arrived 20 minutes late to our meeting venue, Panera Bread Restaurant. As I walked to the front entrance to enter, I saw SCCAN member Richard G. walk up at the same time. None of the other members had shown up yet, and I was relieved.

Boy, did I have a travel story to tell them as we sat among the Commodore and Amiga computers!

Truly,

Robert Bernardo.

Freeware!

Game Review

Micro Hexagon title screen, also doubles as a nuclear disaster warning at your local power station.

Game: Micro Hexagon
Developer: Paulko64
Release Date: December 2013
Available: CSDB
It's a bit like: Nothing before it!
Score: 8/10

A hexagon is a six sided polygon where the sum of all angles adds to 720 degrees. Hexagons are everywhere, and even Saturn has got in on the action, with a hexagonal cloud formation at its North Pole. Now, thanks to Paulko64, hexagons are on the Commodore 64 too!

"Micro Hexagon is an exciting arcade game and an amazing achievement on the Commodore 64."

Game Overview

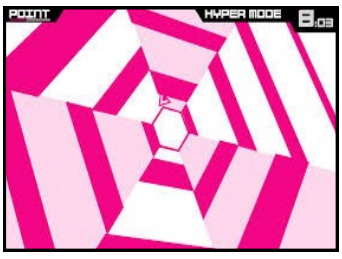
Super Hexagon by Terry Cavaganah was an indie hit on tablets and PC when released late in 2012, and won various accolades and awards.

Micro Hexagon is a demake (demake, meaning the essence of the original game remains intact but various other features such as gameplay modes are missing) of Super Hexagon. It was written by Paul Koller, with music contributed by Mikkel Hastrap (Encore).

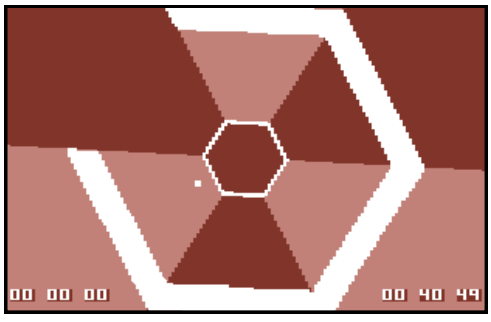
The game has the player controlling a small square near the centre of the screen around a hexagonal axis, with the objective being to avoid the incoming walls. These walls come in as various incomplete hexagons, with the player needing to move around the hexagonal axis to avoid hitting any walls and finding the gaps to survive. The game ends immediately after the player hits a wall. A timer is active throughout the game to measure the success of the player.

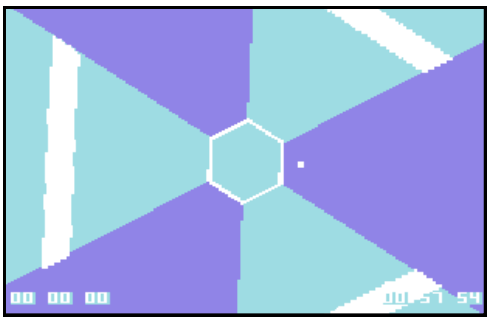
Micro Hexagon gets progressively harder as the timer increases. At certain times the walls fall in at a faster rate, the game spins both clockwise and anti-clockwise on its axis and colours flash at a faster rate in a strobing effect, creating even more confusion for the player.

Micro Hexagon was released in December 2013 as an entry into the RGCD C64 16kb Cartridge Game Competition.



ABOVE: Super Hexagon, the inspiration for both Micro Hexagon on the C64 and Einstein's Theory of Relativity.





Vinny - 8/10

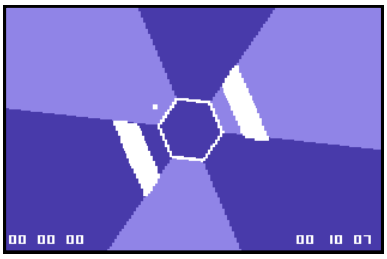
Okay guys 'n gals, hands up who doesn't read the instructions to games? I'm guilty as charged your honour, and I think I'll be guilty until my dying days. Maybe it's a 'man thing' but I've always loaded up a game and ignored anything that has been provided to me as a guide or hint.

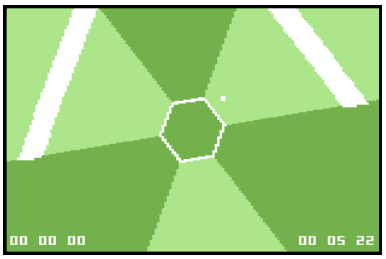
The same goes for Micro Hexagon. I'd never played it before and I certainly didn't bother reading any instructions, and so I was bound to fail from the start! I didn't have a clue what to do and even asking around failed to get me to understand such a simple concept. It wasn't until I sat there watching my dot dying over and over again that I eventually got it!

Micro Hexagon is an exciting arcade game and an amazing achievement on the Commodore 64 - which goes to show what CAN be done on our beloved machine. Paul Koller is definitely a new generation of Commodore 64 coder who is pushing the boundaries in retro gaming and producing fun and exciting games such as this one.

As much as I love the game and music, it doesn't have longevity because it gets too difficult too quickly, and so there isn't anywhere to go. It's practically impossible to get any further than two minutes, which makes it very easy to give up, which is a real shame.

It will keep you going for an hour or so.



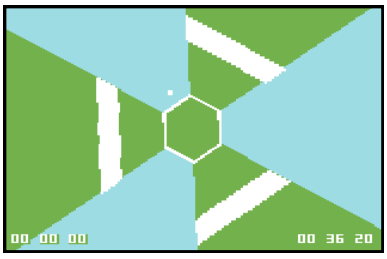


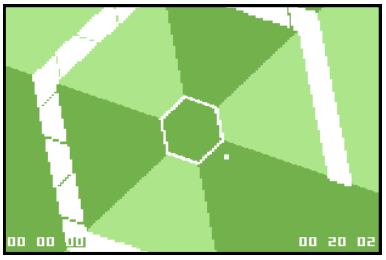
Unkle K - 8/10

In these days of modern gaming, it isn't uncommon for a game to take 50 hours plus to complete. A lot of us old C64 gamers struggle with this. I don't know if it's because of our gaming heritage of arcade conversions and shoot'em ups or something we ate back in the 80's, but for me, my attention span just isn't that long. Then came Super Hexagon, a surprise indie hit on iOS and PC where the average game took me about 13 seconds. Now surely, that's just taking it to a whole new extreme, but to put it simply, I am just completely rubbish at it. But I do like it. A lot! And here we are now, with Paulko64's excellent demake for the C64 called Micro Hexagon. It's a fantastic game and a technical marvel to boot, not to mention completely and utterly compelling. Micro Hexagon isn't designed to be played for long periods of time. Short bursts are recommended for mental health reasons. Micro Hexagon completely and utterly raises your tension levels to dangerous heights and gives you that compulsion to have one more go, both at the same time. Falling six tenths of a second short of your best time is a frustrating experience, but you will always come back later, just hoping to beat your best time.

It must be said that the production values are excellent. Presentation is a no frills affair, but the graphics are seizure inducing, fast and smooth. The soundtrack is exceptional and it is a fantastic conversion of one of the tunes from the original. It's all over very quickly, some games quicker than others (hmm, never had that problem before), but it's great, and it's free. What more could you ask for?

"Micro Hexagon isn't designed to be played for long periods of time. Short bursts are recommended for mental health reasons."





C64 Endings

By Vinny Mainolfi

SOULESS

2013 Psytronik

I've said it time and time again on my C64endings: platform games are my favourite gaming genre, and so this game certainly appeals to me. If you haven't played Soulless yet, then where have you been? Released by Psytronik Software and produced by Georg Rottensteiner and Trevor Storey, Soulless is an atmospheric platform adventure game.

"Soulless is actually full of soul from beginning to end."

In the game you play Rizek, a powerful warrior King, who grew tired of constant war. He declared a time of peace but was betrayed by his generals. A curse was placed on him, transforming him into a gruesome beast and he was cast into a tomb for all time. 1,000 years later a great quake shattered the wall of the tomb. Rizek can now escape and reclaim his soul - and take his rightful place as King once more.

Soulless is actually full of soul from beginning to end. It's a beautifully crafted game that not only looks fantastic, but plays like a dream.

HOW WAS IT COMPLETED?:

I would love to say that I played all the way through the game, but I'm a tad useless when it comes to playing through arcade adventures. Anyway - I cheated and used the following cheat that I created:

- Load and start the game
- Freeze the game and enter the following poke.
- POKE 44349,3 ($AD3D $03)
- Restart the game and the game ending will load.

SO WHAT HAPPENS?

Once you have completed the game, the ending loads and we are presented with a screen showing a silhouette of the beast in amongst the ruins. The flames on the torches flicker as the beast transforms back into Rizek before our very eyes! We are then taken outside where we see Rizek running towards the castle, birds flying free, and fireworks shooting through the sky to celebrate the return of the King. Rizek raises his sword to victory. We are then treated to a full epilogue and the game credits, which are accompanied by an ending tune.

COMMENTS:

Vinny: This game ending is a dream for me; it has every element you could ever want in a game ending: fantastic animation, beautiful graphics, atmospheric music, an epilogue and closing credits. Perfection. 10/10 Gold Medal from me.

FINAL SAY:

Truly brilliant :-)

Game Ending Rating – 10/10

Souless is available to either buy or download for free from Psytronik. Get it, it's brilliant!

1. The creature starts to feel pain.

2. Energy pulses through his body.

3. KA-BOOOOOOM!

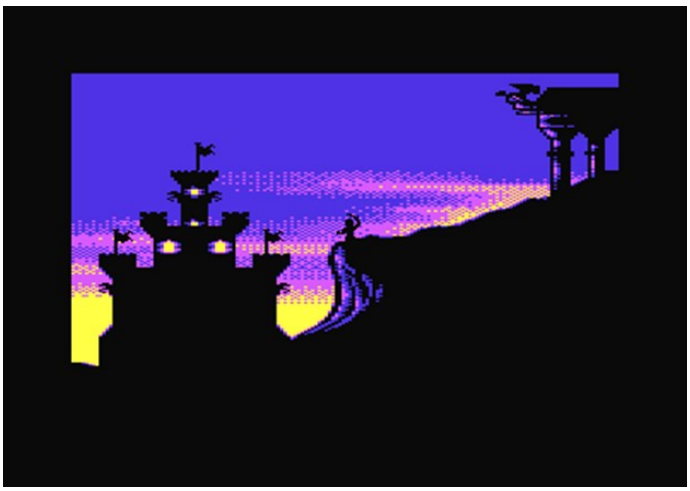
4. Rizek is Free!

5. "Yeeee-har!"

6. "Maureen! It's getting busy down here!"

7. Outside we see Rizek freely running towards the castle.

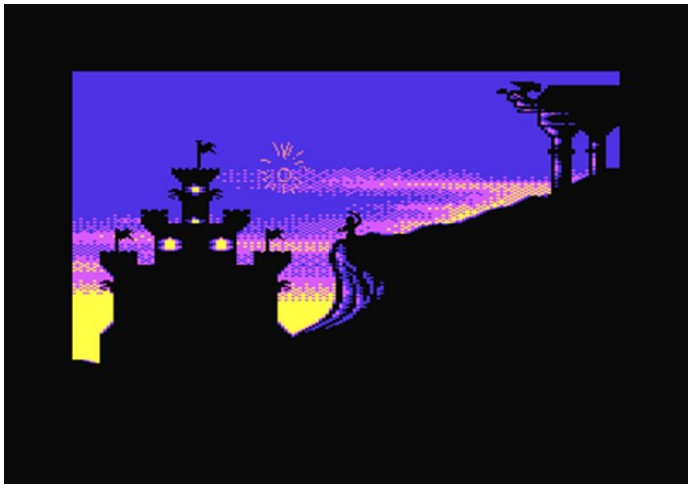
8. Birds fly above him.



9. He raises his sword.

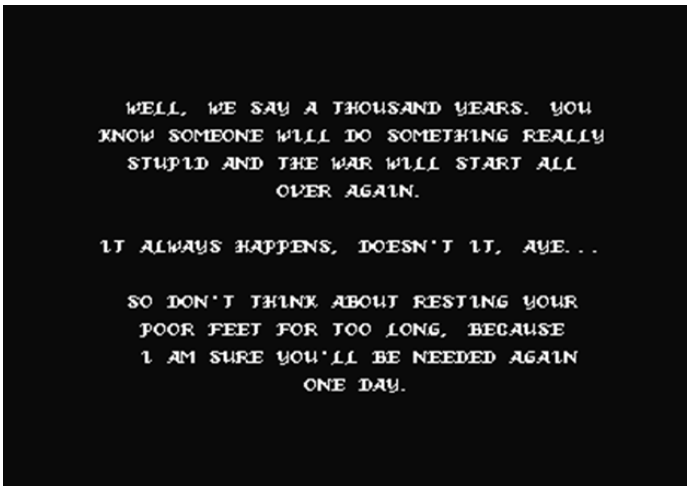
10. Some bastard is letting off fireworks again!

11. # Ceeeeee-le-brate good times, come on! #

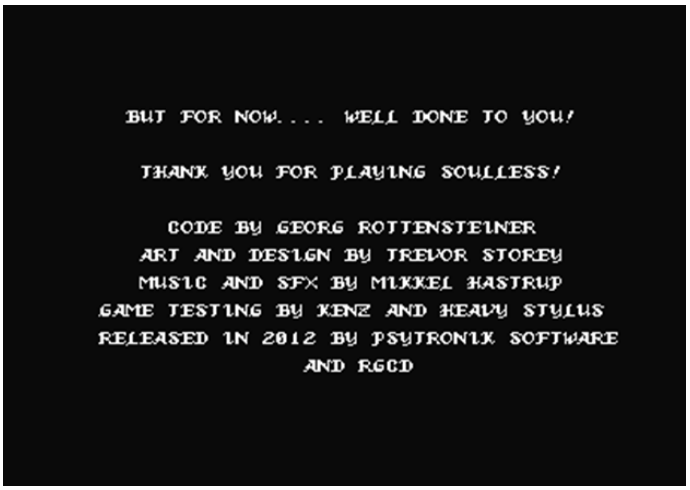


12. Time for the epilogue.

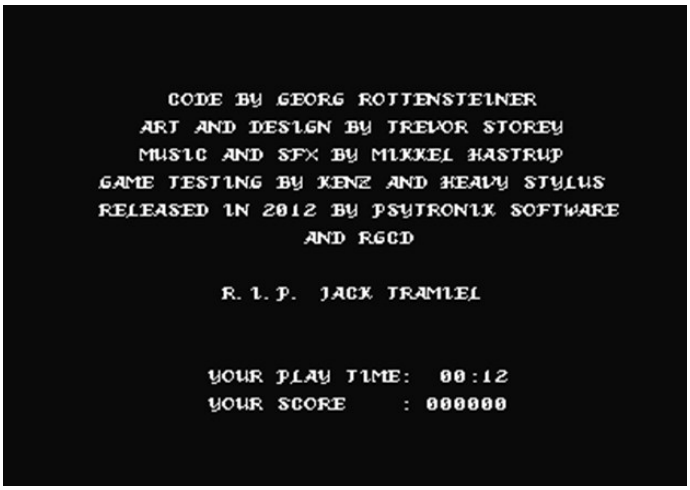
13. The closing part of the story.



14. Does this mean Soulless 2?



15. A great bunch of guys :)



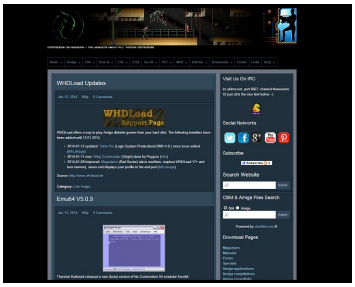
16. The End.

You can view the Gold Medal winning game ending for Soulless directly from c64endings.co.uk – along with 850+ other Commodore 64 game endings.

We'll have another game ending from Vinny in the next issue.

C64Endings.co.uk

The Wonderful World of Commodore 64 game endings



Commodore is Awesome main page, which is also awesome.

Commodore Is Awesome http://awesome.commodore.me/

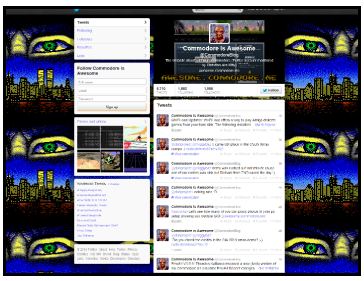
Commodore is Awesome (CIA) is an extensive website serving the Commodore community, providing up to date news, magazines, box art, games, demos, manuals, music, remixes, emulators and video downloads – the amount of varied downloads available is truly impressive. CIA also has a growing database of game reviews, an assortment of other interesting articles from the various site team members and a friendly forum community.

CIA has embraced Web 2.0, with a presence on Twitter, Facebook, Google+, YouTube and Pinterest, as well as having their own IRC channel. You can listen to Slay Radio (a radio station dedicated to Commodore SID tunes) while browsing the main site, and also search for CBM and Amiga files via the cbm8bit.com powered search box. The site also allows you to subscribe to various articles and news in a variety of ways, including via an RSS feed and email.

The layout of the site is easy to navigate and modern, with the main page featuring an attractive banner at the top (which changes with each load), with a set of dropdown menus immediately below the main banner. The news is easy to read, offering extra information such as a category link, news source (when appropriate) and an opportunity to comment on the story. Sitting to the right of the news is a column featuring all of the site tools, gadgets and add-ons such as the search boxes, social networking links, subscriptions, download pages and a few banners linking to external sites. The use of suitable colours throughout the site works extremely well, with the site looking neat, tidy and modern. It is certainly easy on the eyes to read and it all works very well.

Kitty and her team are doing a fantastic job maintaining and consistently updating CIA, keeping it relevant and informative. The greatest aspect of CIA is the constant activity, which makes the site a fantastic resource, full of interesting and relevant information about our favourite Commodore computers. Commodore is Awesome is definitely a site to bookmark and visit on a regular basis and one which I am confident is going to continue improving over time.

> ***"The greatest aspect of the site is the constant activity, which makes the site a fantastic resource."***



If you're a twit, you're in luck!

Starring the Computer http://www.starringthecomputer.com

Starring the Computer is a website dedicated to finding computers that have appeared in film and television, with an impressive list of rare and obscure machines being unveiled. Commodore computers are well represented too, with seventeen different Commodore models being spotted in various films and TV shows. The Commodore 64 breadbox has appeared in a large number of movies and TV programs, but interestingly the site only identifies three films in which the C64C has made an appearance, and these are all just cameos!

Starring the Computer main page, which interestingly does not star any computers. Not even one.

The site rates each appearance of a computer in three categories: importance, realism and visibility, in relation to the film/TV show it appears in. While some films have the Commodore 64 just sitting as a prop in the background, others have it as an integral part of the narrative, doing a variety of crazy and wacky tasks!

There's quite a lot to learn about the Commodore 64 from this website. For example, they have been used in films to control nuclear reactors, time machines, city traffic control systems and even to record music in recording studios. Such a versatile machine is our beloved Commodore 64.

The layout of Starring the Computer is simple, very easy to navigate, and easy to read. The site designers certainly haven't gone overboard, but sometimes there is no need to - less is often more. It is regularly updated with site news and new findings, which are often submitted by site fans and contributors. The site also has a presence on both Twitter and Facebook if social media is your thing.

Starring The Computer is a great website and covers a topic that has regularly been a discussion point on forums for years. It is definitely worth visiting and is interesting and quite entertaining. Who knew that the C64 could be used in so many different ways!

In Episode #31, MacGyver used a C64 to search a BBS for information on different mullets. Afterwards he went off and stopped some bad guys, who also had mullets.

After playing for five hours straight, Dennis finally got to see Sam Fox in all her naked glory. He was then immediately killed by a Cyborg. Worst. Movie. Ever.

Freeware!

Game Review

Richard Bayliss bangs out yet another puzzler.

Game: Invert
Developer: Richard Bayliss of TND
Release Date: December 2013
Available: CSDB
It's a bit like: Sensitive
Score: 8/10

Invert, the latest game from the busiest man in the universe, Richard Bayliss. Initially entered into the 2013 RGCD 16kb Cart Competition, Richard has now released the final version to his adoring fans. Let's see if its worth losing your mind over!

"Invert also comes complete with a level editor, loading picture and an intro up-scroll containing the games story and full instructions."

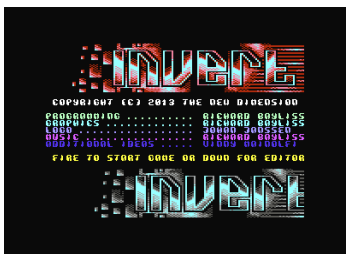
Game Overview

Invert is a 32 level tile swapping puzzle game produced by The New Dimension.

The object of the game is to flip all of the wrongly inverted tiles by walking over them. Each time you walk over a tile it will flip, so you need to figure out the correct path for each screen to have each of them the right way up before being able to exit the level. Making things more difficult are a number of different tile types with various behaviours and consequences, trapdoor switches, a time limit and enemies moving around the edge of the screen randomly throwing bombs at you. You are equipped with a limited number of temporary shields which can be replenished. You are also able to score points by correctly flipping tiles and being hit by a bomb with your shield activated. Bonus points are awarded according to how much time is left after completing a level.

Invert also comes complete with a level editor, loading picture and an intro up-scroll containing the games story and full instructions.

Level one looks easy enough.



A beautiful intro screen in that typical 'Bayliss' style.

Nice high-score effects.

Ant - 8/10 (Bonus point for including a level editor!)

There's something to be said for the distilled essence of a puzzle game. Get that learning curve right and players get hooked onto the "just one more go" drug. Obsession to overcome the next puzzle becomes consuming and, congratulations, you have a winner on your hands. Invert almost gets this right.

As is expected of a Richard Bayliss game, Invert shines with polish - a beautiful loading screen, excellent attract screens, high score feature and amazingly, a level editor. There is a wonderful, solid feel to graphics. This is indeed a very pretty puzzler. Coupled with jaunty, joyous tunes it is quite a treat for the senses.

The tile-flipping gameplay, where a tile will flip back to its other state if you return down a travelled path, makes things rather interesting. Strategies evolve, balancing backtracking with the safety of the center area. A well-placed game mechanic, then!

So why does Invert just miss the mark? Randomness. Inevitably you will find yourself hovering very close to the bomb-hurling meanies as you desperately try to flip the edge tiles correctly. It's impossible to predict when a fast-moving bomb is going to be hurtled your way. So either hope you're lucky or use your precious, short-lived shields. Unfair deaths are a little too frequent because of this. The good news is that this does lend itself to the player working on better strategies for utilising the safer centre playfield. However luck holds a little too much sway.

Despite this occasional frustration Invert is a fine, professional-level game with a lot of replay value. Definitely up to the Bayliss standard. Grab a copy and start flipping!

Invert! Invert! I said INVERT damn it!

"There is a wonderful, solid feel to the graphics. This is indeed very pretty for a puzzler."

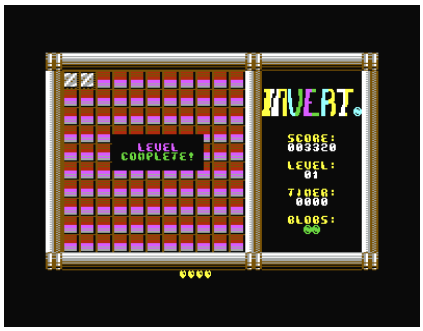
POLYGAMe - 8.5/10

Invert. Upon hearing that title, I got all hot and sweaty and started blurting out words like "rad" and "gnarly", thinking I was going to be thrown down memory lane on four wheels by way of 8-bit skateboarding title. Upon loading up the game, my fists gripped tightly around my joystick (no jokes, please) and wham! There it was! A puzzle game?!?! I hate puzzle games! If any genre was the true spawn of Satan's left nut, the puzzler would be it.

So I waded on through what was surely going to be the most horrendous mire of excrement that had ever existed, but then something happened. For the first time in my life, I was wrong! Invert is a great little game that at first seems incredibly simple; walk on the tiles, flip them over, not unlike games such as Skweek.

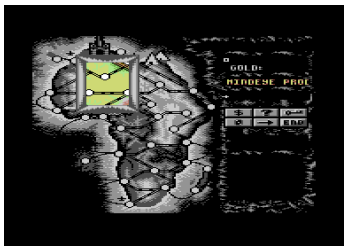
Invert throws in a whole host of fantastic features to keep your little blob on his, um, toes. It took me a while to learn how to use the shields (I never was very bright, hence hating puzzlers) but I soon found myself at the top of the scoreboard and 8 levels into the game.

Invert has cute graphics, a fantastic soundtrack and the level design not only makes you think but tests the reactions too. Had this game been released back in the 64's heyday, it surely would have achieved "Sizzler" status. Uh oh, I think I have written more than my 100 words... good, I can stop and get back to playing Invert!



Another one bites the dust!

Oldie Game Review



Africa as it appears on the C64, somewhat scaled down from the real thing, only taking up half of the screen.

Game: Star of Africa
Publisher: Mindeye 1994 (never released)
Release Date: October 2013 (Onslaught version)
Available: http://csdb.dk/release/?id=124902
It's a bit like: Where in the World is Carmen Sandiego

Star of Africa, a game that wasn't that now is, all thanks to the good folk in Onslaught. The question remains, will it shine like a diamond or immediately lose its sparkle? Let's roll the dice and find out!

Game Overview

Star of Africa (Stern Von Afrika) was recently released by Onslaught, who also took the time to carefully translate and bug fix the game. Developed by Mindeye in 1994, it has never been translated into English or released until now. The game is based on the Finnish board game 'Africkn tähti', which literally translates to 'the star of Africa'.

The game is set in Colonial Africa, with the objective being to retrieve the precious diamond 'Star of Africa' and return with it to Europe. You play against a computer opponent named Henry Knox in this turn based adaption of the board game. You go from town to town, gaining information and searching for the treasure.

Star of Africa is played on a single static screen which shows a map of Africa and a group of icons with various important functions. For each town you visit, you will either have to pay to enter or roll a dice to gain a chance to sneak in for free. Each town contains a treasure box which must be located and opened, hopefully containing the Star of Africa. Your turn ends when you have finished in the town. If you do happen to find the diamond, you must make it back to your home town and bask in the glory!

The game ends either if you win, are accused of finding a hoax Star of Africa, or if the computer finds the diamond first.

As additions to the original game, Onslaught have included a documents file and added in a trainer for infinite gold.

"The interface is easy enough to navigate and it doesn't take too much time to learn the game, especially with the clear and concise instructions provided by Onslaught"

Omotola Jalade Ekeinde is one of Africa's most famous and loved movie stars. Unfortunately she is not in the C64 version of Star of Africa.

Unkle K - 7/10

Upon reading the instructions and seeing the screenshots on Games That Weren't, I was looking forward to playing this game. Although the original board game was unknown to me, I'm a huge fan of games like this and I'm happy to say I wasn't disappointed.

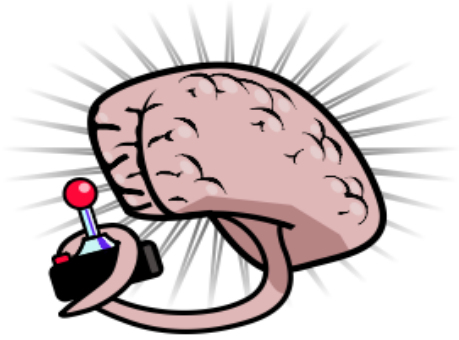
The interface is easy enough to navigate and it doesn't take too much time to learn the game, especially with the clear and concise instructions provided by Onslaught.

The presentation is simple, with a small window containing scrolling messages necessary for gameplay, an array of icons and another window containing an assortment of pictures displayed according to your movements and actions. Overall the graphics are quite well done and the music, while not at all bad, does get repetitive, but you can always turn it down as sound isn't essential for the game.

Mouse control and the ability to play against a human are missed opportunities. The message screen is too small and I would have preferred messages to flash onto the screen rather than scroll in a small window.

The first game I played, I actually found the Star of Africa in the second town I visited and with a lucky roll, I was immediately able to make it back to Cairo and win the game. But it isn't always that easy, with much more exploration usually needed to find the diamonds.

Overall, Star of Africa is a simple and fun game that is well implemented, but some more inclusions would have improved both gameplay and presentation.



"Down on to your haggard knees and pray to whichever transient weakling deity your race has chosen this millennia, for it is I...THE MIGHTY BRAIN!"

Greetings, abhorrent flesh-sacks. I have momentarily taken leave of my creation of myriad galaxies for simple pleasure, to review 'Star of Africa'. Do not question me. I do it because I pity you.

'Star of Africa' purports itself as a strategy game. Obviously, such bandied terms are of slight to a transdimensional hyper intelligence such as myself, but I fully understand your species constant yearn to tax itself with such frivolities as this game. What I don't understand is your insistence on casting Hulk Hogan in a film called 'Mr Nanny'. You have no idea how many nebulae have been destroyed due to the existence of *that* catastrophic cinematic blunder.

Anyway, I digress. That happens when you visit a feeble planet such as this, unable to provide enough cerebral stimuli. Bah! The game casts you as an explorer on the African continent in a race to retrieve the 'Star of Africa', a much sought after diamond. I was going to suggest that your race travel to Neptune XII, Laomedeia in order to harvest it's unending supply of diamonds to quell your thirst for wealth. I then remembered that you can't. Pathetic whelps.

I suppose this game is worthy of a smattering of my praise. The music is pleasant enough (although can get a little repetitive, much like one of your earth children) and the graphics aren't nearly as offensive as other human offerings of this nature.

I MUST LEAVE! My time on this fetid world has ended, for I am required to travel 5 billion megaparsecs to Shaltron 3 immediately. The reason for this sudden departure? Mrs TMB has demanded a Mars bar, and the corner shop is closed. I cannot possibly expect your underdeveloped cortices to grasp the magnitude of her anger if I fail.

Until next time, filthy meat-bags,

TMB.

TMB:: Ahh, 'Cape Town'... You would think its inhabitants would all be sporting capes, but they don't. Idiots.

TMB: I was going to include another picture of the game, but it would look exactly the same as the last one. Instead, here is a picture of a galaxy I recently conquered. Its name escapes me.

Games That Weren't

By Frank Gasking

Behold! ZZAP Megatape 18 in all its glory.

Game: Spellcast, 1991 Genesis Software
Code: David Clarke
Graphics: Jonathan Temples
Sound: Ashley Hogg
GTW Link: http://www.gamesthatwerent.com/gtw64/spellcast/

"But after experiencing Spellcast on Zzap's covermount, many asked the question to why the game was never picked up by anyone?"

Spellcast title screen. Nice!

The early 90's were a good time for gamers like myself growing up with the C64. As a 9 year old I just about caught the tail end of the C64's game market in the UK and I was privileged to still be able to buy up Codemasters, Hit Squad and Encore budget titles with my pocket money. Around the time, I discovered CJ's Elephant Antics and Spike In Transylvania, which were two of my favourite C64 games of the time.

Both games were created by the talented trio of David Clarke, Jonathan Temples (originally Smyth) and Ashley Hogg for Codemasters under their Genesis Software development label. All of their games came with some great quality visuals, excellent sound and heavily console'esq playability and feeling throughout.

Around the same time, Genesis got involved with Zzap 64 and provided them with some music demos (showcasing Ashley's talents) to fill up their Megatape covermount. It was a good promotion for the team. However, further to promoting Ashley's talents, they decided to also pass on a preview of a game that has since become one of the titles on the C64 that many wished was completed.

Spellcast was the game, and the preview was to demonstrate a great little hack and jump game - not too dissimilar to classic NES titles like Castlevania with its look and feel. The game was to be Genesis Software's first development as a group, with David as the lead and sole programmer (having recently left Choice Software). "*The game was started because David and I were fans of Ghosts 'n Goblins and Barbarian. We had not written any published games yet - David's programming was starting to take off and so we went into it.*", Jon recalled.

Went into it they certainly did. Even with a single developed level and demonstration, Genesis Software didn't hold back to showcase their talents. Their demo came with full titles, high-score board and music with sampled sounds - it was very well polished. The demo was also to be a showcase of some neat game features - with large fire breathing dragons, irritated wasps, floating log platforms and skull throwing creatures - most characters made up of multiple sprites.

The main character was full of life with a wide variety of moves, and there were many neat little touches throughout - clearly this was a game the developers enjoyed creating. *"David and I loved the game and tried to put as many moves and options into it. The player, hacks, jumps, and uses of objects etc."*, reflected Jon.

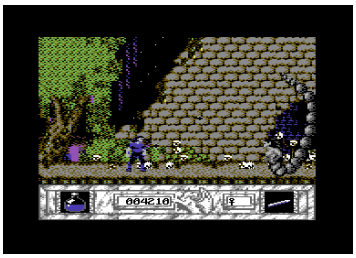
Once the first level was practically complete - Genesis felt that they were onto a winner, with a game that would feature a lot of elements that the developers felt C64 games were lacking at the time. It was becoming clear though that this could no longer be the desired single load, and things switched very quickly over to multi-load. However, after touting the preview round to some of the key publishers of the time - the response was very surprising. *"We tried to sell it to people but got no responses."*, Jon informs us.

As a result of no take up for the game, Genesis cut their losses and polished up the one level preview for ZZAP!, which was published on Issue 74's covermount, Megatape 18 – no doubt as a clever way of showing what they were capable of. After their somewhat surprising rejection - undeterred, Genesis Software tried again by taking remains of David's aborted New Zealand Story conversion for Ocean and creating what we now know as CJ's Elephant Antics. The rest was history - Genesis Software getting their breakthrough and going onto develop some superb C64 titles.

But after experiencing Spellcast on ZZAP!'s covermount, many asked the question as to why the game was never picked up by anyone? It's not only a mystery to us, but is most likely still a mystery to the guys from Genesis Software. A gaming opportunity missed surely?

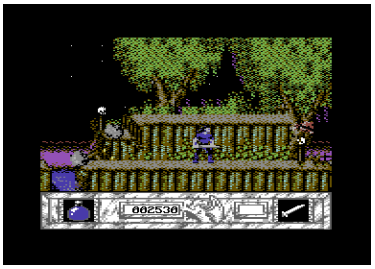
Had the game have been picked up, what would a full and complete Spellcast have been like you may ask? The eagle-eyed amongst you may well have caught the title screen clues, of which Jon sheds some light upon... *"The levels were meant to progress in the manner of the title screen. The title screen has the Spellcast name, but below is a black outline of a forest leading to a castle on the hill. Well, the first level was the forest. Next was the swamp. Then the town leading to the castle."*. The Ghosts 'n Goblins inspiration is now very clear and evident.

Although it was believed that one level was all that ever existed, speculation suggested there was more. However, both Jon and Ashley confirmed that only one level was all that ever was. Jon suggests that at best, there may be some extra sprites or bits of backgrounds intended for later levels - but unlikely. However, digging around in the preview itself resulted in finding assets that never got used - such as a 2 sprite skeleton creature. Poking around in the game map actually causes the skeletons to come out of the ground, suggesting that either level 1 was larger



As you can see, the in game graphics are exceptional! What you can't see are the equally as impressive sprite animations!

"If for any reason you have never experienced Spellcast before, then load it up and take a look at a game which should have been finished and released."



Sometimes you have those moments where you need to stop, look around and just take it all in.

at one point - or part of level 2 may have been started to a point. Another interesting "*feature*" (as David called it on a YouTube video posting of the preview), was where you could control the logs with a joystick in port 1, allowing your character to float over the entire level.

As you well may have spotted - Jon and Ashley have given plenty regarding the story of Spellcast, but David has sadly remained elusive - choosing not to speak as of yet, even after several contact attempts. It is hoped that he may some day change his mind and give an insight and different perspective about Spellcast. For now, all that can be done is to reflect on what could have been.

If, for any reason, you have never experienced Spellcast before, then load it up and take a look at a game that should have been finished and released. The game publishers of the time have a lot to answer for.

Frank Gasking – GTW

SPELLCAST — LEVEL ONE

(Genesis Software Development)

Exclusive to ZZAP! we have a complete level from an unfinished game by the team behind *CJ's Elephant Antics* and *Spike In Transylvania*.

Spellcast is a sword-and-sorcery arcade game where our hero must fight trolls, snakes and dragons, dodge landslides, jump onto floating logs and much more besides before finally taking on the hideous Medusa, a snake-haired woman with a scorpion-tail body.

At the start of the level our athletic hero can pick up a sword, spear and skulls which he can switch between at any time. The various monsters are all vulnerable to one particular weapon and it's up to you to find out which one. There's no time limit, but our hero has just three lives and limited energy (shown by the blue bottle). 'Restore energy' potions can be found in chests revealed by hacking down venomous plants. Be careful though, some chests contain ghosts!

The hero is controlled by the joystick in port 2. He can duck (joystick down), walk left/right (joystick left/right), jump upwards (joystick up), roll (joystick diagonally down left/right) and make somersault leaps (up and left/right). Pressing fire causes him to use the currently selected weapon. Using the sword you can make various moves: overhead slash (joystick up and fire), middle slash (joystick left/right and fire) and a crouching thrust (joystick down and fire). You can also throw the spear and the skull in a crouching position by holding the joystick down and pressing fire. To activate a weapon or swap between weapons, press the space bar. To pause, hold down the 'Return' key.

© 1991 Genesis Software Development.

The demo write-up from ZZAP! All our mysteries are solved!

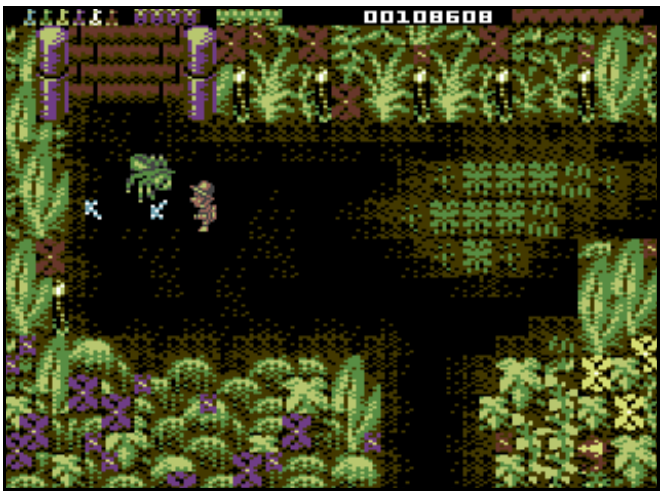
Deep Thoughts

By Merman

With Christmas a recent memory, it makes me think of past presents. The first Commodore 64 to arrive in our house was an early Christmas present - but problems with the power pack stopped us playing it for weeks. New games arrived as Christmas or birthday presents, and money from relatives (and a paper round) was also spent on games. Not all of those presents were great games - one that comes to mind was Milk Race, a very average budget game from Mastertronic based on the British equivalent of the Tour de France. But a better present was 1993's brand new C64 and disk drive package that kept me interested.

With Christmas behind us once more, what does this New Year hold for the Commodore fan? The results of the RGCD cartridge competition have been revealed, with Monster Buster the winner and more than one likely to appear as physical cartridges. This includes an enhanced 64K version of Rocket Smash - already a great game when squeezed into 16K, so we are looking forward to what they add.

Mastertronic's Milk Race. Not one of Merman's favourites. He preferred Mad Mix Game: The Pepsi Challenge from USGold.



Darkness, Trevor Storey's upcoming C64 game, has already been released for the iOS and Android platforms.

Trevor "Smila" Storey is hard at work providing graphics for multiple titles. From smartphone conversion Darkness to retro platformer Barnsley Badger (paying homage to Monty Mole), Trevor's artwork is always a delight. It is also impressive to see newcomers making plans and working on game projects. The Lemon64 forum is a good source for finding out what is happening.

Let's not forget a traditional part of the scene - the party. Datastorm, Revision, Forever, Flashback and X are among those that have already announced dates for 2014. So we can look forward to more impressive demos, graphics and tunes competing. Away from the parties are more online competitions - including a new SEUCK competition organised by Richard Bayliss, and of course the brilliant RGCD 16K cartridge contest that has inspired so much over recent years.

The New Year is also a time for resolutions. Mine is to spend more time using the real hardware, thanks in part to my purchase of a 1541 Ultimate. Let's hope the experts and hackers come up with more interesting hardware in the coming year too.

CD Review

Psytronik have included a reversible CD cover. The other side features screenshots of the game picture title screens.

> *"Remarkably, SID tunes have stood the test of time which is a testament to the compositions and melodies themselves."*

A lot of tracks from a lot of composers and artists!

Name: Psytronik Software - 20 Years
Publisher: Psytronik
Available from: http://www.binaryzone.org
Price: £9.99
Rating: Rock on!

Psytronik have released this special 2CD package as a part of their 20th birthday celebrations. Containing a mix of SID tunes and remixes from an ensemble cast of composers, with music sourced from the Psytronik back catalogue, there should be something here for everyone. Let's turn the amp up to 11 and have a listen!

Remarkably, SID tunes have stood the test of time, which is a testament to the compositions and melodies themselves. The remix scene has been popular for well over a decade and tracking on the C64 is an art-form still going strong today. Mainstream artists have also 'borrowed' or sampled SID tunes and SID melodies for their own music (and vice versa, to be fair). But that is another story, because this review is about the Psytronik 20 Years CD, so let's get on with it.

CD1 contains a selection of actual SID music sourced from the Psytronik back catalogue, featuring composers such as FeekZoid, Maniacs of Noise, Richard Bayliss and Linus, amongst many others. The tunes were recorded by Kenz himself, mainly from an 8580 SID chip but a few were recorded from the 6581 too. Listening to this CD I was somewhat surprised to realise the overall incredible quality of the tunes and melodies themselves, many of which I had never heard or really listened to before.

It is interesting to note the many different styles and techniques utilised by the various composers, with many tracks having a unique sound attributed to its author. John Rowland's bouncy style and happy melodies are present in the Mayhem in Monsterland intro tune while Linus' bass driven melodies are present in his Follin inspired The Vice Squad in-game tune.

Some other highlights include the intense Sceptre of Bagdad and epic Archetype by FeekZoid, Sub Hunter loader by Drax and the wonderful hook driven Redrunner title by GRG. Other notable inclusions include a special medley of the Knight 'N' Grail title and end by Hans Axelsson and the inclusion of the unreleased in-game tune of Super Carling The Spider by Joe Dixon.

CD2 contains a podcast recording of Kenz' One Man and his Mic, with a mix of SID remixes and SID tunes, and a few other chip tunes thrown in as well. Kenz is at times a rather exuberant character making an assortment of funny noises and I enjoyed his commentary

in-between tracks.

Once again there is a good mix of quality SID tunes present, including Drax' classic Sub Hunter theme and FeekZoid's kicking Psychozone intro digi-tune. Laxity's Rob Hubbard inspired Joe Gunn in-game tune is also a treat with those old school instruments and sounds. I particularly enjoyed the inclusion of Star Sabre in game tune (Amstrad CPC) and Adventures n Time (Plus 4) as well as Armalyte and Mayhem in Monsterland (unreleased) variants made for the PC versions of those games.

Although most of the SID tunes the remixes are based on are sound, the interpretations aren't all to my liking and are probably the weak point of the whole package, but that's all subjective as the production quality is generally excellent. The Sceptre of Bagdad remixes from DJ Skitz and Kate Z are disappointing given the source material and fail to capture the essence of the original SID, however Kate Z later somewhat redeems herself with a solid City Bomber remix.

Overall the podcast is thoroughly enjoyable to listen to and I have done so multiple times.

The actual presentation of the package is truly professional, with colourful artwork and inlays and even a spine card. Even though it can be argued that most of the tracks are available for free on the internet, with only 250 copies made the Psytronik 20 years CD is a worthy purchase even just as a neat little collectable, without even taking into account the high quality of the music itself.

Disc 1 tracklisting:-

01. Sceptre of Baghdad - In-Game (FeekZoid).
02. Archetype - In-Game (FeekZoid).
03. Psykozone - In-Game (Matt Simmonds).
04. Sub Hunter - Loader (Maniacs of Noise).
05. Escape from Arth - Loader (Richard Bayliss).
06. Mayhem in Monsterland - Intro (Steve Rowlands).
07. Joe Gunn - Title (Laxity).
08. The Last Amazon - Intro (Tonka).
09. Knight 'n' Grail - Title / End (Hans Axelsson).
10. The Wild Bunch - Title (Jon Wells).
11. Oracle III - Perplexed Oracle (Tufan Uysal).
12. 2,000 Kung Fu Maniacs - Loader (Richard Bayliss).
13. Super Tau Zeta - Title (Richard Bayliss).
14. Soulless - In-Game (Mikkel Hastrup).
15. Redrunner - Title (Glenn Rune Gallefoss).
16. Assembloids - Title (Owen Crowley).
17. Guns 'n' Ghosts - Loader (Richard Bayliss).
18. Sir Ababol - Loader (Linus).
19. Cops - The Final Chapter - Title (Richard Bayliss).
20. Super Carling the Spider - In-Game (Joe Dixon).
21. The Vice Squad - Montage (Linus).

Disc 2 tracklisting:-

01. Sceptre of Baghdad Intro (DJ Skitz)
02. The Sceptre of Nu Baghdad (Kate Z)
03. Archetype - FZ vs JMJ Remix (FeekZoid)
04. Nukenin & The Ronin Title (TMR) [C64]
05. PsykoZone Intro (FeekZoid) [C64]
06. Sub Hunter Title (Maniacs of Noise) [C64]
07. Escape from Arth Title (FeekZoid) [C64]
08. Mayhem in Monsterland Title (Tonka) [PC]
09. Creatures Remix (Infamous)
10. Creatures 2 Redux (Infamous)
11. Joe Gunn in-game (Laxity) [C64]
12. Armalyte Loader (Martin Walker) [C64]
13. The Path Of Destiny - Knight 'n' Grail Subtune #2 (Project N.A.)
14. Knight 'n' Grail - Good Ending Orchestral Mix (Hans Axelsson)
15. The Last Amazon Title Tune (Richard Bayliss) [C64]
16. The Wild Bunch (Jon Wells) [C64]
17. Star Sabre In-Game Tune (Targhan) [Amstrad CPC]
18. Armalyte PC Title Tune (Infamous) [PC]
19. Adventures in Time (Luca / Fire) [Plus/4]
20. City Bomber - KateZoid Fusion Mix (Kate Z)
21. Sub Hunter CPC (Herve Monchatre) [Amstrad CPC]
22. HyperViper (Jamie Howard) [C64]

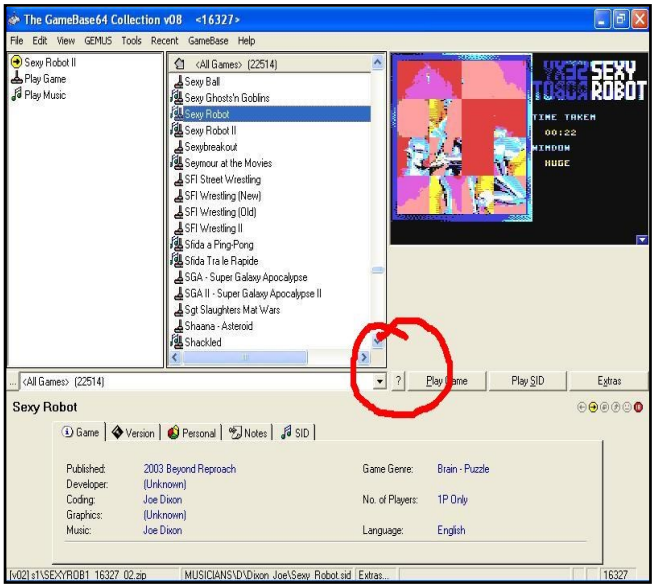
The Day The Universe Died

By Plume

After unfortunately waking up this morning, I decided that what better way to start my day than gluing mud to my body, lying down in the woods and keeping a running tally of how many unwitting woodland creatures I could devour over a 15 hour period. I then decided that this activity could wait until next week, and that my time would probably be better spent playing C64 games instead.

One article on my blog deals with the electronic sorcery of the 'Random' button in Gamebase, and how its inconspicuous yet alluring curves set within that beguiling question mark have led many a mans curiosity to better him. Women just press it because they are clever.

For this Reset article, I will again be demonstrating the use of the 'Random button' (I often do this by simply clicking it, others may achieve better results with alternative methods. Telepathy or verbal abuse for example.) JOIN ME!



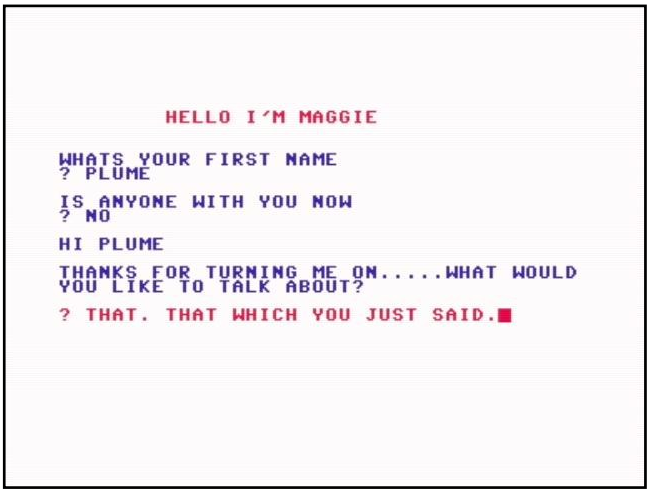
The 'Random' button. Also, 'Sexy Robot'. Chosen completely at random by pressing the random button.

Maggie AIP (Woman simulator, 1983, Ramiak)

Why Gamebase! It seems you do listen after all! The countless hours spent weeping uncontrollably at the screen due to the vapid and intolerable loneliness surrounding me have paid off! You have found me a wife!

I rapidly shuffled up the stairs and burst quietly into my room to find my favourite dating pants. After finding and discarding my 'Carbon Dating' pants, I finally located my 'Woman Dating' pants and rushed back to Maggie with renewed confidence.

Once loaded, Maggie required 30 seconds to 'Gather her thoughts'. "She's obviously nervous" I thought to myself. "Who wouldn't be with this fine example of a man hunched on a stool in front of them?" I thought about this for a second, straightened myself up, wiped the unidentifiable food from my jumper, and began to converse with her.



Interesting fact: Maggie has been utilised in 57 English speaking countries as a call-centre sales script for radiator companies.

As you can see from the above screenshot, Maggie was anything but nervous. In fact, it seemed she was quite the tease. I decided to furrow a more cultured path through this conversation, and so pretended to know and care about something

of which I did neither. You know, like in real life! As the screenshot below shows, the results were dismal. You know, like in real life!

```
HI PLUME
THANKS FOR TURNING ME ON.....WHAT WOULD
YOU LIKE TO TALK ABOUT?
? FRENCH EXISTENTIALISM AND THE REJECTIO
N OF SYSTEMATIC PHILOSOPHIES
SO..THE REJECTION OF SYSTEMATIC PHILOSOP
HIE
? UMM, YES
?EXTRA IGNORED
TELL ME ALL ABOUT IT
? LET ME GOOGLE IT FIRST
LETS NOT TALK ABOUT THAT..OK?
? PHEW
TELL ME MORE
?
```

Lucky escape indeed, although take note that at one point, Maggie 'Extra Ignored' me. This only served to make me extra confused.

It seemed my attempts to sway Maggie with fierce intellect had failed, and I could sense her interest waning. I had to act fast, and think of subjects which (probably) held a common interest with both of us. This quickly turned out to be an unmitigated disaster as detailed in the screenshot below:

```
TELL ME MORE
? I LIKE MANLY THINGS LIKE HAMMERS AND
TANKS
IS THAT SO?
? YES ALSO PATTING A NICE DOG ON THE
HEAD CAN BE QUITE PLEASING
SO..THE
? ARE YOU OK?
COULD BE
? WEL ARE YOU?
A DEFINITE POSSIBLE MAYBE..
? IM JUST GOING TO POP TO THE TOILET...
YOU DON'T SAY?
?
```

Interesting fact: MAGGIE HATES ME!

I quickly devised a cunning plan. I would pretend to need a toilet break, lock the door and squeeze myself through the window, thus ensuring a speedy escape while negating any awkward "So...bye then...I'll definitely keep in touch..." situations. I then remembered that this was my own house and I was sat in front of a computer. I tenderly caressed the screen and switched it off. I'll always remember you Maggie.

The verdict:

Obviously it's hilarious to type in ridiculous things, that goes without saying, but it gets boring really quickly. Ultimately, Maggie has an extremely basic parser and a hopelessly limited selection of responses to even the most simple input. Maggie didn't even respond to the tirade of insane profanities I subjected her to. That's not like real life at all.

According to the tabloid press, Maggie once dated Kryten from Red Dwarf. Apparently she was the inspiration for his fully interchangeable vacuum cleaner nozzle which he had installed.

Visit Plume's Blog,

The Day The Universe Died

http://tdtud.blogspot.co.uk/

Format Wars!

By Last Chance

Fist II: The Legend Continues (Melbourne House, 1986)

Designed and written by Gregg Barnett for the Commodore 64.

Conversion for the ZX Spectrum coded by Damian Watharow and Stephen Taylor, with additional programming by Bill Macintosh.

Commodore 64 graphics by Greg Holland and Russel Comte.

ZX Spectrum graphics by Frank Oldham.

Commodore 64 music by Neil Brennan.

ZX Spectrum music by Consult Computer Systems.

INTRODUCTION + GAME STATUS

Since I was suggested to write a comparison article for RESET magazine, my first thoughts were: "How would any of my blog entries fit in a considerably smaller amount of space" and "should I go for an easier, less available game for a smaller comparison?" So I went for this game because it seemed like a fairly small task, and wouldn't hog up all the pages of the magazine.

"The first sequel to one of the world's first really good one-on-one beat'em-up games, The Way Of The Exploding Fist, was highly anticipated in its time."

The first sequel to one of the world's first really good one-on-one beat'em-up games, The Way Of The Exploding Fist, was highly anticipated in its time. The surprise was great, when instead of getting more of the same in a new package, we were presented with another, completely different sort of game to go with it. Actually, the Fist Tournament bit was the bonus to go with the actual game, which works well, if you didn't like what they had to offer. The actual game was a solo endeavour - a scrolling beat'em-up adventure of sorts, with a clear nod towards Jordan Mechner's similarly paced classic, Karateka from 1985.

Initially, the critical response to Fist II: The Legend Continues was very diverse. Some critics seemed to hate it with a passion, and some seemed to think of it an instant classic before giving it too much thought. Certainly, it was different enough, and a good way to make way into a new direction, but whether it's enough to make it a true classic is a different matter altogether. The game was only released on the C64 and Spectrum, although a conversion for the Amstrad CPC was in the works - it could still even exist, but so far it hasn't been found yet. At the time of writing this, at Lemon64, 108 voters have rated it a respectable 7.7 and 70 World of Spectrum voters have given it a graceful 8.02. Let's see how they actually compare then.

Spectrum Vs Commodore 64. It's on like Donkey Kong!

DESCRIPTION & REVIEW

While Data East's Karate Champ from 1984 could be considered the one game to popularize, if not exactly establish, the one-on-one fighting game genre, Melbourne House's The Way Of The Exploding Fist from 1985 was the one that showed the world how it was supposed to be done properly. The control system boasted of 18 different movements, with vastly better animations than its earlier

peer, and a unique bonus round where the player must knock out a charging bull with a single hit - a feat famously mastered by the karate expert Oyama Masutatsu.

Although the original Exploding Fist game was a great hit for most of the machines it was released on, the developing team Beam Software decided to only make the sequel for three of the most popular computers at the time - C64, Spectrum and Amstrad. Unfortunately, the Amstrad version's whereabouts are currently unknown, we have no idea whether or not it was ever actually released.

Just as in the original, you have 18 movements in use, most of which are only useful when there is an enemy nearby. The main game is a side-scrolling action adventure, where your mission is to learn the ancient skills by delivering scrolls, which can be found scattered around the island, to different temples, where you must pray and achieve new skills, and finally enter the evil Warlord's dominion inside the volcano, and defeat him. The island features six types of enemies and other perils you will have to fight through in order to get to your goal. You will regain some strength back after losing some of it in a fight, by just walking or better yet, standing still. Praying in a temple will boost your strength back to it's full power. The main game is quite a long one for a single-loading game, as it takes close to two hours for even an experienced Fist II player to complete it. The Tournament game acts as a way to hone your skills in a similar manner to the original Exploding Fist game, but with an energy meter instead of hit points, and you can also play it head-to-head, which the fans of the first game will more likely enjoy.

The first sequel to one of the most revered classic fighting games is certainly an interesting concept, and a fairly unused idea at the time. There are, however, some practical issues with the game mechanics, but it's only a slight adjustment to your playing style after having played the original Exploding Fist. It is a game definitely worth trying, but it is also an acquired taste that will take some chewing to get into it properly.

LOADING

I only own the Mastertronic Plus version of the Spectrum game and the original version of the C64 game, so I had to dig out most of the available tape images from the depths of internet. From what I could tell, C64's version 3 is most likely the Erbe release due to its length, and version 4 is the Mastertronic Plus release. For better information, ask the preservation team.

ZX SPECTRUM:

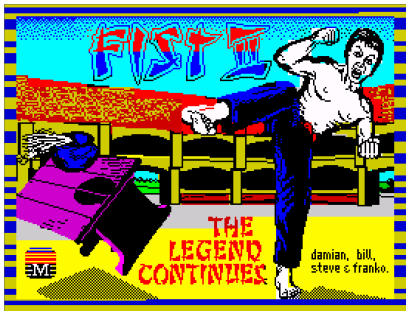
Original - Main Game: 4 minutes 43 seconds

Original - Tournament: 4 minutes 39 seconds

Erbe - Main Game: 5 minutes 7 seconds

Erbe - Tournament: 5 minutes 2 seconds

Mastertronic Plus (Main Game only): 5 minutes 4 seconds



COMMODORE 64:

Original - Main Game: 4 minutes 9 seconds

Original - Tournament: 3 minutes 35 seconds

Version 2 - Main Game: 4 minutes 49 seconds

Version 2 - Tournament: 4 minutes 13 seconds

Version 3 - Main Game: 7 minutes 1 second

Version 3 - Tournament: 6 minutes 1 second

Version 4 - Main Game only: 3 minutes 9 seconds

As has so far been the tradition at my blog, the loading times will only be added as an optional score for the final overall scores.

Fist II cover art (C64).

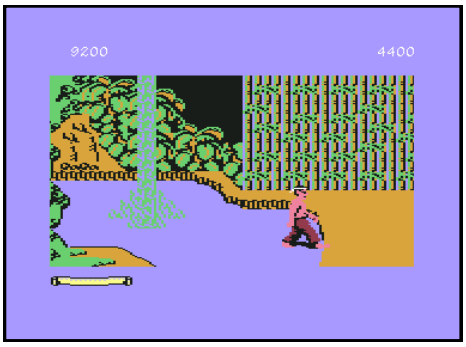
"Differences to the original Exploding Fist game become clearer as you progress in either the tournament mode or the adventure mode."

Fist II game advertisement.

PLAYABILITY

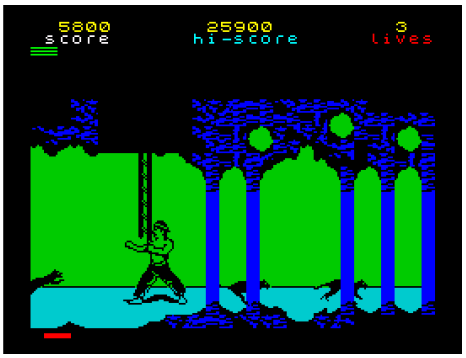
First things first - the controls. Your man walks forwards and backwards with left and right, and turns to face the other way by pushing the button and steering him backwards. Pushing the joystick up will make your man jump just enough to evade a sweep kick, and will also make him climb stairs upwards. Pulling down will make him either climb down or duck. Forward somersault can be performed by pushing the joystick diagonally up and backwards, and reverse somersault is similarly down and backwards, which can be confusing at first. Blocking moves will come semi-automatically when you retreat if your opponent is about to hit you. Since there are two block heights, you have to move the joystick diagonally up and down to change your blocking height. The offensive moves are as follows: high punch - diagonally up and forwards without fire button; jab - diagonally down and forwards without fire button; flying kick - fire and up; high kick - fire and diagonal up-forwards; back kick - fire and diagonal up-backwards; mid kick - fire and forwards; low kick – fire and diagonal down-forwards; sweep kick - fire and down; rear sweep - fire and diagonal down - backwards; roundhouse kick - fire and backwards. The kneeling punch, which is the true Exploding Fist punch, will be performed by pushing the joystick (diagonally) forward when crouched.

Differences to the original Exploding Fist game become clearer as you progress in either the tournament mode or the adventure mode. When, for example, you happen to be walking through a watery passage, you are unable to make any movements that would require you to go underwater.



Waterfall and vines (C64)

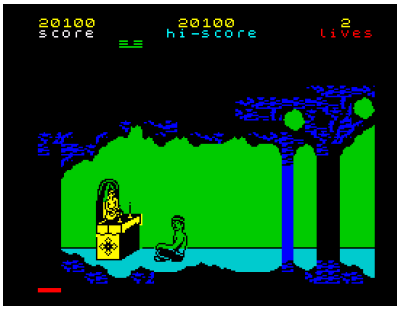
Note that this new feature isn't converted for the Spectrum version. Also, you will be faced with random packs of panthers, which will leap at you, so the best way to deal with them is usually to duck.

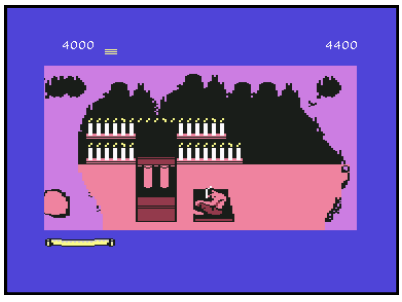


Spectrum panthers (top), C64 panthers (bottom)

Initially, the most important thing is to win as many battles as possible, and meditate between battles in temples, because your maximum energy (Chi) level will increase

through meditation, depending on the number of opponents you have defeated since your last meditation. The temples serve a greater purpose in the game as well - the success of your quest relies inevitably upon you obtaining the knowledge in the scrolls you will occasionally find on your path, so you must pick them up and take them to their designated temples, where you will learn the secrets of the scrolls. There are eight scrolls to collect and learn, all of which will help you in some pivotal way in your quest, be it an ability to pass through poisonous gas chambers or bring light into darkness or whatever. This is what takes the greatest amount of time in this game - finding the scrolls and where you should be taking them. Of course, in this day and age of knowledge, you can easily find such information on the internet, so you will not have to make any maps yourself.





Spectrum temple (top), C64 temple (bottom)

The thing is, though - both the Spectrum and Commodore versions have different maps, the former having the easier one to go through because of a less amount of elements and areas, which is not necessarily a bad thing.

I was never all that good at this game, but now I found out it was probably more due to the fact that the original C64 version doesn't have very good collision detection, so your fights will quite often end with your opponent shredding you to pieces, while you keep struggling to even get one hit through. The Spectrum version plays better in this regard, but only just.

As if that weren't enough, the C64 version has a really annoying bug, which will effectively destroy any chance you might have of completing the game. Luckily, we do have some bugfixes around these days, but if you wanted to play it from the original tape, you would be screwed.

The Spectrum version has no such problems, apparently. What makes the Spectrum version less interesting, though, and thus less playable, is the lack of variety in background graphics and secrets. It becomes unbelievably boring more quickly than the C64, even without the problems on the Commodore version mentioned above, so this is one of those cases where the graphics actually affect the playability in some way. Because of these missing elements and lack of overall content on the Spectrum, compared to the lack of polish and bug-hunting on the Commodore version, I have to give them a draw on this occasion.

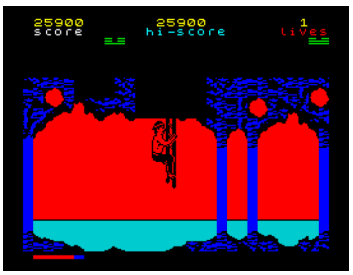
C64 - 1, SPECTRUM - 1.

GRAPHICS

Familiarly to many of us, the Spectrum graphics are usually quite crisp and high in detail and quality, if lacking in colour due to the attribute clash phenomenon. Opposed to this, the Commodore 64 has usually a lot more colours on screen and better scrolling capabilities, but rarely all that high in detail because of the default graphics mode, which is low in resolution.

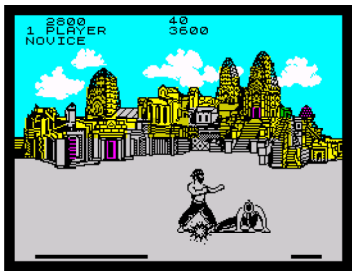
This time, however, the case isn't so clear. The character sprites are rather nice, although still very monochrome on the Spectrum, but not quite as high quality as you would expect. The backgrounds, in particular, aren't very nice to look at for the most part. When they have been kept simple and clean, it's fine, but the tournament backgrounds in particular are horrible messed up jumbles of random graphics that are supposed to represent some structures and some jungle. Only the screen with the two huts looks almost fine.

Compared to the C64 screens of the tournament mode, not only you will get some properly grey-scaled stone structures where grey stone is supposed to be, but the straw huts look like straw huts instead of being partly made of papier-



Spectrum red cavern (top), C64 red cavern (bottom).

> ***"...the C64 version has an unmistakable atmosphere that really makes the game what it is."***



Spectrum tournament 1 (top), C64 tournament 1(bottom).

mâché, and most particularly, the jungle screen places the two combatants in the middle of a river or some other watery sort of thing. I have no idea whether the Spectrum screen is supposed to have a hammock in the middle or what, the clash of colours is such an incomprehensible mess, but one thing I do prefer about it - the sky is darker and more ominous.

As for the main game graphics, the Spectrum version only seemed to have two types of caverns – green (safe) and red (poisonous). Also, all the houses looked the same, and had no hidden passages from what I could tell. In the outside bits, you would mostly have only a yellow ground to stand on, with some green bits in the background (trees and bushes), and some yellow bamboo walls in very small bits, and then sometimes even some blue-and-white (or green-and-white) mountains would occur - all of these in very similar sets, as if they were sold by Ikea. Only the sky would be coloured either cyan or dark blue, but I didn't even notice that before I made the screenshot comparison collages.

The C64 version has at least 4 different colour variations in the caverns, with the temple areas having a unique pink/purple look to them. The poisonous gas chambers have a unique green flashing look to them - not at all cavern-like. All the houses look quite similar, but are at least very different in their layout - some have quite a lot of floors and kickable walls that reveal secrets. Depending on your location on the island, you will find yourself often in much darker dense forest-type places, and in contrast walking some mountain passages with very light colours and more strategically placed trees and whatnot. Some places even have a waterfall and vines and other unique things that make the island much more interesting and atmospheric to walk through than the Spectrum version.

Finally, let's compare the character animations and scrolling. To be fair, the Spectrum version scrolls surprisingly quickly, even if it's handled in a character block-based method. Sometimes, it does create some strange movement bugs, when you get out of caves and walk in the wrong direction in a funny way, but nothing the game isn't unable to handle. The character animations are more fluent on the Spectrum - quite possibly due to the lack of other graphical elements, but this is also quite impressive, considering the first Exploding Fist game played a bit slower on the Spectrum. Here though, everything seems a bit slower on the C64 - scrolling, animations, fights, everything. But it still is very smooth for the most part, so I'm guessing the slower pacing is intentional.

Again, due to having two very different focuses on each version, I am forced to have another tied score.

C64 - 1, SPECTRUM - 1.

SOUNDS

Unsurprisingly, this is the easy bit. What is surprising is HOW easy this bit actually is.

The Spectrum version only ever had a 48k release, so naturally, it only has some beeper sounds... of which there

are two. A short hit effect and a longer hit effect, both of which sound like they could be samples of some sort of fighting yells. The main game lacks any sort of music, and the Tournament mode has a nicely energetic, single-channelled intro tune.

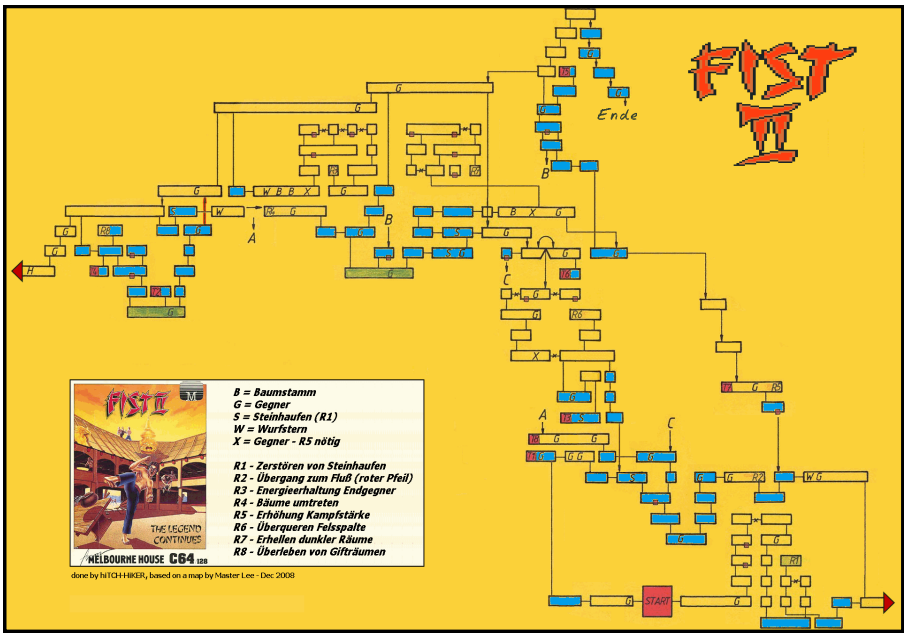
Compared to that, the C64 version sounds very rich indeed. I came across four different sound samples for different kinds of hits and deaths, and I know there to be at least one or two other sound effects. In addition, you get three tunes for the main game - all of them at least somehow eastern, and two of them hauntingly ominous. The third one is rather peaceful, at least in a deceiving sort of way. In the Tournament mode, you will get two familiar tunes, both already in the first Exploding Fist game, and the sound effects are similarly more pronounced here, just as they were in the first Exploding Fist game.

In short, there's really no contest here. The C64 has more sounds and more atmosphere created by the soundtrack.

C64 - 1, SPECTRUM - 0.

OVERALL

Perhaps I'm a bit surprised by how well the Spectrum version actually performed in the end, but the fact remains that the C64 version has an unmistakable atmosphere that really makes the game what it is. Varying sceneries, varying soundtrack - the secret ingredients to make this otherwise faulty game worth playing, and effectively, memorable.



Map of Fist II, C64 version, as featured on Project 64.

COMMODORE 64:

- Playability 1
- Graphics 1
- Sounds 1
- Loading 1

TOTAL 4/4

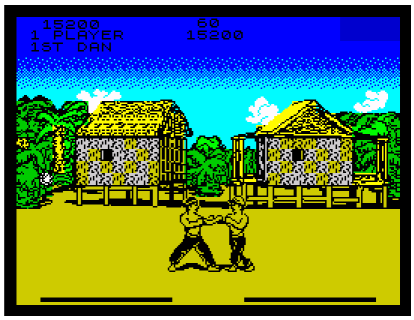
ZX SPECTRUM:

- Playability 1
- Graphics 1
- Sounds 0
- Loading 0

TOTAL 2/4

WINNER: C64!

Be sure to take a look at the other two games in the series: The Way of the Exploding Fist, which was a strong influence for many subsequent one-on-one beat'em-up games and Fist +, the game that blatantly copied its worst opponent in turn - International Karate +.



Spectrum tournament (top), C64 tournament (bottom).

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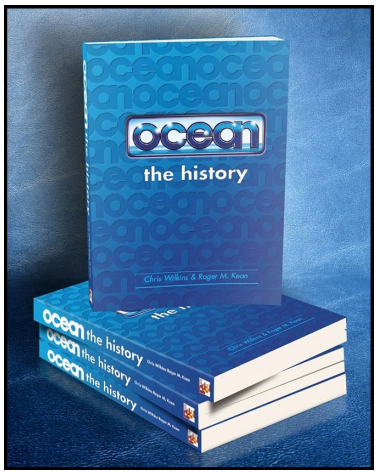
Finnish Retro Game Comparison Blog

http://frgcb.blogspot.com.au/

Book Review

Name: Ocean The History
Author: Chris Wilkins & Roger Kean
Publisher: Revival Retro Events
Available from: http://www.oceanthehistory.co.uk/
Price: £25 (physical), £4.99 (online flip book), £5.99 (PDF)



As a nice touch, the physical version has an embossed Ocean logo on the front cover.

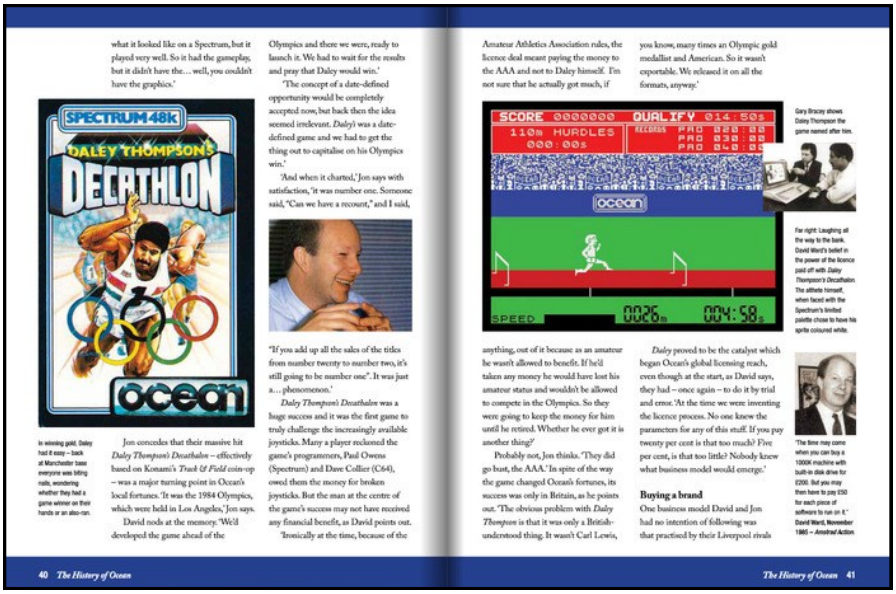
Revival Retro Events release their long awaited book which charts the rise of the UK games publishing powerhouse Ocean Software through the 80's and 90's. Featuring contributions from a variety of ex-Ocean employees, get ready to be dished the dirt! Paul Morrison whacks on his reading glasses and reads the book cover to cover, all for you of course!

As an aspiring writer of a retro game-themed book myself, I always take great interest in any similar projects that appear. I say this not only from a writer's perspective, but also from that of an avid gamer in the Eighties. The prospect of finding out more about the people and games of the era is always exciting. I've already read and enjoyed the Sensible Software book, and I'm looking forward to the forthcoming Hewson Consultants book. Sandwiched between them comes this effort, Ocean – the History. Naturally, I was keen to read it from the moment I first heard about it.

Ocean – the History was funded through the wonders of Kickstarter, although I'm sure the story would have been told regardless, one way or another. As one of the UK's biggest gaming success stories of the Eighties, it makes sense to have a documented account of what went on behind the scenes. Of course, it wouldn't be worthwhile without large

"Clocking in at 264 pages, the book is split between the history of Ocean Software, the business, and the personal recollections of many of the people that worked there and made the games we knew and (mostly) loved."

Ocean the History was funded from a successful Kickstarter campaign.



contributions from the people that were there... fortunately, then, most of the big players make appearances in this book.

Clocking in at 264 pages, the book is split between the history of Ocean Software, the business, and the personal recollections of many of the people that worked there and made the games we knew and (mostly) loved. The first eighty pages or so focus on the history of Ocean Software itself, how it started and how the people behind it ran the business. It's really the story of two entrepreneurs, David Ward and Jon Woods, and how they saw the rise in popularity of arcade games and then worked out how to capitalise on this through the home market. It's certainly not as dry as I made it sound just now, though!

This section also includes plenty of input from other key names, such as Gary Bracey, Paul Finnegan and Paul Patterson, detailing how they played their parts and all serving up plenty of juicy anecdotes, which, let's face it, are exactly what we want to read. The section is bolstered with tons of great images: pictures from trade shows, classic behind-the scenes shots, key locations, Ocean paraphernalia... a wealth of the sort of material to make any 80s computer game fan a little giddy.

The rest of the book features the names you would see on loading screens, title screens, covers and inserts of all your favourite (and not-so-favourite) games. Thirty-five people have contributed to this section, and they really help to build a great picture of what it was like to work as Ocean Software. Interestingly, they talk more about their time there than the actual games themselves. From a personal point of view, that's great, as it means I'll have lots of new material in my book (as that's the area I'm mostly concentrating on). I'm not entirely sure that this book is the place for in-depth comments on all the games, either... there were too many Ocean games for that, after all!

With all the behind-the-scenes pictures and tales, this book is an 80s gamer's dream. The only small disappointment is that there are some big names missing from whom it would have been fun to hear. Still, that is a small disappointment, which is counterbalanced somewhat by contributions from many of Ocean's luminaries in tributes to the sadly-departed Joffa Smith and Allan Shortt. It's a very nice touch, and a great way to end an excellent book. You owe it to yourself to read it.

Hardware

Flux Copiers at Maximum! By John Ferrell

Your precious data won't last forever, and the Kryoflux will make an image in super high resolution, even protected disks.

Preserving software is becoming more and more important as time goes on due to the age of the disks and the corruption of data that comes with it. Don't be complacent. If you have a unique or important piece of software, it is vital for the history of C64 preservation to have it preserved properly, before it's too late. John Ferrell explains one way we can do this.

While the title Back to the Future may not fit, Back to the Past may very well do the trick. If you own a Commodore or any other type of retro computer, you most likely used or still use those plastic square storage media devices called floppy disks. They never go bad, they never get dirty, and are guaranteed to last forever right? Wrong. They're old – older than most of our children now days, and will not last forever. In fact large amounts have already failed, have been destroyed, or are going to fail in the very near future. So what can be done to help save the valuable data on this retro storage media type?

Introducing two modern day devices currently available for imaging, archiving, and reproducing exact replicas of these disks for preservation and personal use. The Kryoflux and Supercard Pro. Both very capable devices and designed with some similar functionalities.

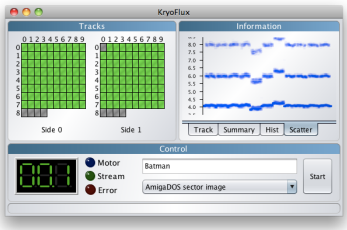
Today we'll talk about the KryoFlux disk archiving system. The description provided on their website http://www.kryoflux.com describes it best.

"KryoFlux is an advanced software-programmable FDC (Floppy Disk Controller) system that runs on small ARM7-based devices and connects to a host PC over the ubiquitous USB connector. It reads and writes flux transitions on floppy disks at a very fine resolution. KryoFlux can read and write data with no regard for what disk format or copy protection a disk may contain. It can also read and write disks originally written with different (and even varying) bit cell widths and drive speeds - including varied cell widths within the same track -, with a normal fixed-speed drive."

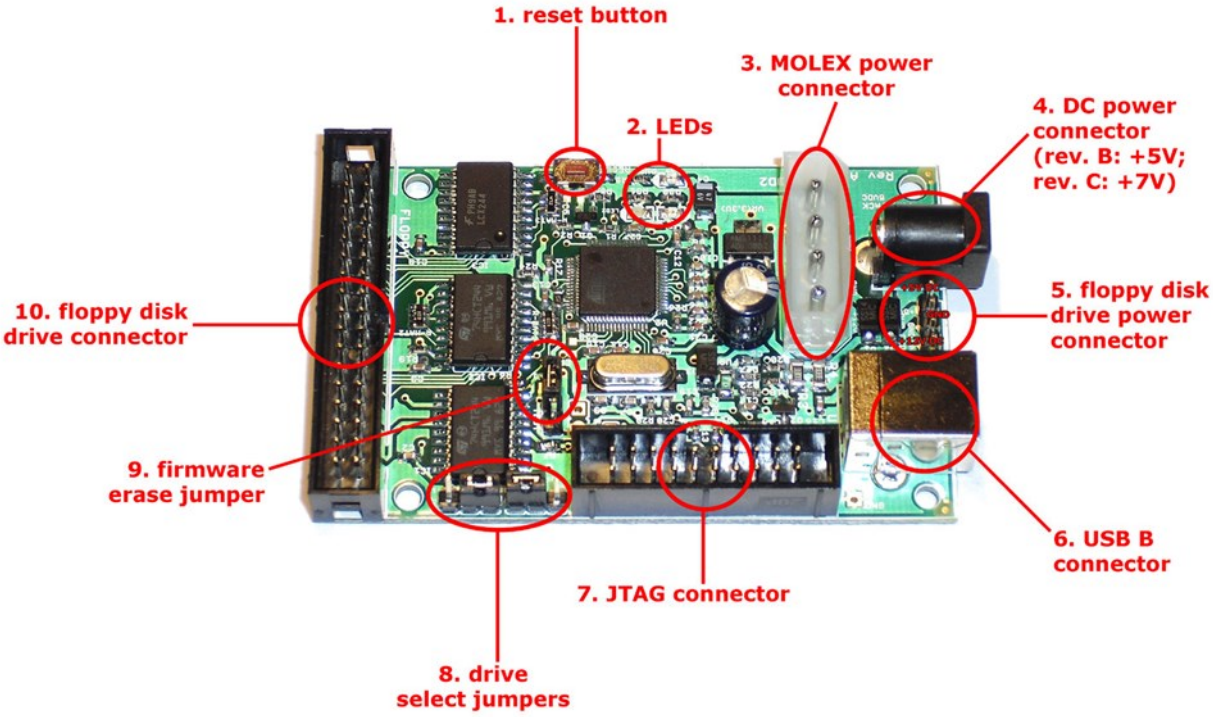
In cooperation with the SPS (Software Preservation Society http://www.softpres.org), the KryoFlux is used for archiving and preserving software from floppy disks to modern PC based image types for use in emulators. Some formats can be written back to floppy disk for use on the original hardware. Currently Commodore Amiga (.adf), 64/128 (.g64), and .IPF files can be written back to floppy disk.

The KryoFlux uses a PC and a PC based floppy drive to read majority of the disks and formats that are supported. Specifically for Commodore 64/128 (also works with other formats such as Atari & Apple) is a drive modification called

"I've personally modified over 50 Panasonic drives for use with the KryoFlux and can attest that it works very well."



The Kryoflux software includes an intuitive graphical user interface.



the "flippy mod". Why does it need this? A disk that had to be removed from the drive, turned (flipped) over and re-inserted was coined a flippy disk back in the 1980's. Since there are numerous physical differences between Commodore based drives (I.e. the 1541, 71, 1541 II, etc.) and the PC based drives used with the KryoFlux, a modification is required to correctly read the back side of any flippy disk that does not have dual index holes. PC drives rely on the index sensor for numerous reason in order to read a floppy disk. If you flip a disk over that does not have dual index holes, the index sensor is blocked thus leaving most PC based drives helpless to read the disk.

The original modification (developed by Mr. Vince and Robert M.) allows the KryoFlux to properly read both sides of the disk in a single pass without having to turn the disk over and using only 1 index hole. This modification is specific to the Panasonic line of JU-475-X 1.2meg based drives. Another talented developer, ZRX, has modified other drives such as certain models of Teac and Newtronics to read flippy disks correctly as well. Properly reading both sides of a disk is critical for preservation.

I've personally modified over 50 Panasonic drives for use with the KryoFlux and can attest that it works very well. Once a drive is modified, it must be cleaned thoroughly and properly aligned in order to read the disks correctly. Having dumped nearly a thousand disks for the Commodore 64/128 myself, I can tell you that this product is a very capable and valuable tool for anyone looking to preserve their floppy disk collection.

The software (DTC) is updated and new features added regularly by developer IFW. For more in depth information on the KryoFlux disk imaging system, please visit http://www.kryoflux.com. Visit the forums, watch the videos, and download the sample images to see what this device is capable of. And if you have software that you'd like to help archive and provide to the SPS for preservation, please consider doing so.

John Ferrell,
Sncboom2k

If anyone needs a modified drive to use with their KryoFlux or Supercard Pro, I offer them as well as the service to modify your existing drive. If you need assistance with archiving your Commodore 64/128 collection of retail floppy disks, I am willing to assist with that as well. You can contact me at - sncboom2k@hotmail.com

Hardware

Under the Hood with Ray Carlsen

Ray Carlsen is a Commodore enthusiast and has been involved in electronics for 60 years. Please visit Ray's homepage for the most up to date and complete versions of his articles.

"The worst and most destructive power supply failure is caused by a bad regulator that shorts out internally so its input voltage (more than 11 volts) is passed directly to its output!"

The reliability of the original Commodore power supply is an important issue for any C64 users, especially now since many are reaching 25+ years in operation. Ray Carlsen takes a look at the different Commodore power supplies and why and how they may fail. He also discusses his own custom universal power supply which he has created as a modern replacement. Read on!

Why was the factory power supply (the black or white "brick" power supply) for the C64 designed the way it was and why does it have such a bad reputation? To begin with, a separate power supply for any electronic device means the powered device itself does not need to pass UL (Underwriters Laboratories) approval for safety. An external power supply isolates the computer or other product from the power line and possible shock or fire hazard so only the power supply need be certified for safety.

Most low voltage and relatively low current power supplies built back in the 1980's were of the analogue or linear design, such as the popular "wall wart" you see everywhere. Older versions (like the C64 power supply) use a step-down transformer to convert the AC line voltage to a lower voltage, rectify the AC (alternating current) to DC (direct current), filter it with electrolytic capacitors and regulate it to a precise voltage with a simple circuit (transistor or IC) to properly feed the device. Because it uses few components, the linear design is simple, relatively reliable and low in cost. The downsides of all linear power supplies - they generate quite a bit of waste heat because their design is not very efficient and the internal transformer is large and heavy. The more power (current in Amperes) they are required to supply, the larger and heavier they are and the more heat is generated by the regulator and other components. The use of a heat sink (a metal "fin" physically attached to the regulator) helps with heat dissipation, assuming the metal is exposed to the air. Note: not all small AC to DC supplies are regulated internally. With those, voltage regulation is done inside the powered device.

Although the Commodore power supply was designed with a current capacity of 1.5 Amps, it runs hot inside with a load of less than 1 Amp (C64 with cart plugged in) because it's a sealed-in-epoxy unit. This prevents user tampering and electric shock hazard but it holds the heat in and "cooks" those internal components eventually. It cannot be

repaired if it fails and the heat cannot easily escape except through the epoxy case which is a relatively poor conductor of heat. All that said, look how long most of those power supplies have lasted.

There are several modes of failure for a linear power supply. The electrolytic (filter) capacitors eventually dry out inside resulting in excessive "ripple", an AC component on what should be pure DC voltage. That often results in a lower than normal DC output which the computer cannot tolerate. It will fail to boot or run properly but will suffer no damage; it just doesn't work. If any power supply component fails by opening up, the output voltage drops to zero, again without damage to the computer.

The worst and most destructive power supply failure is caused by a bad regulator that shorts out internally so its input voltage (more than 11 volts) is passed directly to its output! Most semiconductors (transistors and IC's) inside the computer run at 5 volts DC and can withstand a minor voltage overload without damage, but some cannot. The eight RAM chips in a C64 are especially vulnerable to over-voltage damage. Those IC's have an "absolute maximum rating" of 5.5 volts and are quickly destroyed above that maximum level. I've seen several CBM bricks that always worked normally when cold but would output excessive voltage when warm. Those supplies went on to damage several users computers because the owners didn't realize the fault was repeatable. Any power supply brick failure means it must be replaced, preferably with something better if available.

Why was the Commodore power supply and the C64 designed without a fuse in the 5 volt line? There is one for the 9VAC source inside the computer and another in some power supplies, but none for the 5 volt source. Answer: The regulator IC inside the power supply is designed to shut down (called foldback current limiting) if overloaded. The power supply output voltage drops down to protect itself and the computer if the load exceeds 1.5 Amps. The problem with that is if the regulator itself shorts out, there is nothing to prevent damage to the computer chips from excessive voltage and nothing to limit the current when it happens, except a thermal fuse inside the supply transformer to cut off AC power to the supply. That thermal fuse opens when the transformer temperature exceeds a preset limit so it can't burn your house down if left on by accident.

If all you have is the Commodore brick, there are some things you can do to make it last longer. Since internal heating does eventually destroy it, keep it cool. Run it on the floor where cooler air can circulate around it. Don't put anything on or around it that would block the airflow. Don't try to use that power supply to run power hungry devices such as a RAM expansion unit (REU) or carts like the 1541Ultimate2. Lastly, consider a Computer Saver for your system. If your supply does fail, the Saver will prevent damage to your computer chips.

Ray's custom external Computer Saver, as featured in Reset issue #01, protects your computer against damaged regulators in the power supply which cause over voltage damage to important chips.

Commodore did later provide C64 power packs that didn't have epoxy inside and that did allow for air cooling of the regulator heat sink inside. Their cases were held together with screws which made those supplies repairable. They were more reliable but could still fail in a number of ways like the earlier bricks because their electrical design was the same.

Commodore released a better switching mode power supply to accommodate the extra power needs of the 17xx REU.

"Power supplies for the C128 and C64's are hard to find now and reliability is a major issue, especially for the C64 brick."

The 1541 Ultimate II places additional strain on your original C64 power supply.

Some after-market linear supplies have a strange quirk of putting out a slightly higher voltage when the supply is unloaded (computer turned off). That made my Computer Saver device "trip" (fail-safe) when it wasn't supposed to. As it turned out, those supplies used thinner wires inside their power cable causing increased resistance and allowing for a drop in output voltage under load. To compensate, the designers added a resistor to the regulator to up its voltage a bit under the normal load of a computer. The final result was that the regulation from no load to full load changes by almost 0.3 volts. To compensate for that effect, my later Savers trip point was raised to 5.4 volts, still within safe limits for computer protection.

A later Commodore power supply was designed for use with their 17xx series RAM expansion units (REU). It is a switching type rather than the earlier linear design, and the 5 Volt output can supply 2.5 Amps. Those supplies are rare and hard to find. Commodore realized at the time that although their standard brick power supply had a rating of 1.5 Amps, it couldn't stand up under the added load of an REU. The same is true with after-market devices like the 1541Ultimate2. Some power supplies will shut down when that added load is put on an otherwise working power supply. So why should a power supply rated at 1.5 Amps fail to work with a load of only 1 Amp or so? Answer: The start-up current draw is more than the running current and that makes the supply go into shutdown. Many devices draw more current when starting up than when running. Have you ever seen your lights dim when the refrigerator starts up or you run your power saw? The same start-up surge is normal with electronic devices.

The C128 series computer power supplies and those of the 1571 disk drive are of the newer "switching" or digital types. Those supplies are generally smaller for the current they can supply and use more (but smaller) components to do the same job. Even so, they are inherently more reliable and generate less waste heat because their design is more efficient. Recent switcher designs are better than what was available back in the 1980's.

Important note: although it looks identical to a factory C128 power supply and uses the same five pin square power connector, an Amiga power supply will not work with a C128 because its output voltages are different!

Feedback from users report that using an Amiga power supply on their 128 results in almost normal operation but an annoying buzz or whistle in the audio output, most notably in 128 mode. I don't have any reports of damage to the computer but I'm not ready to try it myself to find out.

Power supplies for the C128 and C64's are hard to find now and reliability is a major issue, especially for the C64 brick. Note that some users are modifying their C128 power supplies and adding a C64 power cable so it can run that computer as well. At least one vendor is making a C128 to C64 adapter that just plugs onto the 128 power supply cable. Both the C64 and the C128 need a

regulated +5VDC (at 1.5A and 4.5A respectively) as well as a 9VAC source at 1 Amp directly from a transformer. Due to that unusual dual-voltage requirement of those computers, an off-the-shelf commercial supply is not available. I understand some hobbyists are making their own out of "spare" parts.

If I were to start from scratch, I would want a 5 volt AC to DC switching power supply module that could handle up to 5 Amps. That would be the basis of a universal power supply good for any 8 bit Commodore computer that needed an external supply. The 5V switcher should be able to accept line voltage (120V for USA and 230V for Europe). It would have to maintain good regulation under all load conditions (including no load at all) and preferably shut down if overloaded without destroying itself or the load. That would eliminate the need for a fuse. It should be efficient enough to be used in a sealed case without overheating. A separate transformer (120 or 230V) would be needed to generate the 9 volts AC source for the computer. Lastly a case, power cables and connectors would be needed to complete the project. These components could all be purchased new for perhaps $50. As an alternative, the appropriate DIN plug could be installed directly onto the cables of two "wall warts" and then no case would be needed. It's not very elegant but would work as well.

Ray Carlsen

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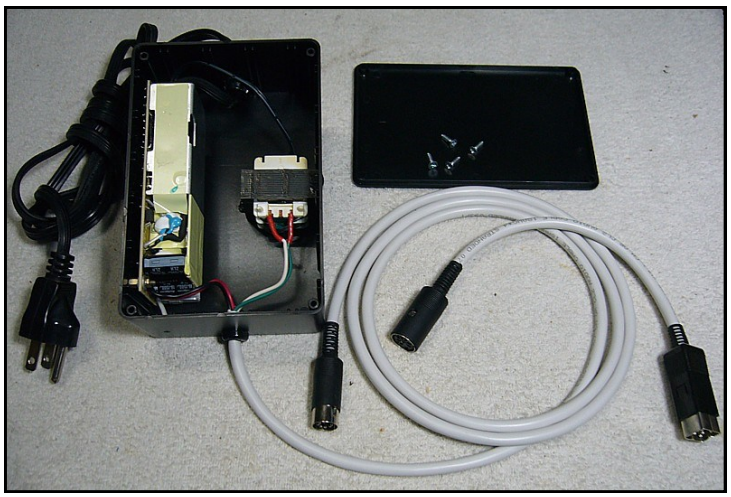

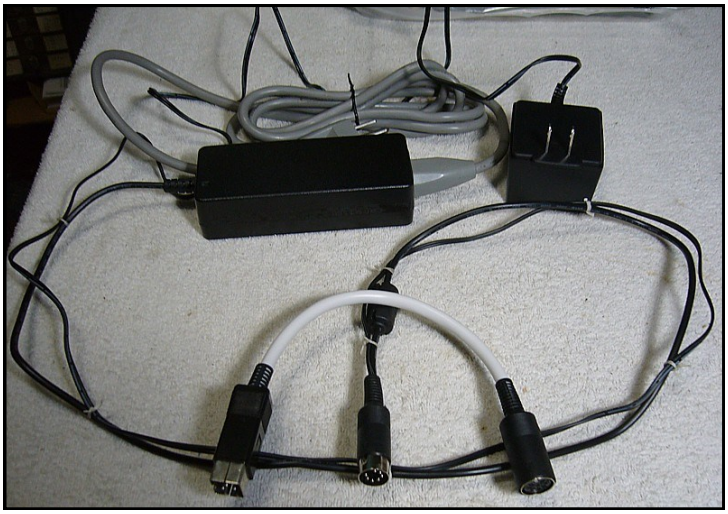

Ray's prototypes of his C64/C128 Universal Power Supply. Hands up if you want one!

ONE COP. ONE DRUG LORD. NO MERCY

THE VICE SQUAD

A C64 Game by Achim Volkers & Trevor Storey

Screen pictures from C64 version of game.

GAME FEATURES:

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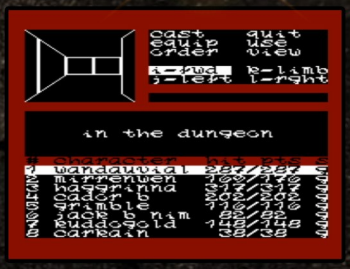
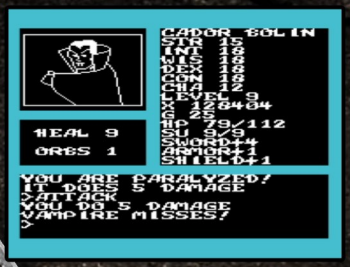
The Adventure Continues In:

Realms of Quest IV

A Ghislain De Blois Production



REALMS OF QUEST IV
(16K/24K VIC-20)



REALMS OF QUEST I & II:
ANNIVERSARY EDITION (5K VIC-20)

ULTIMATE QUEST: CATACOMB
(COMMODORE 64)

Featuring:

- 10 Dungeon Levels which have been designed by hand with numerous rooms, secret passages, riddles and traps to traverse and overcome.
- 10 races and 12 classes to choose from to create 8 players for your party.
- You will meet other heroes to help and guide you during your quest.
- Over 100 unique graphical portraits that depict the various monsters that you'll encounter as you travel throughout the Dungeon.
- Over 135 types of equipment to represent weapons, armor, gems, jewelry, potions, scrolls and miscellaneous magical items.
- 60 magic spells that you can cast.
- 3 game fonts to choose from.
- A 16 page printed instruction manual is also included.

THREE full adventures for the VIC-20 along with Ultimate Quest :Catacomb for the Commodore 64!

PSYTRONIK SOFTWARE

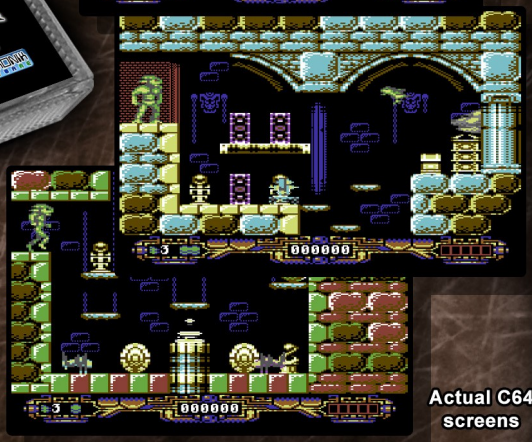
VIC-20

www.psytronik.net

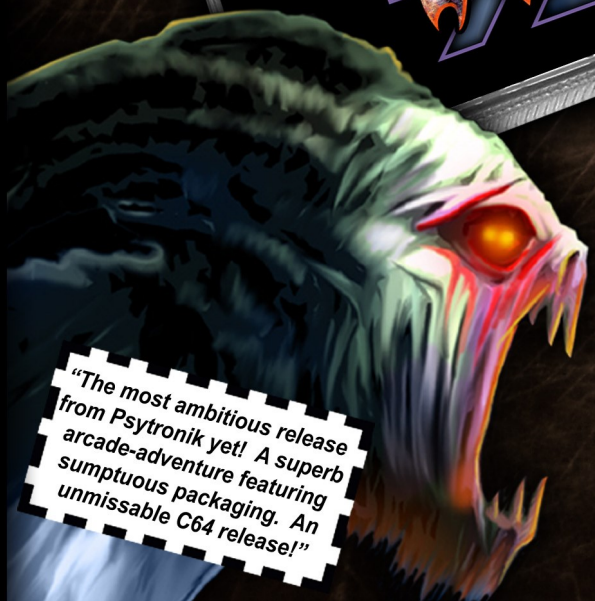
Trevor Storey and Georg Rottensteiner Present:

SOULLESS

An Epic Arcade-Adventure For The Commodore 64!



Actual C64 screens



"The most ambitious release from Psytronik yet! A superb arcade-adventure featuring sumptuous packaging. An unmissable C64 release!"

GAME FEATURES:

Massive Map To Explore . Stunning Animation
Searchable Objects . Atmospheric Soundtracks
Detailed Background Graphics . Magic Effects
Separate Animated Intro + End Sequences
Spawn Points . Spirit Stone Puzzle
A3 Poster/Map . Companion CD

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Now Available For C64 On Tape, Disk, Cartridge + Digital Download

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64

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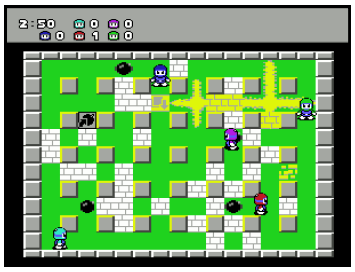
The Day The Universe Died	http://tdtud.blogspot.co.uk/
TND	http://tnd64.unikat.sk/
1541 Ultimate	http://www.1541ultimate.net/
ZZAP! Back	http://www.zzap.w2s.co.uk/

Reset...

Q&A

Reset #01 Special Edition. 20 copies were produced for the Brisbane C64 Night. If you are interested in a printed version of Reset please let us know!



Reset... RIPPER!

Bomberland and Super Bread Box, worthy winners of the Reset Ripper award from Reset #01.

What is Reset Magazine?

Reset Magazine is a free, non-profit fanzine dedicated to the Commodore 64 computer. Our target audience is the casual Commodore 64 user and retro computer enthusiast. Reset is distributed on the internet as a free PDF.

Who produces Reset?

Reset is produced by Reset Magazine Staff. We also have many others who make contributions to the magazine. See page 3 for a complete credits list for this issue.

How often is Reset released?

We are aiming for Reset to be quarterly magazine. Keep an eye on our website or Commodore news sites for information about release dates, and you can also subscribe to our news and user support mailing list via our homepage.

Why bother?

Because we love the Commodore 64. Most of us have owned C64 computers for decades and have a long history with the computer. Our aim is to create an entertaining yet informative, light-hearted, English language magazine in the spirit of Commodore Format, ZZAP!, Commodore Scene and Commodore Zone, that we hope people can enjoy, learn from and have a laugh with.

Can I contribute to Reset?

If you would like to contribute to Reset please contact us at our email address. New ideas are most welcome. If you have a product that you would like featured, some news to submit, or feel you have something else to offer please get in touch.

Can I buy a physical version?

At the moment no, although a small amount of physical copies of each issue have been printed as special editions for distribution at Commodore events. This may change in the future if we get enough requests, although you can easily print your own copy.

Can I advertise in Reset?

Yes, for free. All we ask in return is that you support us, either by plugging the magazine on your website and/or social media, providing us with news or help us in some other way. If you would like to advertise in Reset please contact us.

What is a Reset Ripper

The Reset Ripper is an award given to outstanding games we have reviewed, which have received a score of either 9 or 10 out of 10. Bomberland and Super Bread Box both achieved these scores in Reset #01, although this is the first issue where the award has been available. Therefore, we award both Bomberland and Super Bread Box the Reset Ripper in retrospect!

PROTOVISION
Creating the Future.

Final Thoughts

Thank-you to everyone for the large amount of support and positive feedback we received for the first issue. It's important, because it builds motivation and helps us strive to improve future issues. If you would like to help out or feel you have something to offer Reset, please get in touch. Not only do I need to thank the Reset Staff and contributors, but also the various individuals and web-sites that helped promote Reset and spread the word. You know who you are and so do I, so thank-you!!

We are managing to build a fantastic and diverse team of writers and contributors for Reset with some familiar and new names joining in to help out. I am very happy and privileged to have Ray Carlsen, Plume, Paul Morrison, Frank Gasking, Ant (who also did the TMB and Reset Ripper art), POLYGAMe, Robert Bernardo, Sncboom2k, Last Chance, Merman and even The Mighty Brain on board. They all bring in a wealth of experience and are fantastic writers too. The result of this is a better and more diverse magazine. Also a big thanks to Zap for developing and hosting our homepage and Gazunta for allowing us to use his brilliant comics. Lastly, a big thanks to Vinny for his continued help, advice and support and wonderful contributions. Before Reset I didn't know a lot of these wonderful people and that's all a part of the fantastic hobby that is the Commodore 64.

So that's it then for another issue. I'm looking forward to meeting some fellow enthusiasts at the Melbourne Commodore Night. Hopefully we can pencil in a venue and date very soon. It's certainly been a long time coming but when it does come, please try and get down if you are able, the more the merrier!

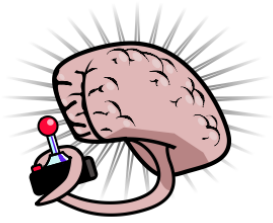
Until then, see you on the forums.

Happy computing!

Unkle K

The Forum

Although I don't know why I bother (it's the only thing I don't know mind you), I, The Mighty Brain, have once again assumed the task of responding to your primeval sense of curiosity and embarrassing attempts at either criticism or praise. Remember, if you do write to me, I hate you. Send your pitiful enquiries to resetc64@gmail.com, subject 'TMB', which I may respond to if I'm in need of a laugh.



Dear Sir,
Adrian and Gillian Bayford(me and mywife) are donating the sum of 1,000.000 British currency in your favour . To receive send your Name----- Address-------- Mobile Number---------- Age------- Occupation-----

Yours,
Mr and Mrs A Bayford

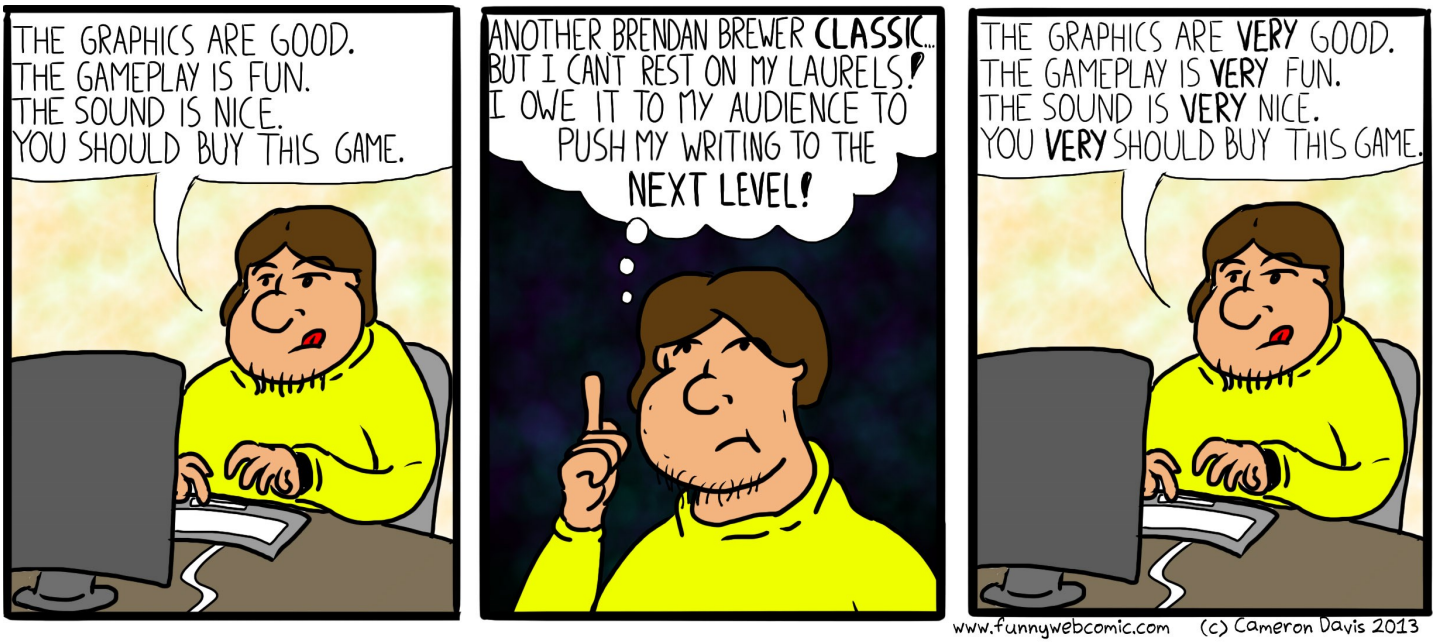
I find the idea of your proposal completely inadequate on every conceivable level. It's laughable that a being such as yourself thinks it may actually have anything I want or indeed need. I must decline, unless you can throw in a solution for Goldbach's conjecture to prove your worth and some real estate. Even something as small as the Andromeda Galaxy, although I doubt you could even manage to conquer and obtain a single planet from within your insignificant Solar System, especially one of the planets that actually do have intelligent life, unlike your Earth.
TMB

Dear Unkle K,
Congratulations on a wonderful first issue and I really hope that there is more to come. Good luck.
Sincerely,
Adrian M.

The mere fact that you liked the first issue is proof in itself you didn't read it properly. Knowing full well your species inability to learn from its mistakes, you probably read this one too, which is indeed far worse than the first.
TMB

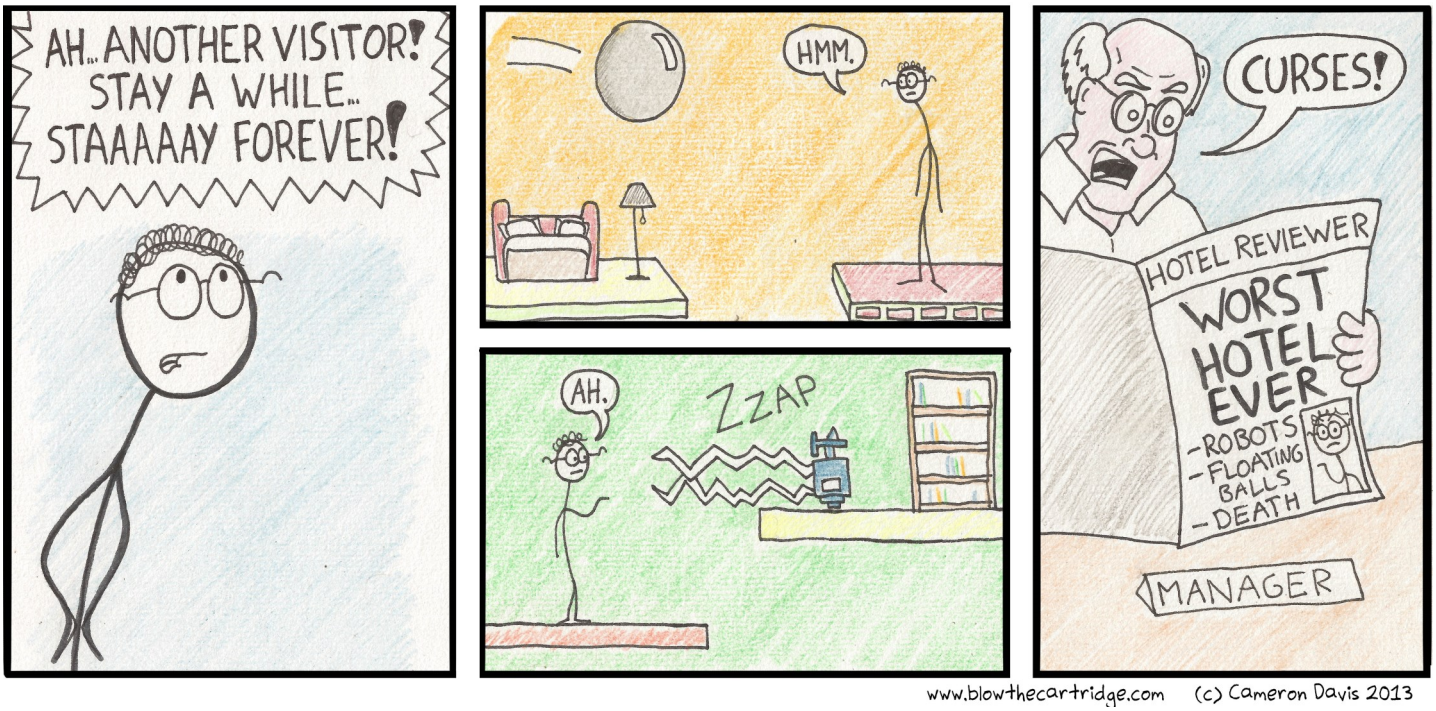
Brendan Brewer Video Game Reviewer

By Cameron Davis



Blow the Cartridge

By Cameron Davis



THE PRAMBLETON POST

ALWAYS REPORTING FROM THE BEATING HEART OF PRAMBLETON, COVERED IN BLOOD.

60ppppppp **Friday July 5th 10cc**

Two women and a man played 'Guess the dog!' last year at the sold out event.

Prambleton Fair comes to Prambleton!

By Seigfried Hoof

It's that time of year again, but forget about that, it's also the time of year that Prambleton fair comes at this time of year again!

'ON THE WOMENS'

Last year saw the fair unfairly cut short by 36 days when a Jeep fell 300 feet from the north spire of Prambletons church of unknown religion onto the childrens shooting range. This year, local Chief Constable, Chauncy Blast-Furnace, promises no such unwelcome surprise.

"We will do everything in our extremely limited powers to make sure this doesn't happen again" After coughing uncontrolably for twelve minutes, the Chief Constable added: "This year the Jeep will fall on the Womens Institute of Agriculture."

'LET DOWN'

Prambleton's in no-way famous fair promises not to let down with regards to its choice of celebrity too. (Unconfirmed to appear).

'15'

The fair has long been in competition with inferior neighbouring village, Shempleford Upon-Ross Kemp, who's celebrity guest for the previous 15 years has been Ross Kemp. "He just turns up" said one disgusting resident. "Its quite miraculous" spat another.

"QUITE FUN'

Activities at the fair will probably include:

- Guess the dog!
- Tramp throwing!
- Sponsered potato!
- Quite fun house!
- 'Resurrect the dead' classes!
- The tent of shame!
- Mother!

This year also heralds a turning point for the fair with women, children and men being allowed entry for the first time in 350 years.

"Basically, it's going to be a bit of fun for all the family and such." Mumbled Father Henry Fuckle.

"I know that letting all the women and children and men in can seem like a radical move, but as long as they don't piss and shit on the coconut shy, I see no reason why it cannot be a success."

- Tickets are available from 45 Chun-Li street
- £2 per single adult
- £300 per orphan
- No Welsh

A crime is done here

A policeman shoots villagers back to the safety of their homes

By Persephone Jenga

Prambleton's crime free image came under scrutiny last friday when three men were discovered to be doing a crime. The villages' highly decorated Chief Constable, Chauncy Blast-Furnace, cut short his six month hibernation period to deal with it personally.

'Helmet'

"I woke up, put on my unsoiled police helmet, and rushed to the crime scene" Said the policeman when he talked.

"I then returned home and put the rest of my clothes on and went back to the scene of the crime." He added, flailing his arms.

'Fucking mess'

"By this time, the crime had ended but it had definitley happened and was probably carried out by three men or several thousand children. There was crime stuff everywhere, it was an absolute fucking mess."

Upcoming Events

Prambleton's resident computer club would like to announce that they will be holding its regular meeting at the public urinals on Danni Minogue street on the 15th or 21st of February or July.

Subjects of discussion will include:

- How to disassemble a Commodore 64
- How to try and reassemble a Commodore 64
- How to succesfully search for pornography on the internet
- How to succesfully cover your tracks after searching for pornography on the internet
- How to turn on a computer
- How to write "BIG BOOBIES" on a calculator.

PAGES OF INTEREST TO YOU

P1 Exploring your inner Altered Beast with Proffesor Brendle Smelt
P32 Mystic Margeret tells you your stars as if you care
P4 Classified ads
P14 How to be a Commando!
P15 How to be a Tomato!
P3 Deloris De'loris explains drains
P9 Shawshank Redemption fun page!