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ELITE PRESENTS
COMMANDO

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GRAPHICS RORY GREEN
CHRIS HARVEY
SOUND ROB HUBBARD
JAPAN CAPSULE COMPUTERS UK C 1985

CGI MUSIC * SEX
PRESS FIRE TO START



COMMANDO RELOADED!

Reset . . .

#04

The magazine for the casual Commodore 64 user.

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C64 - The system for everyone!

It amazes me that one little computer can bring so many different and diverse people together. Many of us wouldn't even be aware of each others' existence out there in the real world, but we have the Commodore 64, our retro computing, and gaming hobbies that otherwise get completely different people connected.

Just looking at the list of staffers and contributors, we have a range of people contributing to Reset from all over the world who live in places such as Australia, New Zealand, USA, UK, Finland and even Dubai; Heck, TMB isn't even from this planet! But if different geographical locations aren't enough, our life styles, family situations, stages of life and day-to-day jobs couldn't be any more diverse. We have professional actors, teachers, reality TV stars, professional musicians, journalists, game developers, comedians, authors, IT specialists, graphic designers, movie directors and artists (amongst others) writing in this very magazine.

It really doesn't matter where you're from and what you do because we do have the C64 that connects us all together and that has been enough for me personally to form many lasting and valuable friendships over the years with

people I otherwise would never have met. I'm quite sure that many of you reading this will have very similar stories. Fantastic, isn't it!

I had the pleasure of meeting some fellow C64 and Amiga users at a recent [Amiga User Group](#) meeting in Melbourne. I had known a few of them through forums and social media, some for years, but had never actually met them before. Not surprisingly, it was like catching up with old friends, and to me that is one of the best parts of this hobby. Try and get along to your local computer group meeting or scene event, not only showing the scene some support but also connecting with like minded people.

So here we are; we made it to issue #4 of Reset and haven't looked like slowing down. Hardware and software development has continued at an impressive rate (just look at this issue!) and the world has once again temporarily been made a little bit smaller thanks to a game commonly referred to as football (or soccer to some). It's all good!

Long(er) live the C64 and retro computing!

Sincerely,

Unkle K



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Visit the Reset Magazine Staff at the [CSDB](#)

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Where Are They Now?

By Frank Gasking



Russ Michaels from EBES, given the rock star treatment from Commodore Format.

“Jon Wells was another developer who was hell - bent on keeping the C64 going with his Visualize software label back in 1993/1994.”



The super impressive 10th Dan from Jon Wells was a highly anticipated title towards the end of the C64's commercial life.

Over the years we've seen various articles in magazines and on websites, asking the question about what happened to the likes of Matthew Smith or Mervyn J Escourt. However, it's always been the mainstream we've focused on. With machines like the C64, there has been a long period after its commercial phase, with a new generation of developers/supporters who have come and gone. To celebrate the less mainstream of our C64 supporters, we take a look at a small selection and ask the question - "Where are they now?"...

Russ Michaels (EBES)

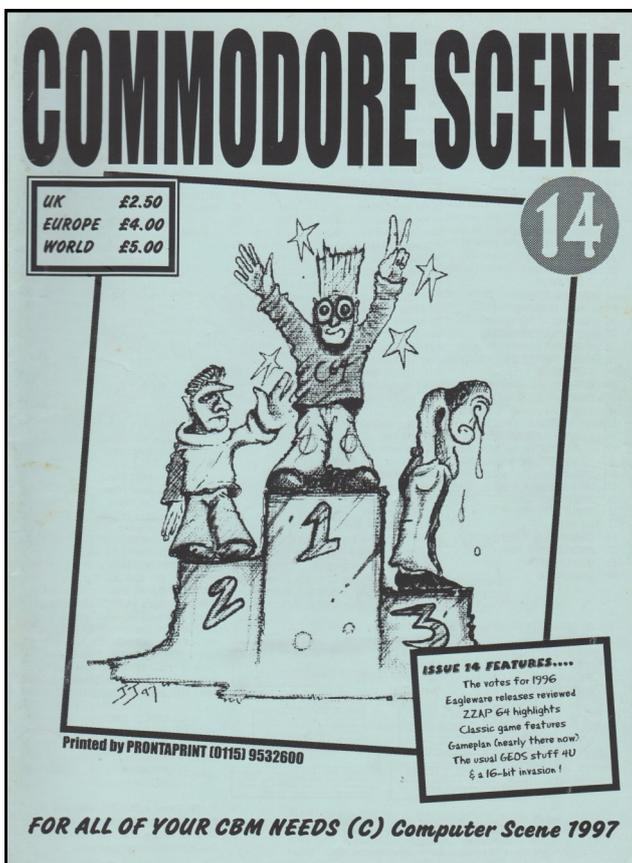
With the C64 pretty much on its knees (especially in the UK) during 1994, June of that year saw the introduction of Electric Boys Entertainment Software as part of a mini resurgence for the machine. The RamLink, Hard Drives, faster running GEOS, Commodore World magazine and an abundance of undiscovered CP Verlag/Golden Disk games were unleashed onto the starving fans that remained. Russ Michaels (who had the feel of a bit of a rock star thanks to the infamous CF interview) was the main man behind everything - a huge C64 fan and cracker of the time who felt that there was still life in the old girl yet. With a push to ditch our cassette drives, a list of conversions such as Flashback were promised as part of an impressive release schedule. The market, however, was very much dead in the water, and those left were mostly just kids with nowhere near the money to purchase the hardware Russ was pushing as the solution to keeping the C64 alive. With only a handful

of sales over two years, Russ closed EBES doors in late 1996 and went into Internet related work, which he still continues to do today.

Richard Bowen (Commodore Scene)

Along with Russ Michaels, Richard Bowen was a very important figure in the C64 world after the demise of Commodore Format. With the magazine gone, there was a huge gap to be filled - which Richard stood up and took on in the shape of Commodore Scene fanzine. Starting out as Computer Scene, the fanzine grew with every issue and became an impressive bi-monthly read full of news and information, often boasting over 60 pages in its heyday. Promotion for the fanzine was very impressive, and Richard built up a fairly decent readership over time from hardly anything. Not content with running the fanzine in his spare time, Richard branched out into running a PD library, second hand software sales and a software support

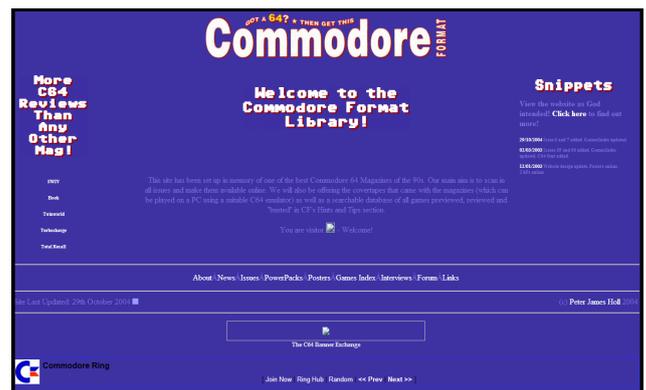
scheme. It is a wonder how Richard juggled it all with a family and a full time job. Possibly this is what triggered a rather sudden decision to move onto pastures new, as 1997 saw Richard hand over the magazine and the PD library to Allan Bairstow, shortly before disappearing for good. So what happened to Richard? Richard decided to uproot and move with his family to the Channel Islands. He is believed to have opened up his own small garden shop on the island, but it seems his C64 interest has sadly been put to rest. Will Richard resurface some day? He has plenty to catch up on if he does!



Peter James Holl

Around 6 years after Commodore Format's passing, Peter James Holl became a saviour for fans of the magazine in 2001 and created a digital archive with the aim of providing all the scans and cover tapes for download and browsing. Along with this, Peter tracked down the likes of Steve Jarrett to do some exclusive interviews to look back on the magazine

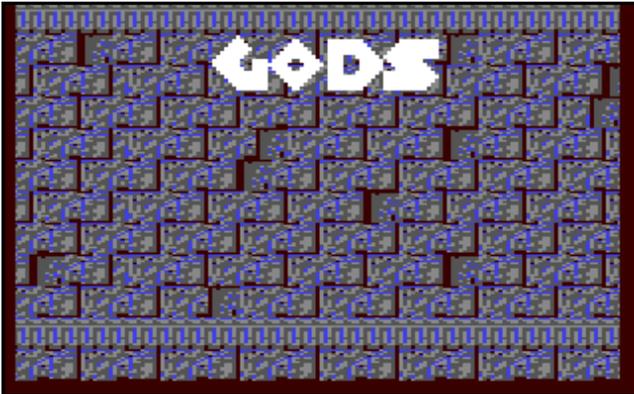
and its history. It was an endearing effort, which sadly came to the unwanted attention of Future Publishing. Although Peter had been open with about his intentions and attempted to get permission to make the magazine available from the start, he was rumoured to have been given harsh treatment by Future once they saw what he was doing. Seemingly disillusioned with his treatment, Peter went to ground and hasn't been seen or heard of since. In the meantime, 2013 saw Neil Grayson launch the Commodore Format archive at <http://commodoreformat.wordpress.com/> - in a way carrying on what Peter started (though minus the complete scans). Many feared that something had happened to Peter, but we can confirm that he's alive and well and hopefully we will hear from him soon and get the full story on what happened with Future.



Hex10rd and Ventura

Two people combined, mostly due to the importance of a particular game they were both involved in porting from the Amiga to the C64 - a conversion of Gods back in 2000. With a simple teasing demo of the title screen and a conversion of the title tune, people wanted to see more. Later into 2000, a demo was released showing the first level map. The developers asked for beta testers for the game around this point, but shortly afterwards everything went silent - with Hex10rd and Ventura disappearing completely without a trace. GTW64 has been trying to solve the mystery regarding the conversion for some time, and recently had a contributor confirm that the game was real and shaping up very well. The developers were struggling with

the AI and sprite multiplexer, so it could be that this caused a loss of interest in the conversion. Without knowing the real names of the two developers, it is almost impossible to find out what happened to them both and to their game.



Andy Bourhill / Apophis Games

You may not be aware of Andy perhaps - it's only in recent years that he popped up as the creator of a very promising looking title called BooBer, a Mayhem'esq looking game with a bear as a main character (he was also behind a Visual Basic based C64 emulator). The game itself was being documented on his blog <http://apophis64.blogspot.co.uk/>, where a number of promising development posts were made on the game. Joachim Wijnhoven was taken on as a musician for the project in 2011, with a number of tunes composed, when contact suddenly stopped back in May 2011. Any contact made via the blog or other means to Andy has sadly been without a response. The last contact was to Joachim about picking up an infection abroad and being off work. There are concerns that something has happened, and we certainly hope not - just hoping that Andy decided to call it a day on the game rather than anything more sinister. If



you're out there Andy, please get in touch.

Jon Wells (Visualize)

Along with Russ Michaels and EBES, Jon Wells was another developer who was hell-bent on keeping the C64 going with his Visualize software label back in 1993/1994. After a large impressive release schedule, sadly the outcome was the same as EBES, with only a handful of sales made. With a last ditch effort to keep things going and produce software for a living on the C64, Supportware was born - but again failed to make an impact. Jon hung up his coding boots on the C64 temporarily and went on to develop a number of commercial titles for the Colour Gameboy and Gameboy Advance between 2000 and 2006. Jon has dipped in and out of the C64 scene over the years, most recently appearing and producing a stunning conversion of Wild Bunch for Psytronik in 2009 before disappearing again. Nowadays, Jon works as an IT technician doing a wide range of IT related jobs, runs Funspite (a small



independent freelance developer) and is busy with being a proud father. There are rumours of a new C64 project in the works at the moment with Trevor (Smila) Storey, and there is no doubt Jon will be back with a new and exciting title to surprise us all.

And that is it for the time being. If you would like to see more of the same, have any information to pass on, or have suggestions for future candidates - please mail in and let us know! Thanks to Vinny Mainolfi for filling in some gaps + making corrections.

Reset Mix-i-disk 2

The Mix-i-disk is Reset's very own cover disk, which is available as a free [download](#) or as an optional physical disk for subscribers of the Reset Special Edition.

<http://cloud.cbm8bit.com/resetc64/Reset04.Mixidisk2.d64>

Reset #04 Intro

2014 Reset Magazine Staff

This issue's ace retro inspired intro for Reset #04 was coded by Dr J, with all new graphics by Shine and an exclusive tune from celcticdesign. Just load it up and enjoy the show!



Ninja Commando Music Hack

2014 Hackersoft

The first of our Hackersoft exclusives, Vinny has provided us with his Ninja Commando Music Hack to coincide with his fantastic 'A Hacker's Life For Me' column in this very issue. Hacked and released just for fun, enjoy revisiting Adam Gilmour's fantastic tunes. Move your joystick to hear the different tunes.

Guns 'N' Ghosts Crazy Hack

2013 RGCD/Psytronik

We proudly present you [Hackersoft's Crazy Hack](#) of the amazing Guns 'N' Ghosts, which is reviewed in this very issue. Released on the disk with special permission from Psytronik and RGCD, Vinny has added no less than 28 in-game keys with various functions, ranging from level skips to altering the graphics in the game.

If you enjoy this teaser, you can support the authors and encourage future C64 development by buying one of the various editions of the game available from RGCD and Psytronik. Full instructions can be found at <http://www.rgcd.co.uk/2013/04/guns-n-ghosts-c64-2013.html>.

Please Note: This is a fun hack of the original Guns 'N' Ghosts game, it is not the full version of the game itself. Most options such as multiplayer and playing as Trev are unavailable due to the implementation of some of the hacks. Have some fun playing around with the various additions and hacks and explore the game. You will need to buy the full game for the proper Guns 'N' Ghosts gameplay experience.

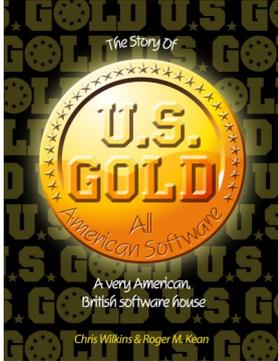
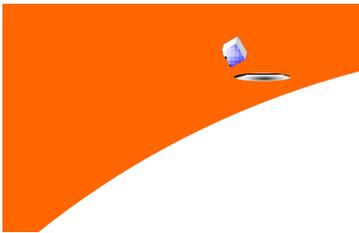


Mummy Maze Preview

2014 Magic Cap/Psytronik

A special preview of Magic Cap's latest puzzler, soon to be released by Psytronik. Guide the adventurer through each room without being caught by the Mummy.





If the US Gold book is anywhere near as good as the Ocean one, it will be a cracker of a read!

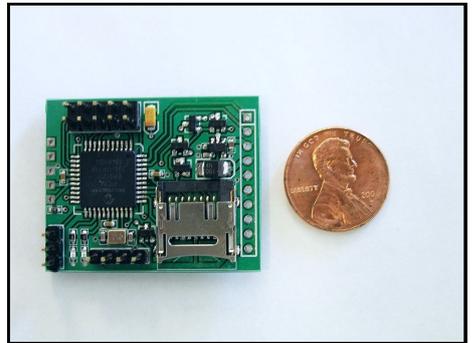
Chris Wilkins Kickstarted!

Chris Wilkins' and Roger Kean's follow-up to their successful book 'Ocean: The History' has been successfully backed on Kickstarter. [The Story of USGold: A Very British Software House](#) attracted an impressive £27,348 (far exceeding the £15,000 target) and several stretch goals were reached. If you missed the campaign, the book can be preordered at the Revival shop.

<http://www.revivalretroevents.com/index.php/shopping>

externally in a custom case. The emulator itself is cycle exact, and unlike the [SD2IEC](#) it should be 100% compatible with all C64 loaders. It will have a MicroSD card slot for storage and dual push button inputs to activate various functions. Jim is hoping to keep the price down to between US\$50-US\$60. Development is ongoing.

<http://www.lemon64.com/forum/viewtopic.php?t=52438>



Check This Out!

2048 Retro Commodore Edition by SixteenPlus.

<http://games.usvsth3m.com/2048/retro-commodore-edition/>

Mölli & Laudis - En Natt i Växjö (video edit).

https://www.youtube.com/watch?v=sUGL_UW2-A4

Blown Away!

The CycloneRX is a new adaptor that allows the user to use a PSX or PS2 gamepad on the C64. Features include rapidfire, a diagnostics mode, and the R2 button mapped for up (so you can use fire to jump in platform games). CycloneRX is manufactured by KMTech Design UK and is available at their [eBay shop](#).

http://stores.ebay.co.uk/KMTech-Design?_trksid=p2047675.12563

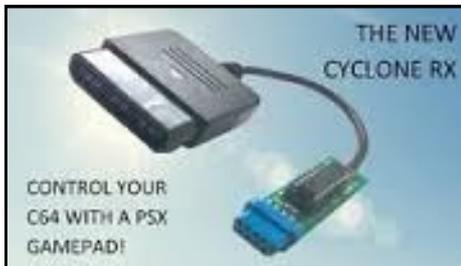
Cbm8bit updates!

Shane Wood (zap) has been working hard at [cbm8bit.com](#) on his disk image editor. The editor allows you to drop and drag a variety of disk image types online to browse and edit the image. You can also share and save your images online via the [cbm8Bit cloud](#). Also recently launched are the [High Score Archives](#), allowing users to post high scores for their favourite retro games.

<http://cbm8bit.com>



Alf Yngve's Tau Zero has been given the going over with Martin Piper's SEUCK Redux, by Martin Piper himself. Check it out!



Budget Emulation!

[Jim Drew](#) has been developing his new 1541 emulator to be installed inside the C64 or

Richard Loves You!

Richard Bayliss has been very busy at the TND homepage with several updates and releases. *Loader Tape Game Master Kit 2* allows the user to master their own programs on tape using Martin Piper's custom loader. This time, the kit allows the user to choose from two loader mini-games written by Richard while they wait for their program to load.

Richard has also compiled all of the C64 software on the TND site in one collection, suitable for use on the 1541U2, Chameleon and emulators. All of the files are nicely organized and archived in a ZIP file.

<http://www.tnd64.unikat.sk/>

2014 TND SEUCK Compo

The results for the [2014 TND SEUCK Compo](#) have been released. In total there were 8 entries. Congratulations to Alf Yngve who came first with his game *Double or Nothing*. Competition was close, with only 5 point separating first and third place. Alf's game will receive a full overhaul, including a new front end, loading picture, music and various power ups using the latest SEUCK Redux engine to dramatically enhance the game. Below are the rankings:

1. *Double or Nothing* by Alf Yngve (65 points)
2. *The Last Hope* by Gaetano Chiummo (64 points)
3. *Vampire Hunter 2* by IndyJR/FanCA (60 points)
4. *NOXUS* by Alf Yngve (57 points)
5. *Shaken-Tales of the Swordless Ninja* by Robert Dillon (54 points)
6. *Another Day, Another Zombie* by Carl Mason (52 points)
7. *Hero Time 2* by IndyJr/FanCA (48 points)

8. *1941 - The Secret Conflict* by Gibranx (33 points)

All of the entries can be downloaded from the TND website.

<http://www.tnd64.unikat.sk/>



Double or Nothing by Alf Yngve. Winner of the 2014 TND SEUCK compo.

SEUCK Redux

Martin Piper has continued development on his open source SEUCK Redux engine. SEUCK Redux is an engine that allows you to significantly enhance SEUCK creations. For example, it allows you to add, amongst many other features, a front end, music, enemy AI, animated background graphics and most importantly, eliminates the horrible SEUCK slowdown and glitches that we have all become accustomed to. The engine can also be used for non SEUCK projects.

Several older SEUCK titles have already been enhanced using the updated Redux engine, such as *Tau Omega* and *Tau Zero*, both by Alf Yngve. These games are available at the TND website.

<http://www.lemon64.com//forum/viewtopic.php?t=52345>

Get Your Competition Pro

Jens Schönfeld has just announced, via Individual Computers, another production run of the Competition Pro joystick. The Competition Pro is one of the most recognizable and popular joystick of the

80's/90's and was re-released in 2004 for PC's. Due to popular demand, a successful production run of joysticks was later released with a 9 din plug for use with computers including the C64 and Amiga. The new joysticks are 100% re-productions of the original joystick and are available for pre-order from the [Individual Computers shop](http://www.individualcomputershop.com).

http://icompc.de/home/index_shop.htm#ondango_shop



Power Pack #62, and beyond!

Commodore Format Archives have released the first of a planned series of new Power Packs. Only available as a free download for use on emulators (transferrable for use on a real C64), Power Pack #62 features four games, including two exclusives.

Super Pac Twins is a remastered edition of the original game of the same name, which had previously been *"controversially included on the magazine's cover tape against the author's wishes"*. Well, the Commodore Format Archives do have permission this time, and thanks to Paul Kubiszyn and Richard Bayliss, the game has finally been released as intended.

House Café is an early SEUCKER from scener WEC, which was actually earmarked for release on Power Pack 58 back in the day, but didn't quite make it.

Other games included are the commercial shooter Sub Hunter from RGCD/Psytronik and Max Hall's C64 remake of the classic Atari

2600 release Cosmic Ark.

Power Pack #63 has been announced with a release set for October. Commodore Format Archives are on the lookout for exclusive content, or even previously released material. If you have something suitable that you would like to see published, they can be contacted at commodoreformat@gmail.com.

<http://www.commodoreformatarchive.com/>



Hackersoft Latest

Not content with organizing the incredible Guns 'N' Ghosts for the Reset Mix-i-disk 2, Vinny has been a busy man with an assortment of fine Hackersoft releases. Starting in June, Hackersoft released hacks of three Dizzy games: Dizzy Prince of the Yolk Folk, Magicland Dizzy and Fantasy Dizzy were all given the treatment with the usual high variety of hacks and trainers to play around with. Slightly Magic and Action Biker were next off the production line, with 36 and 39 new in game features respectively.

More recently, Vinny released a crazy hack of the brand new Alter Ego by RetroSouls with 21 new in-game features including level skip, walk through walls, infinite lives and collision on/off.

Hackersoft's latest release is Kettle. This Tony Crowther classic is a very special release because it unlocks an unused piece of code that activates a map during gameplay - definitely worth a look!

<http://www.hackersoft.co.uk>



HEWSON CONSULTANTS



Pre-order Andrew Hewson's new book:

HINTS & TIPS FOR VIDEOGAME PIONEERS



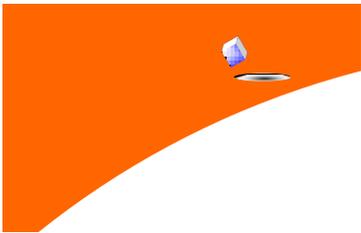
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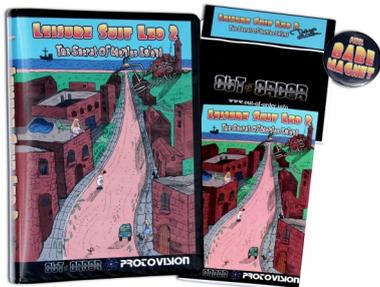
Games Scene

Commercial Releases



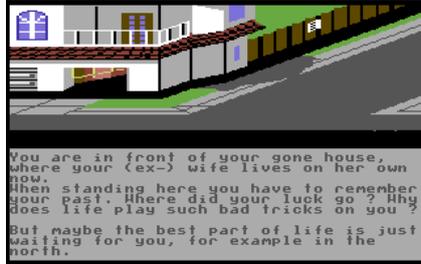
The Protovision and [Out Of Order Softworks](#) partnership is in full swing, having just released their graphic adventure Leisure Suit Leo 2 - The Secret of Maniac Island.

"Leo's big fortune was never meant to be: His princess charming turned out to be a con artist forcing him to abandon his home sweet home. Freshly divorced but never having learned the lesson, the wannabe ladykiller is again on the lookout for new adventures - of course always having the women on his mind. And this time he's even heading south!"



The limited deluxe edition of the game is available in both German and English. Packaged in a large size box, along with an entertaining manual containing background information, and a button to put on and show off. This is the first time the game has been officially available in English, and the German version has been remastered and improved. Leisure Suit Leo 2 just missed our

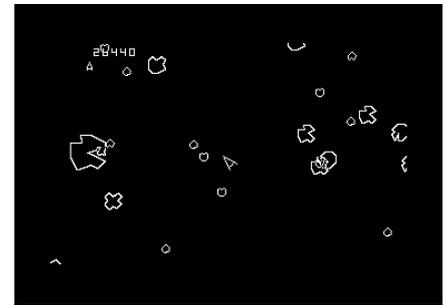
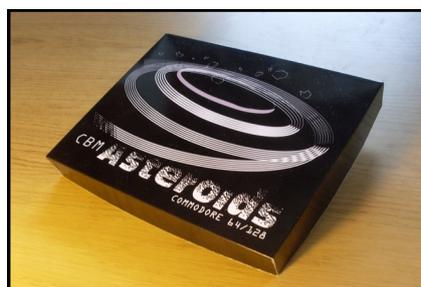
deadline, but there will be a full review in the next issue. It is available now from the [Protovision Shop](#).



Also scheduled for release soon is the D42 Adventure system - a construction set that allows any C64 enthusiast to develop sophisticated graphic adventures in the style of Crime Time, Soul Crystal and Leisure Suit Leo, without requiring any programming skills. The box includes an editor and a game engine in both German and English, compatible with PAL computers, and an extensive manual in German.

Commocore

Commocore are working hard to finish their first release, CBM Asteroids, which is a conversion of the original 1979 Atari coin-op. Commocore are now finishing the game off and fixing bugs. It is scheduled for release by the end of the year.



[Commocore](#) will also be revealing their brand new website, so keep a look out for that as well.



Psytronik were kept very busy with the release of the highly anticipated Darkness in May. Scoring 9/10 in Reset #03, Darkness was available in the usual tape and disk editions, but it was also the first game to be released on Psytronik's Ultimate Range. This limited and numbered edition featured the game on Premium disk or tape, along with a large box with full colour glossy artwork, a poster/map, key ring, soundtrack CD and sticker. Psytronik plan to continue with their Ultimate Editions with 2009's Knight 'n' Grail coming next. From Kenz - *"The Ultimate Edition will feature a stunning double-sided A2 sized map of the complete game (which took me a year to produce!!), soundtrack CD, key-ring and sticker - all packaged in the same style of box as the Darkness Ultimate Edition. And the good news for people who already own the disk version of the game is that*

I will be releasing an 'upgrade pack' that contains all the extra goodies of the Ultimate Edition minus the disk itself. This will be available later this year."



Not content with releasing the cartridge edition of Darkness in June, RGCD also sent out their limited edition [Micro Hexagon](#) cartridges in July. These cartridges were limited to 100 units and exclusively released as a backer reward for Sam Dyer's [Kickstarter book campaign](#). As a special bonus, backers of the signed cartridge also received the magnificent [Psyboarfunk/The Game Is Apaw!](#) A2 poster set, featuring C64 hi-res and ASCII pixel art by Illke.



Despite being reviewed in Reset #03, we still have no word or new release dates for Rocket Smash EX and the

enhanced cartridge edition of Powerglove. Keep an eye out on the [RGCD website](#) for news on these highly anticipated releases.

Announcements

Throwback Games recently unveiled their new website that features a trailer and gameplay videos of their upcoming 2-on-2 Basketball game, due to be released commercially by Psytronik. According to the website, the game features:

- 1-4 simultaneous players (via Protovision's 4 player adaptor)
- Realistic and challenging AI
- 3 difficulty levels
- Unlockable bonuses
- Halftime show mini-game
- Comprehensive statistics.

Previous previews have been quite impressive and this should be a fantastic game when released.

<https://www.throwbackgames.net>



The incredible **Trevor Storey** (Smila) has shocked us all again by continuing to release an assortment of screenshots and even possible box art for the Achim Volkers programmed

roman brawler Atlantian. Smila has revealed that the game will feature no less than 11 moves and is progressing extremely well. The intro is also finished, which features some stunning animations and parallax effects.



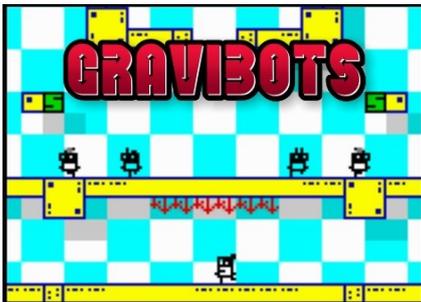
George Rottensteiner (Endurion) has also been hard at work on **Hyperion**. This Metroid style game features graphics by Smila (who else?) and by all accounts is shaping up extremely well. According to Smila, the levels are now linked by elevators and the plan is to release the game as "something really special". Smila has gone on to release some rather stunning concept art for the Ultimate Edition packaging on Lemon.



RetroSouls is a one man operation from Russia who recently released their excellent C64 port of the

multi-platform game *Alter Ego*. The man behind *RetroSouls*, Denis Grachev, informs us that he will be returning to code on the C64 in October, porting some more of his spectrum releases to the C64, beginning with *Gravibots*. Keep an eye out for news on the *RetroSouls* website.

<http://www.retrosouls.net/>



Alf Yngve recently released a preview of his upcoming C64 shooter *3000 Kung-Fu Maniacs* via the [Commodore Free Issue #81 E-Tape](#). According to Alf, the game "contains lots of humour and in-jokes -- culminating with the quiz show "Who Wants To Be a Ninjanair?" (see the attached screenshot) -- and of course there's loads of ninjas and kung-fu. The player character is now made up of two sprites and can dodge, jump, punch, dropkick and throw items." *3000 Kung-Fu Maniacs* will be released through *Psytronik* either as a stand alone game or in a compilation.

<http://www.commodorefree.com/issues.html>



Alf also informs us that he is developing *Zap Fight 2* using the SEUCK Redux engine.

Richard Bayliss has continued work on *Honey Bee*, although work has slowed as he waits for new graphics. Richard has been able to make the mock up screen below using score panel graphics by Steve Day. Work continues on the game although there is no set release date.



Richard has also been kind enough to release his commercial games *Sheepoid DX*, and its sequel *Woolly Jumper*, for free on the [IND website](#). The games previously appeared together as cartridge, disk and tape editions at *RGCD* and *Psytronik*.

X-Force is a new (coded from scratch) shooter from Richard with graphics from Saul Cross (*Rocket Smash*). The game is set for release on the next Commodore Format Archives PowerPack #63. The game pays tribute to the old Hewson shooter *Subterranea*. It will feature a soundtrack by Paul Hannay (*Feekezoid*) that was originally composed in the 90's for the cancelled Jon Wells game, *Breakthrough*. The game will feature the usual power ups, animated lasers, shields and end of level guardians.



Magic Cap are close to completing their current C64 project, *Maze of the Mummy*. A direct port of PopCap Games' *Mummy Maze*, the game has the player attempting to escape a series of single screen rooms while being chased by the dreaded mummy. A turn based puzzler, *Maze of the Mummy* is soon to be released on tape and disk by *Psytronik*.

Magic Cap have also indicated that they will continue work on their port of the Ocean puzzler, *Pushover*. Several previews of the game have been released in the last few years, but *Magic Cap* are keen to continue development and finish the game as their next project.

<http://csdb.dk/release/?id=131066>



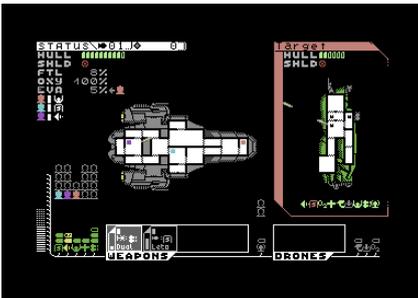
Other previews recently released include:

Faster Than Light Preview
Faque, 29/5/2014

An ambitious conversion of the rogue like strategy game, originally released by

Subset Games in 2012. The game sees the player taking control of a Federation faster than light spacecraft in a war against human supremacist rebels, with the goal being to avoid destruction of your ship by the rebels, while making your way towards Federation Headquarters to deliver intercepted information that could end the war. This is quite an ambitious C64 project that is off to a fantastic start.

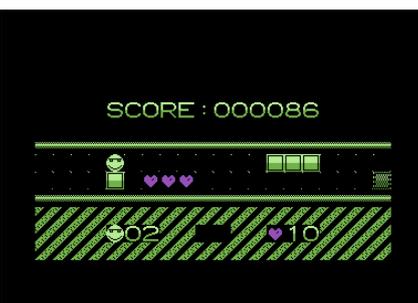
<http://csdb.dk/release/?id=131084>



Get to the End Preview *Iceout*, 23/6/2014

Formerly known as Bad Scrolling, Charles Grey's latest game has the player avoiding obstacles and collecting hearts, by navigating upper and lower lanes of a scrolling playfield.

<http://csdb.dk/release/?id=131541>

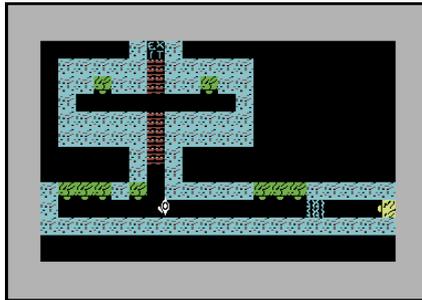


Electro Gates Preview *Hokuto Force*, 19/07/2014

A strange game which sees

the player navigating a series of mazes, trapped by various sets of gates that must be opened and shut in correct sequence, by a number of switches. The full games will feature over 10 (?) levels as well as level editor.

<http://csdb.dk/release/?id=131963>



Freeware Game Releases

Castle Boy *Dynamite Digital*, 13/2/2014

A recently discovered [GTW](#), Castle Boy is a previously unreleased platform/shooter where the player has to clear various rooms of enemies and collect food for energy, eventually making it to the top of the castle. Not the greatest of games but still a nice find!

<http://www.gamesthatwerent.com/gtw64/castle-boy/>

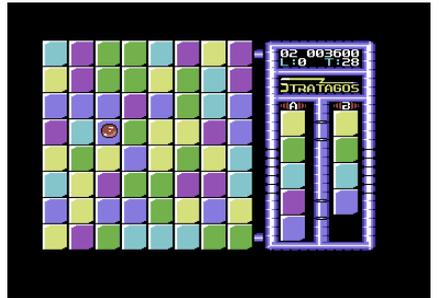


Stratagos *Dynamite Digital*, 13/2/2014

A recently discovered [GTW](#), Stratagos is a previously unreleased puzzler, which

has the player finding sequences of colours on a 8*8 array of coloured tiles. A simple concept but well implemented with nice graphics and sound. Worth a quick play!

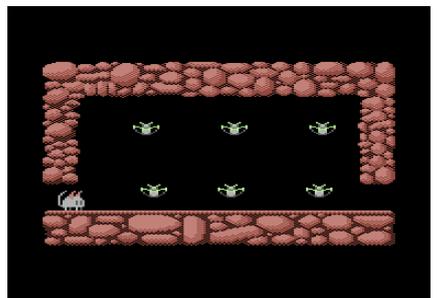
<http://www.gamesthatwerent.com/gtw64/stratagos/>



Kur pelite tu tuceji *Snauts*, 9/3/2014 ([CSDB](#))

A charming little game, which has the player, a mouse like creature, making its way through a series of caverns (from left to right) avoiding nasties (with different attack waves for each cavern). Very short, very simple but nicely done.

<http://snauts.tumblr.com/post/78773335523/kur-pelite-tu-teceji>



Color Flood *Dirk Ollmetzer*, 17/3/2014 ([CSDB](#))

Simple puzzler in which you have to clear an array of 16*16 blocks by flooding them with a matching colours starting from the top left hand side corner. You only

have 40 moves and there is a time limit. An interesting game, apparently inspired by a Raspberry Pi release (according to the crack intro scroller). Enjoyable for a few goes.

<http://csdb.dk/release/?id=129695>



Cobra Mission II Indysoft , 30/3/2014

An enhanced horizontally scrolling SEUCK game by IndyJr with front end and music by Richard Bayless. Released on the TND website, Cobra Mission II is a fairly standard SEUCK helicopter shooter so you should know what to expect.

<http://www.tnd64.unikat.sk/>



ARNO DASH 21 Arno Weber, 9/4/2014

Arno's back with his first new set of BoulderDash caves in 7 years! Includes 16 new challenging caves and 4 intermissions.

http://www.boulderdash.nl/bdgb/view_game.php?q=adash21



The Last Hope Gaetano Chiummo, 1/5/2014

Gaetano Chiummo's entry into the 2014 TND SEUCK compo. A very nice traditional vertically scrolling spaceship shooter with some great graphics.

<http://csdb.dk/release/?id=130531>



Bellringer III Geir Straume, 3/5/2014

Nice hybrid platformer/puzzler. Originally released for the 2013 RGCD compo, this is an enhanced version with extra levels. See the full review in this issue of Reset!

<http://home.online.no/~gestrau/c64/bellringer3.html>



Commando Arcade Nostalgia, 24/5/2014

Nostalgia's super enhanced version of Elite's original Commando conversion. Too many improvements to list here! Full review this issue, check it out.

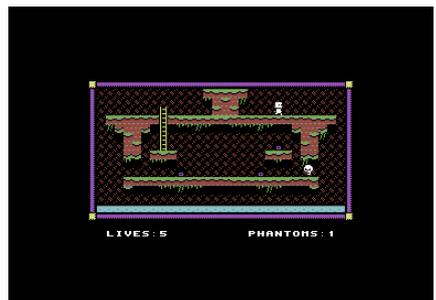
<http://csdb.dk/release/?id=130973>



Alter Ego RetroSouls, 25/5/2014

Charming little platform game, which sees the player needing to switch between alternate versions of self to complete each single screen level.

<http://www.retrosouls.net/>



Slavia Komoda #9, 30/5/2014

Polish text based game, given away as a free bonus with issue #9 of the Polish C64 magazine Komoda.

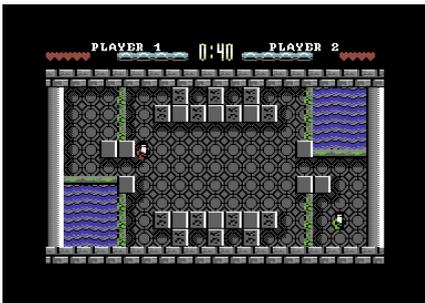
<http://c64.com.pl/index.php/komoda9.html>

Magic Duel Doreco Party Edition Domspitze, 30/5/2014

Special Doreco Party Edition

of Magic Duel, which was originally released for the 2013 RGCD Cart Compo. The game is a nice 2 player arena battle game. Features a new title screen and new levels.

<http://csdb.dk/release/?id=130761>



Cube Sim Preview
Jazzthief81, 4/6/2014

A Rubik's cube sim on the C64. Also provides you with stats!

<http://csdb.dk/release/?id=131156>

Tau Zero Redux
Alf Yngve/Martin Piper, 19/6/2014

Enhanced version of this old SEUCK shooter by Alf Yngve. Using his own SUECK Redux engine, Martin Piper has been able to dramatically improve upon the original game with stunning results!

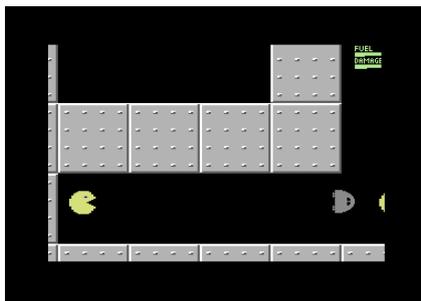
<http://www.tnd64.unikat.sk/>



Attack of the Megagalactic Cows
Drontsoft, 19/6/2014 (CSDB)

Funny oddball shooter where you have to guide your spaceship through an assortment of mazes, avoiding some very strange nasties along the way! Enjoyable!

<http://csdb.dk/release/?id=131449>



Xain'D Sleena
Sputnik World, 20/6/2014

Ambitious arcade conversion of the 1986 Technos arcade game. Not perfect, unfortunately let down by some bugs, fiddly controls and lack of in game sound, but a brave attempt nevertheless. Would love to see this one worked on some more to add some much needed polish!

<http://csdb.dk/release/?id=131452>



Pluff
LK Avalon, 22/6/2014

Neat, previously unreleased flick screen arcade adventure recently found by

GTW. Make your way through the maze, collecting items and solving simple puzzles. A great find and also nicely done version by scene group Onslaught.

<http://www.gamethatwerent.com/gtw64/pluff/>



Graham Gooch's World Class Cricket
Audiogenic, 23/6/2014

Another previously unreleased GTW, this time a cricket game produced by Audiogenic in the early 90's. It's unknown why this game was never released, with Audiogenic instead opting to release a slightly modified version of a much older game at the time.

<http://www.gamethatwerent.com/gtw64/graham-gooch-world-class-cricket/>



Single Extreme Freedom
Alice Software Studio, 24/6/2014

GTW are on fire, with the release of yet another lost title! This time a multi player turn based strategy game originating from the early to mid 1990's. As well

as the original disk images taking up 4 disk sides, there is a very nice 2 disk version complete with docs by scene group Onslaught.

<http://www.gamesthatwerent.com/gtw64/>



Your Father's Nightmare
?, 25/6/2014

A simple but nice single screen maze game coded in two weekends by a 17 year old first time coder. Needs more levels but a good first up effort!

<http://csdb.dk/release/?id=131577>



Aurum
John Vanderaart, 25/6/2014

Another nice GTW find of a Dutch text adventure previously though lost. Produced by John Vanderaart, who was a popular author of text adventures released in Holland in the 80's. It has been fully translated into English and released by Onslaught.

<http://www.gamesthatwerent.com/gtw64/aurum/>



Tau Omega Redux
Alf Yngve/TND, 26/6/2014

Another early Alf Yngve SEUCK blaster given the Redux treatment.

<http://www.tnd64.unikat.sk/>



Cockman
Robert Riccioppo, 26/6/2014

Strange sideways SEUCK'er in which you... Nope, I can't quite work this one out. Nice title music though. Next!

<http://www.tnd64.unikat.sk/>



Drumo in Adventureland
Robert Riccioppo, 26/6/2014

Robert Riccioppo's second SEUCK shooter released in quick succession. Well, at least this one doesn't have

any cocks in it. Again, nice title music.

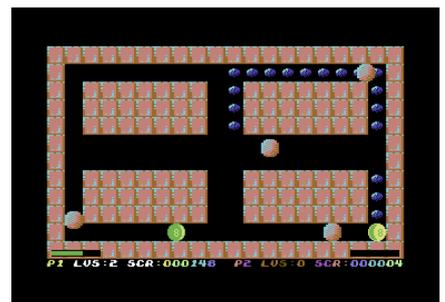
<http://www.tnd64.unikat.sk/>



Super Pac Twins
Studio X64/TND, 10/7/2014

Originally released without permission in an unfinished state on one of the last Commodore Format PowerPacks (naughty!), Super Pac Twins is finally tidied up and released by Richard Bayliss via the new Power Pack #62 on the [Commodore Format Archives](http://www.commodoreformatarchives.com/) website. A nice little Pac-Man variant.

<http://csdb.dk/release/?id=131843>



House Case
WEC, 10/7/2014

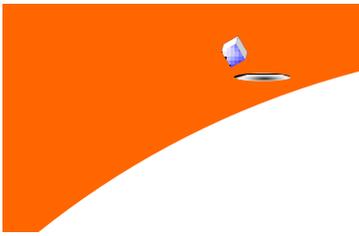
Another enhanced SEUCK'er released on the new Commodore Format PowerPack. A nice early game by WEC in which you control a n officer on the beat, investigating a haunted property. Oooh!

<http://www.commodoreformatarchive.com/>

Game	Developer	Publisher
3000 Kung-Fu Maniacs	Alf Yngve	Psytronik
Armalyte II	Cyberdyne Systems	?
Atlantian	Smila/Achim	Psytronik
Barnsley Badger	Smila	Psytronik
Blob	Prime Suspect/Saul Cross	?
Catnipped	Smila/Endurion	Psytronik
CBM Asteroids	Commocore	Commocore
Crimson Twilight	Arkanix Labs	TBA
Cryme	Commocore	Commocore
Electro Gates	Hokuto Force	?
Faster Than Light	Faque	?
Fire Frenzy	Babyduckgames	?
Gravibots	RetroSouls	?
Gravitrix	Nils Hammerich	?
Hessian	Lasse Oorni	?
Honey Bee	TND	?
Hyperion	Smila/Endurion	Psytronik
Immensity	Dév	?
Imogen	John CL/Saul Cross	?
Jam It	Throwback Games	Psytronik Sports
Jumpy 64	Roy Fielding	?
Lawless Legends	?	?
Maze of the Mummy *	Magic Cap	Psytronik
Oolong	?	?
Outrage	Cosmos Designs/?	Protovision
Pac-It	Protovision	Protovision
Penultimate Fantasy	Endurian	?
Pharaoh's Return	Lazycow	?
Powerglove *	Lazycow	RGCD
Pushover	Magic Cap	?
Rocket Smash EX *	RGCD	RGCD/Psytronik
Rocky Memphis	Wanax	?
Steel Duck	Commocore	Commocore
Super Carling the Spider	?	Psytronik
Tiger Claw	Lazycow/Saul Cross	?
Ultimate Newcomer	CID	Protovision
USSR League	Commocore	Commocore
Wonderland	Endurion	Psytronik
X-Force	TND	TND
Zap Fight 2	Alf Yngve	Psytronik

* Release imminent

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.



High Scoring Heroes!

<http://cbm8bit.com/highscores/>



Beamrider Activision

- #1 - Macc (126010)
- #2 - Babyduckgames (5632)
- #3 - ?



Commando Arcade Nostalgia

- #1 - Endurion (48400)
- #2 - Hellfire64 (39400)
- #3 - Voxel (33800)

Creatures II Thalamus Europe

- #1 - Dink (34335)
- #2 - Hellfire64 (7965)
- #3 - ?

Cybernoid II Hewson

- #1 - Dink (25260)
- #2 - ?
- #3 - ?



Double Dragon II Virgin

- #1 - Dink (284140)
- #2 - ?
- #3 - ?

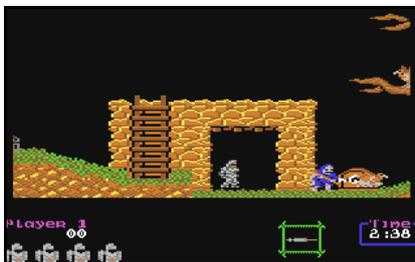
Forbidden Forest Cosmi

- #1 - Macc (622369)
- #2 - ?
- #3 - ?



Ghouls 'n' Ghosts Software Creations

- #1 - Dink (66800)
- #2 - ?
- #3 - ?



Katakis Rainbow Arts

- #1 - Endurion (703380)
- #2 - Dink (648480)
- #3 - ?

Salamander Imagine

- #1 - Hellfire64 (214830)
- #2 - Dink (192675)
- #3 - ?



Quick Draw McGraw Hi-Tech

- #1 - Dink (17590)
- #2 - ?
- #3 - ?

1942 Elite Systems

- #1 - Dink (28620)
- #2 - Zzap (3600)
- #3 - ?

Next issue's challenges:

- ◆ Armalyte
 - ◆ Bomberland
 - ◆ Commando Arcade
 - ◆ Cosmos
 - ◆ Darkness
 - ◆ Mayhem in Monsterland
 - ◆ Guns 'N' Ghosts
- Plus more!**

Post your high scores at <http://cbm8bit.com/highscores/> for inclusion in the next issue of Reset to be a High Score Hero'.. And remember, no cheating!

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- And Many More!



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<http://awesome.commodore.me/forum>

FREE-GAME!
Mission Moon C64
<http://csdb.dk/release/download.php?id=151441>

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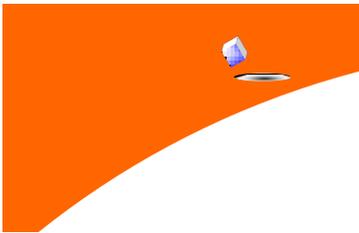
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Blast From the Past!

Top 10 C64 Games in August 1984

By Alex Boz



Alex Boz is the owner and maintainer of the wonderful Ausretrogamer E-Zine. You owe it to yourself to check it out!

<http://www.ausretrogamer.com/>

"In its 32 year lifespan, the C64 has entertained millions of players around the world via an extensive library of games; some good, some bad, and some absolute rippers!"



Top 10 C64 Games Chart - August 1984

Pos.	Title	Publisher
1	Beach Head	US Gold
2	International Soccer	Commodore
3	Flight Path	Anirog
4	Blogger	Alligata
5	Manic Miner	Software Projects
6	Trashman	New Generation
7	Space Pilot	Anirog
8	Hunchback	Ocean
9	Son of Blogger	Alligata
10	Decathlon	Activision



Flight Path. Nobody at Reset remembers it. Awww.



*This chart was aggregated and compiled from multiple print magazine sources. They reflect what was top of the charts in August 1984.

How fitting is it that I submit my first RESET magazine contribution for the August issue. What is so significant about August? Well, if you are a Commodore 64 fan, you don't need to ask. If you haven't got the faintest idea why I am gushing over August, then let me tell you - this month back in 1982, Commodore Business Machines unleashed the little 8-bit home computer powerhouse we affectionately call, the C64. August will forever be remembered as C64 month.

In its 32 year lifespan, the C64 has entertained millions of players around the world via an extensive library of games; some good, some bad, and some absolute rippers! Speaking of ripper games, for this issue, we take a trip down nostalgia lane to a time long forgotten - August 1984. Take a look at the chart and see what the top 10 C64 games were in this month 30 years ago. The games may seem primitive, but there is no denying that there are some games in this list that still endure - Beach-Head anyone? Do you like anything you see in this chart? Let us know your pick of the bunch by heading over to <http://www.lemon64.com/forum/viewtopic.php?t=52943>

We rounded up the illustrious RESET team and asked them to pick one standout game from the top 10 C64 games list to give us their take on what that game meant to them...

Vinny Mainolfi: International Soccer



Back in 1982 when our beloved Commodore 64 hit the shelves, all I remember seeing was International Soccer on the screen in our local John Menzies, and young boys huddled

around fighting over who was next to play. It was also the first game I ever played on the C64 because when I purchased my first C64 it didn't come with a datasette! A fantastic retro game that's still worth a kick-about.

Kevin Tilley: Space Pilot



I have very fond memories of playing Space Pilot as a youngster (seems like a long time ago now!). Back then, I had no idea what an arcade game was or the existence of Time Pilot. I played this game with an innocence that allowed me to have pure 100% fun with what was in front of me without any preconceptions. I remember flying through the first level, continuously upwards to see if I would hit space, or continuously downwards to see if I would ever hit the ground, shooting enemies as I went! Of course, I never did hit space or the ground but that didn't matter. Curiously, I don't ever remember making it past the second or third stage even though I loved the game and played it regularly. A classic unofficial conversion of Time Pilot that still plays well today!

Merman: Beach Head



I got this on the 'They Sold A Million' - a brilliant compilation with Beach Head, Staff of Karnath, Daley Thompson's Decathlon and Jet Set Willy, offering great value for money. I loved all the different scenes in Beach Head - the onslaught of the air raid, the hidden passage filled with mines and torpedoes, the naval bombardment trying to hit the enemy ships and the tanks driving and exploding among the defences on the beach. It took me several years to finally conquer the giant fortress by blasting the white squares (weak points that lit one by one) and took pride in seeing the white flag of surrender waving from the ruins. The sequel was a lot of fun too.

Frank Gasking: Trashman



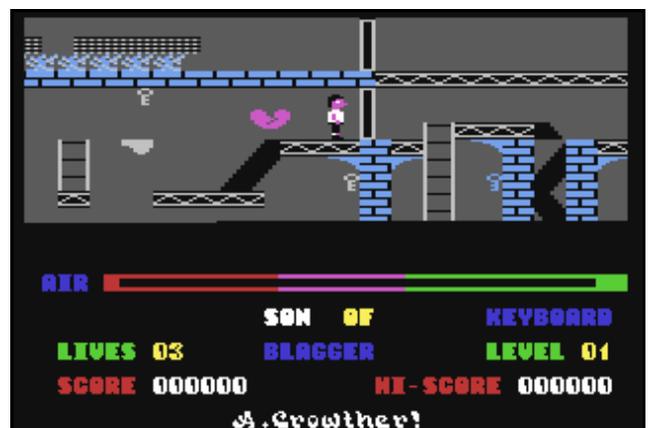
I sadly was too young to experience Trashman when it first hit the shelves, but was lucky enough to play it back in 1992 when Zzap! 64 put it on their cover mount. Although not quite as fast paced as other titles I played at the time, there was something oddly enduring about playing a game where the aim was to clear up trash from the street! The comments from the home owners were pretty amusing at the time, and I amassed many C64's from parents trying to clear out their kid's collections. Sometimes felt a bit harsh when a car appeared from nowhere as you tried to struggle across the road, but I still kept replaying. Also I remember there being a neat cheat where if you got hit by a car and pressed a key, it would restart the game with frozen traffic (touching a car would still kill you though!). Great conversion of a Speccy classic!

Craig Derbyshire: Hunchback



Back in those days I never owned a C64 as it was too expensive for us, but my wealthier cousin owned one and I spent many an hour around his house as a spectator waiting for him and his friend (I was always made to go last!) to finish their turns on this game. I picked up a few swear words along the way as they struggled to get past the increasingly difficult levels. It didn't bother me being a spectator for a while as when my turn arrived I had already learnt from their mistakes and usually managed to progress further than them, which made me feel kind of chuffed. I find it a simple game compared to latter C64 games but to me it has that classic "one more go" feel. I'm sure that one day I will return to it with the aim of completing it.

Plume: Son of Blogger



Haha, games just seemed more sprawling and epic when you were younger and less jaded didn't they? This was one of those games for me. I always loved the fact that I

could see tantalising areas behind walls before I could get to them, which just added to the mystique. Having played it on a mates Spectrum first, I remember being significantly miffed that it was decidedly less colourful, but the fact it wasn't a push scroller like its counterpart soon won me over. If only it would let me change direction when I jumped, I probably wouldn't be the bitter curmudgeon I am today. Son of a bitch more like...

Cameron Davis: Blogger



Blogger was a bit of a mystery to me when I first found out about it. I had read about it in an early issue of Zzap! 64 and it (along with super-programmer Tony Crowther) was held in high reverence, but I never saw it on store shelves two years after its initial release. Being such an old game it wasn't exactly a hot item on the schoolyard tape-swapping circuit, either. It wasn't until five years after its debut that I managed to find a copy...and it did not age well. Finicky, pixel-perfect platform games were already old-hat by 1988 thanks to the advent of Great Giana Sisters and the like, and even the colourful visuals couldn't save what was an exercise in frustrating rote learning of enemy movement patterns and item locations. I know Blogger has its fans, but I think it really was a case of "you had to have been there!"

The Mighty Brain: Manic Miner

I still remember the day I discovered the Commodore 64, a machine so charming in its primitiveness that no single brain from the race of TMB's could possibly have

thought it up. And the first game I played? Manic Miner. Of course, to increase the challenge somewhat I actually recoded the game from scratch instead of loading it up from tape. Much quicker too, I might add. Ahh, the memories.



Alex Boz: Decathlon

As for myself, I struggled to pick one standout from the games chart. The decision proved difficult as I still have vivid (and very fond) memories of playing both International Soccer and Decathlon. However, my nostalgic senses lean towards International Soccer, as it was the pack-in cartridge in my C64 Family Pack (America's Cup Edition). I remember playing it with my dad to a point of exhaustion. Once I had him beat, which was quite often, we went onto the wrist-snapping Decathlon. Many a C-1342 joysticks were broken while waggling the joystick to break an event record - but boy, was it fun!

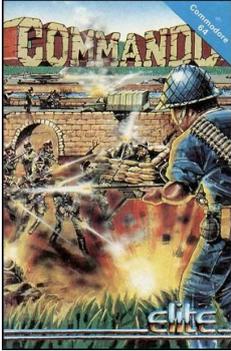
I figured that the only way I could solve this stalemate was to toss a coin. I picked heads for Decathlon, tossed the coin and guess what - it landed on heads. Time to break another joystick and that 100m sprint record!





Freeware!

Game Review



The original Commando box art from Elite. Nice!

Game: Commando Arcade
Developer: Elite Systems/Nostalgia
Release Date: May 2014
Available: <http://www.nostalgia.org/> (disk/EasyFlash)
It's a bit like: Commando on steroids!
Score: 9/10

Hands up if Commando was one of the first games you completed? Despite it's awesomeness, it was rather short... And buggy... And really, really easy. In come Nostalgia, adding their magic to dramatically enhance the game and toughen us all up at the same time. Let's see if it improves on the original.

"Wow! Nostalgia have really done it this time! They have produced (or is it re-produced) a masterpiece in the form of Commando Arcade."

Game Overview

Commando was originally released by Elite Systems way back in 1985. Coded in a hurry by Chris Butler in only two months, the game is a conversion of the Capcom arcade game of the same name.

Commando is a vertically scrolling shooter that has you guiding Super Joe from his drop-off point in the jungle, through to various enemy compounds, shooting through hordes of enemies with Joe's trusty machine gun and limited supply of hand grenades.

The C64 game was applauded for its high level of playability, legendary Rob Hubbard soundtrack and excellent graphics. Unfortunately, the game was also infamous for only having three of the arcade games original eight levels, being extremely buggy and notoriously easy to complete.

Come 2014, and Nostalgia surprise everyone by improving the original Elite game and devoting extra time and a lot of TLC, to release the game in a much more complete and polished state.

Some of the improvements and additions from Nostalgia over the original retail version include:

- ◆ 5 new levels added, with a total of 8 just like the arcade.
- ◆ Additional new graphics and level transition themes.
- ◆ Selectable new SFX and music by GRG with the original sound still available.
- ◆ Lots and lots of bug fixes, including a new sprite multiplexor.
- ◆ A new loading screen by STE'86 with a tune by GRG.
- ◆ Hand grenades now available by holding down fire.
- ◆ High score saver.
- ◆ PAL and NTSC support.
- ◆ Less forgiving gameplay and less frequent bonus lives.
- ◆ +5 trained by Nostalgia.



Little known fact: Commando was released in Germany as Space Invasion, and all the soldiers were replaced by robots. There you go!

Vinny - 10/10

I love Commando; it's one of my all-time favourite arcade games on the Commodore 64, and it's produced by my favourite coder, Chris Butler. But unfortunately, I have spent the past 30 years defending it to the core. I've stopped counting the amount of times I've mentioned it on forums, in tweets, on websites, to then receive a barrage of responses claiming that the game is unfit for consumption due to its lack of levels [compared to the arcade] and its numerous bugs scattered around the game. It's still a bloody good game.

But 29 years is a long time to wait for a miracle, and on the evening of the 24th May 2014, it actually happened... a miracle to top all miracles... Commando Arcade was born. I spent no time pondering on whether it was real or not; I downloaded it from CSDB, transferred it onto my USB memory stick and fired up the game on my Commodore 64c.

Wow! Nostalgia have really done it this time! They have produced (or is it re-produced) a masterpiece in the form of Commando Arcade. Gone from the original is the annoying flashing sprites bug; the missing levels are now there; the graphics have been enhanced; the option of sound effects has been added; the option of a new piece of music has been added (though the original Rob Hubbard track is still available); a quit option has been implemented; the list goes on and on... And for those of you are worried that the



Some of the new level background graphics seen in Commando Arcade.

original game is no longer present, there's no need to be. It's 100% there.

I am blown away by this amazing piece of work. I no longer need to defend Commando, and can point the non-believers in the direction of the download link of this cracking achievement. I don't think I'll ever play the original version again... N0stalgia - you are truly our saviours.



Get to the Chopper!!

Paul - 9/10

If you ever owned a Commodore 64, you probably played Chris Butler's conversion of the arcade classic, Commando. Released for Christmas 1985 on the crest of a huge wave of hype, it's fair to say that it wasn't all that it could have been. But it's also fair to say that many, many people got a great deal of enjoyment out of it. The game actually played well, it just felt a bit... rushed. It turned out that that's because it was.

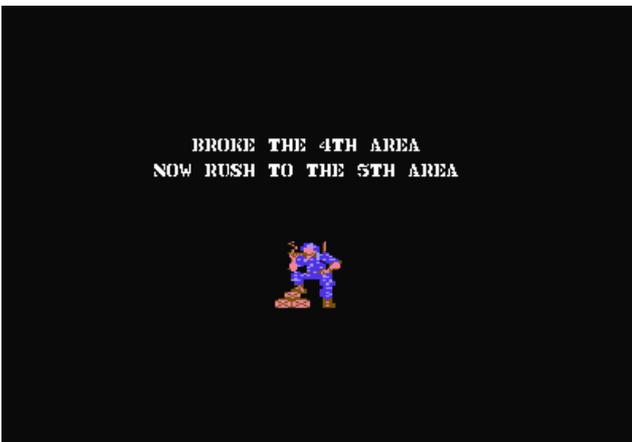
I remember how annoyed the ZZAP! Lads were that the C64 conversion only contained three of the arcade game's eight levels. To be honest, that never bothered me, as in my limited time with the arcade machine I'd only actually managed to see as far as level three once. Still, seeing as I could blast through the Commodore 64 game again and again, I did often wonder what a longer game might have been like. Now I have to wonder no more.

Noted C64 group Nostalgia decided that if any game could do with an update, it was Commando, and they set about the task of

giving it a modern-day makeover, getting rid of bugs where possible but, more importantly, restoring the game to an eight-level epic. What fine fellows.

They've certainly pulled it off in style. Right from the start, where your character is now dropped into the action from a helicopter just like in the arcade game, you can tell this is going to be good. At first it's all very familiar, as the levels you know and love fall to your machine gun. You do notice there's a lot less slowdown and glitching, but otherwise it's much the same. Then you complete the first level, and there's a multiload...

It's very short and unobtrusive though, and as compensation Nostalgia have added the arcade game's intermission screens, which is an excellent touch. Once you get to level four it looks as though further levels have been "patched" together using the previously existing backgrounds, rather than written from scratch. I don't know if that's the case and, even if it is, it's not a criticism at all. It's a fine achievement, and it finally gives Commodore Commando fans a really challenging game to play.



Brand new intermission screen.

As an added bonus, Commando Arcade has been retrofitted with a number of extras to go with the expanded game. A comprehensive options screen allows you to change the game's colours or switch between holding fire to launch a grenade or using the space bar (there's a no-brainer of an improvement!). You can also enable all manner of trainer options or start on any level you wish. It seems they catered for every whim here.



Options and trainer menu. Thanks Nostalgia!

One less welcome change comes in the sound department. New music and sound effects have been included, but the new remix of the Commando tune is, frankly, not that good, and let's be honest here, who on Earth would want to listen to anything other than Rob Hubbard's fantastic music anyway? Fortunately, the option to play with the original music is there, and if it helps any, the new sound effects are pretty good.

Cosmetic changes aside, Commando Arcade offers C64 owners a pretty stern test. It still isn't perfect, but it's a pretty dramatic improvement on the original release. I can't comment on Commando Arcade as an arcade conversion, because in the 29 years since I first played the arcade game I can still only get to level four. But as a Commodore 64 interpretation of Commando, it's tremendous.



Steve Day's amazing Commando Arcade loading screen.

The Making of Commando Arcade

We are very fortunate to have been able to catch up with Commando Arcade project leader, Tomcat, and have a chat to him about how Nostalgia went about taking on such a project.

1. How was the idea conceived to enhance the original conversion of Commando?

I had an idea of doing this for a while and one day we were chatting about Commando and I mentioned how it would be nice to enhance Commando with the missing arcade levels. A few days later S!R came back to us with a cracked version and some initial reverse engineering done.

2. Who was involved in the project, and what were their roles?

Most of the group was involved in the end, plus some external people. As mentioned before, S!R did initial cracking and reverse engineering and then he also helped with bug fixing. Fungus wrote a new, much faster (and ntsc fixed) scroller and a new multiplexer because the original had horrible bugs (which we all know), he also helped with bug fixing.

While we were working on the game we contacted STE'86 if he would do a title/loading screen for the game - in the end I think that he made one of the best game title screens ever. When S!R came to me with the cracked version I immediately started on the level editor, which turned into a full-fledged game editor with level editor, tileset editor and enemy editor. I also did most of the bug fixes and the animation sequences (Helicopter and the level transaction animation). In the later stages 6R6 joined the team as we felt we have enough free memory to add new Sound Effects to the game. This later turned into a much bigger challenge since he also added new in-game tunes (which are all 1 channel only) and the title tune. Testing team which included Lemming, SLC and Erhan did a lot of testing even before the final stages with Erhan also helping with bug fixing.

3. What was it about the original Commando game that you felt needed fixing?

A lot. The biggest shortcoming was of course

the missing five levels. The original game has eight levels which were also included in all home versions apart from the C64. This was basically our main motivation. Then there were the bugs. The original c64 game was done in a record time - only 2 months - so there had to be bugs. Most bugs were related to multiplexer - a piece of code that repositions sprites on the screen in such way that we can display more than 8 sprites. There were also other bugs that annoyed us so we fixed them all. Also some other things were missing like launching a grenade using a long press on the fire button (it is very inconvenient to use the SPACE bar for the grenade). Also the game was way too easy (it gave you many extra lives) so your score could wrap around. We fixed both the level of difficulty and added two digits to the score.

4. What software/utilities/platforms did you use to produce Commando Arcade?

We developed the game on Windows platform using 64tass cross-compiler. I also used SpritePad to draw the Helicopter sprites and Project One to do transition graphics. The editor was written in .net and Visual Studio. Regenerator was used to reverse engineer the original code.

5. Was there a nominated project leader pulling this all together?

I think it was me that was driving the project after S!R made the initial work. It was a group effort though that made all this possible, everyone had an important role and in the end it all came together.

6. How long did the whole project take?

The project took 3 months from start to finish.

7. Tell us about a few of the challenges in producing this kind of enhanced game.

The biggest challenge was reverse engineering the code and understanding how everything works. After we did most of that it got a bit easier, but still the most complex part was getting the multiplexer working with the original commando code. Also in the beginning it seemed like we will have plenty of memory free for everything we want to do.

But as we added new stuff we had to constantly shuffle memory around to make everything fit. Even though the game is a multiload now there is a lot of things that are still always present to bring the loading time down as much as possible.

8. What parts of the original code had to be enhanced/re-written? What percentage of the game is new code?

We had to re-write the scroller and the sprite multiplexer - those are completely new. There are also a few completely new parts like animation sequences, game over sequence, new screens for attract mode, etc. We enhanced other bits and bug-fixed a lot of existing code. I would say around 30% of the game is completely new code now. A lot of existing code is bug fixed and changed.

9. As the source code is unavailable, can you describe the task of reverse engineering and understanding the original code?

Initially you have to disassemble the original code. We did this using our own Regenerator. After that is done it is just A LOT of inspecting how the code works using the emulator and the monitor and then just filling in the labels and commenting the code.

Emulators help enormously with this since you can break the executing nicely and inspect what was changed much easier than on a real c64.

10. Is there anything you left out of the game that you would have liked to added in but couldn't, either because of time, technical limitations or hindsight?

I wouldn't think so. In the end we included everything we ever wanted.

Many things were added during the process. We never imagined we would be doing the Chopper and other animation sequences.

There are one or two enemies that are in the original arcade that we didn't include - we didn't think they were necessary since they don't bring anything to the gameplay.

11. Nostalgia have been great supporters of the EasyFlash platform. Will this support continue? What are the advantages/disadvantages of using EasyFlash as a medium to release on?

EasyFlash became very popular during the recent years because it is pretty cheap to produce and it reduces the loading time considerably (it almost disappears) - that's the reason we are keen on using it for all our releases if we can. Also it features writing to the flash memory so you can nicely save high scores or game states to the cartridge.

All members have EasyFlash or EasyFlash 3 cartridges so the support will continue with the new releases. Also we have created a generic EasyFlash loading system based on our NOSDOS, which all of our EF releases use.

12. What do you think Chris Butler would say if he saw Commando Arcade?

I hope he would like what we did to the game. I am sure he intended to do more (there are traces of one additional level in the code/graphics) if he had more time. Although Elite was known to only do the single-load games, so apart from fixing the bugs he would not be able to do much more (if he used compression he would be able to fit a few more levels in though).

13. Nostalgia have a reputation for producing high quality versions of classic games, but this project is different to anything they have done before. Are there any plans for future similar releases?

It took quite a lot of time to make this happen and a lot of us are family men now and have other commitments so it is hard to say if we would take something like this on in the future... but never say never!

Reset would like to send out a very special thank-you to Tomcat/Nostalgia for his participation in this article.

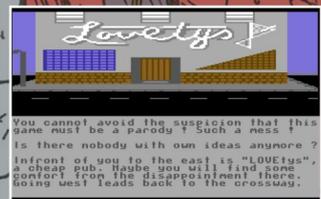
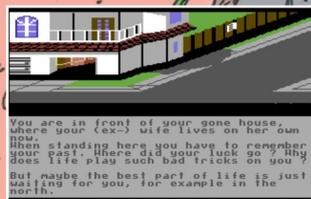


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The History of Commodore Format

By Neil Grayson



Commodore Format launch editor Steve Jarratt. He would stay at the helm of CF for 14 issues.

“Andy was portrayed as the magazine’s dimwit, relentlessly taunted through the pages by Steve’s “misery guts” persona – and readers lapped up the double-act.”



Roger Frames art was created by Mike Roberts. You can see lots more of his Roger Frames art work at his website.

<http://miketoons.com/roger-frames/#gallery>

The Commodore 64 is known for having an abundance of legendary magazines to choose from in its heyday. Two popular UK publications focusing largely on games were ZZAP! 64 and Commodore Format. Commodore Format arrived a bit later in the life of the C64, but it’s influence can still be seen today. Neil Grayson joins Reset to tell us the story of this iconic magazine.

Adverts for Future Publishing’s new Commodore 64 magazine began appearing in the summer of 1990. And they took everybody by surprise. After all, this wasn’t exactly a machine in the first flushes of youth.

“That’s true”, remembers *Commodore Format*’s long time publisher Greg Ingham. “But there were legions of C64 fans still out there. And we thought they weren’t being well served by the existing magazines.”

Launch editor Steve Jarratt, speaking to us from his home in Bath, agrees – recalling the pitiful demise of the once radical ZZAP! 64.

“It had been losing its way for some time. It had lost so many of the things that had made it great. And we knew we could do better.”

And so it was to be, with *Commodore Format 1* appearing on British newsstands in the third week of September. Joining Steve on the magazine were Sean Masterson, Gordon Houghton and Kati Hamza. They’d all worked on ZZAP! in its heyday, but it was unknown teenager Andy Dyer – hired direct from an insurance company – who was to prove the real star.

“Andy just had so much enthusiasm”, remembers Steve. “He gave us the impression in

the interview that if we didn’t hire him as *Commodore Format*’s staff writer, he might die.”

“Ha!”, laughs Andy, who’s now an author based in Cornwall. “I wouldn’t have died. But yes, I would certainly have gone insane. I shudder to think about what would have happened had I not got the job.”

Andy was portrayed as the magazine’s dimwit, relentlessly taunted through the pages by Steve’s “misery guts” persona – and readers lapped up the double-act.

“We wrote some funny stuff. It was exciting getting a great game in to review”, remembers Andy. “But far more entertaining was the, er, less accomplished stuff. *Dick Tracy*, wow. We gave it the cover and it turned out to be awful. It was unfinished! I could have written a better game in BBC BASIC. But we still wanted to generate some excitement”, he says of the atrocity that they eventually awarded 11% – pointing out that just because a game was crap, it doesn’t mean you have to relegate it to a corner on page 90.

Completing the writing team was Scouser Andy Roberts, who’d been up against Andy Dyer for the staff writer’s job. So impressed was Steve with his contributions to the

ZZAP! 64 tips section, he was offered the job of mapping, cracking and cheating the latest games for what would become the legendary *Gamebusters* section. For the first time, games would be mapped in full using bolted together screenshots – just one of the many ways *Commodore Format* changed games magazines forever.



Commodore Format #1 cover and the power of hindsight. Interestingly, a C64GS will probably cost you a lot more now than it did back then!

Issue 1's cover announced the arrival of Commodore's ill-fated console machine, the C64GS. "I was hopelessly misinformed and naïve there", laughs Steve Jarratt. "Like, I really thought it would usher in a new era of C64 gaming! Like, duh. It was overpriced and underpowered, as we all now know."

Given Steve's optimism for the "futuristic" GS, it's perhaps ironic that what really sealed *CF*'s success was what readers found cello-taped to the cover's bottom left hand corner. A good old fashioned cassette tape full of games.

"Future made its fortune and reputation on covermounting magazines", Jarratt explains. "And *Commodore Format* was no different. It was utterly crucial to our success".

CF weren't the first magazine to give away software, but there was one unique difference: Steve Jarratt, with his years and contacts in the C64 industry, was able to pull favours and do deals that ensured full, well known games got an Indian summer. And not just naff ones, either: *Park Patrol*, *Beyond The Forbidden Forest*, *Bounder* and more all appeared on the *Commodore Format Power Pack* when other publications were still using their cassettes for playable demos and public domain. These were games rating 90% and above in magazines just a few years before, and *CF* readers got them for next to nothing.



Steve Jarratt was able to secure strong titles for the *Power Pack*, which became a major selling point for the magazine.

Image Source: [Moby Games](#)

This difference was important says *CF*'s final editor, Simon Forrester.

"The reality is, most *CF* readers were getting two games a year. One at Christmas, one for their birthday. Maybe pocket money would buy budget games. But their main source of new stuff was through our cassettes. And so they bought us, month after month".

To dwell too long on the *Power Pack* is to downplay the significance of just how much issue 1 of *Commodore Format* changed everything, though. Not just for the C64

market – but the games magazine sector as a whole.

If you look at *ZZAP! 64* from the same month that *Commodore Format* launched, it's like comparing titles from different ages. *CF* was one of the first handful of titles at Future Publishing to be produced using the new wave of Mac software, with designer Lam Tang creating what third editor Trenton Webb called a “tangential look...it was like comic books mixed up with old films”.

Crucial to *CF*'s feel was the “layered” approach to almost everything. You didn't have to read a whole review if you didn't want to, for example. You could tell at a glance how good a game was and even whether it was multiloader or two player just by the icons dotted around the page. The famous *Power Test* “barometer” – which would push towards the top or bottom of the page depending on how good a game was – also made it pretty obvious within seconds whether or not something was worth buying. It was utterly unique at the time – but copied far and wide ever since. Sister titles *Your Sinclair* and *Amstrad Action* were both borrowing from *CF* within a year – and its influence is obvious in titles for the Playstation and X-Box even today.

“Haha, true!”, laughs Steve. “The *CF* Scanner keeps cropping up in Future titles, too!”, he tells us – referring to the full page submarine style graphic that let readers keep a tab on how near to release new stuff was.

Such was the impact of *CF*'s clean new look, a relaunched *ZZAP! 64* looked a little, er, familiar.

“We couldn't believe they'd copy us so blatantly”, sighs Steve.

“And the thing is”, remembers Andy Roberts, “Lam Tang did specific things to make the *CF* text look like that, it took a lot of time and effort. *ZZAP!* copying it must have been premeditated; it's not something you could do by accident by picking a similar font.”

“But we didn't think it was worth going legal”, continues Steve. “The magazine was already on the shelves. We just made do with outselling them month after month. And if I remember, we wrote to them and told them exactly how to get our look right!”



The earlier Commodore Format Supremacy review (top) and the later ZZAP! 64 Supremacy review (bottom).

Spot the difference!

Within months, *CF* was outselling *ZZAP!* from a standing start – shifting over 50,000 copies a month. The magazine would eventually peak at over 60,000 sales each issue. Almost immediately, distributors wanted to ship it to Canada, Australia, the US and Germany. “People just flocked to *CF*”, remembers Greg Ingham.

But the Commodore 64 market was changing. The SNES was on its way to Europe, and almost everyone wanted one of the new Amigas for Christmas 1991.

If only *Commodore Format* had launched five years earlier.

No sooner had it arrived, than it was going to have to adapt and change.

Read part two of *CF*'s story next issue. All Commodore Format journalists mentioned here spoke exclusively to Neil Grayson for the www.commodoreformatarchive.com website and Reset, with the exception of Greg Ingham. His contributions are taken from a 1992 reader Q+A session about the magazine.

Deep Thoughts

By Merman

It seems incredible that this summer marks thirty years since I got my first glimpse of a Commodore 64, in the window of a computer shop. It was running the Clowns cartridge, converted by Commodore from the Bally Midway arcade game.

Up until then my gaming experience had been very limited. Friends had the little LCD and LED handheld games, and at a friend's 10th birthday party arguments erupted over who got next go on Jetpac on the VIC-20. This lucky friend also had a BBC computer, just like the ones that were appearing in schools up and down the country. Trips to the seaside arcades were also a lot of fun - Gorf and Pole Position remain two of my favourites.



Clowns was the first game that Merman ever saw running on a Commodore 64 computer, and yet he still wanted one. Now that's passion!

The "videogame crash" that so deeply affected the USA in 1983 was not being felt in the UK. There were many new machines launching, and the software industry was growing rapidly - both commercial companies and bedroom coders.

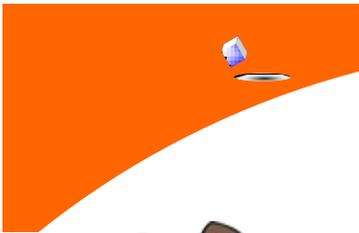
In many ways the modern gaming scene is similar. The huge budgets of AAA-quality games has seen many developers fall by the wayside in the last couple of years, an echo of the crash. At the same time there is an enormous growth in the app sector, relying on small start-ups and those bedroom coders.

And through it all it is good to see the C64 still growing and producing new surprises, twenty years after the parent company went into bankruptcy. We've seen new names try their hand at game development (with exciting new titles such as Powerglove and Maze Of The Mummy) and even some legendary figures return to produce new work (for example, Roy Fielding with his take on Flappy Bird). Bedroom coding is still important, even if we can download the new titles in seconds rather than waiting for the postman.

It would be another year - late 1985 - before a Commodore 64 finally arrived in our home. I had to be content playing other machines at a friend's house, or playing on the demonstration machines in various shops. When it arrived the C64 changed my life, and I'm glad that it did.

Visit Merman's SEUCK archive, **SEUCK Vault**, for hundreds of downloadable SEUCK creations.

<http://www.seuckvault.co.uk/>



Freeware!

Game Review



Game: Bellringer III
Developer: Geir Straume
Release Date: 3/5/2104
Available: <http://home.online.no/~gestrau/c64/bellringer3.html>
It's a bit like: Hunchback
Score: 6/10



Bellringer III. Is it a C64 conversion of the hit 1970's pop tune [Ring My Bell](#) by Anita Ward, or hybrid platform puzzle game set in a mysterious castle with bell ringing puzzles at the end of each level? Either option is good. So, will Bellringer III float your boat or ring your bell? Let's find out!

Game Overview

Bellringer III was originally released for the [2013 RGCD 16kb Cartridge Game Development Competition](#) in which it scored a respectable 10th place. Developed with a distinct 1980's look and feel, the game was applauded for its combination of platform and puzzle elements.

The game has you controlling the Bellringer, with your objective to make your way through various castles, collecting bags of gold on your way and avoiding enemies. Additional health and magic can be found throughout your journey. At the end of each level, you are presented with eight bells in which you must ring four in the correct order. Each bell will either lower or raise a wall, and extend and retract a draw bridge, making escape difficult.

The recently released Bellringer V1.5 includes increased difficulty, two additional levels, a high score table and minor graphical adjustments. It is available as a cartridge image.

"The first time I got to the bells I was reasonably excited. Who doesn't love massive bells?"

Vinny's Bellringer III Cartridge POKES

(USING VICE OR CCS64 EMULATORS)

Load the Bellringer III cartridge (.CRT) into either the Vice or CCS64 emulator.

Press ATL + M to enter MONITOR mode

In VICE:

Enter ' > +4704 +00'
 ' > +4743 +00'
 (without the quote marks)

Type 'X' and press RETURN. The game will restart and you'll be able to walk through the walls.

In CCS64:

Enter ' ,1260 00'
 ' ,1287 00'
 (without the quote marks)

Type 'X' and press RETURN. The game will restart and you'll be able to walk through the walls.

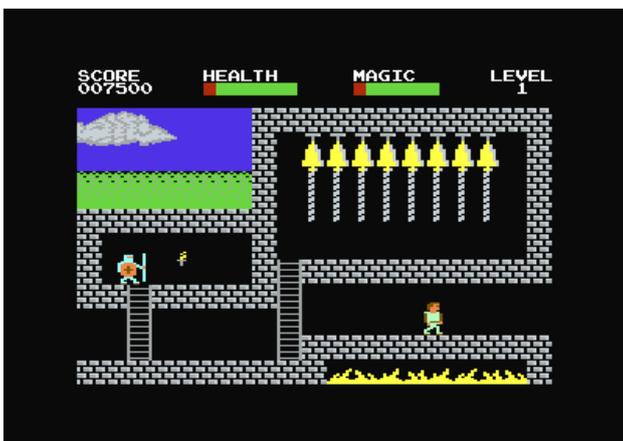


Plume - 6/10

Bellringer has the undeniable feel of an early to early/mid era C64 game, and I like its simplicity although it does get a bit samey once you've played through the first level (inevitable maybe for a 16kb competition game). The main character is responsive enough, although I occasionally found myself getting enraged when he jumped at the apex of a ladder. Not so enraged that I became an uncontrollable swine though. I saved the beast-rage for the bells at the end.

The first time I got to the bells I was reasonably excited. Who doesn't love massive bells? Well, loads of people, but whatever.

I got SO infuriated by them, I really couldn't decipher their fiendish pattern for quite some time (and I'm far from stupid, I can write numbers and I know that Buzz Armstrong was on the moons). The bells annoyed me. Great feeling once you do actually join up that ground and break down those walls, so well done on creating a sense of achievement Mr Straume! You bugger.



Phew! That's the first level completed!

Paul - 6/10

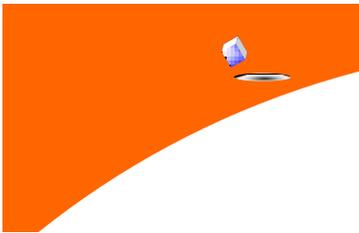
Coming nine years after Bellringer II, the third game in the series is much more polished than the first two games in the series. The player's character is better drawn and handles more easily; also, he's learned magic since the last game and can now attack, rather than relying on jumping and hiding.

There are different enemies now, and they actually have AI in this game and will attack you once you move into their line of vision. These extra features make the Bellringer III much more fun to play than the first two Bellringer games.

However, as with the other two, there is an issue, and that issue is that you still have to complete the bell ringing puzzle at the end of a level to progress. Try as I might, I simply can't ring the bells in the correct order to get past level one. Believe me, I've spent plenty of time on it. It doesn't matter what order I pull the bells in, I can not open the path to level two.

Bellringer III is the best game in the series so far, by some distance. If you don't mind having puzzle elements in your platform game and are content to spend hours figuring them out, I expect there's a lot to love for you here. If, however, you've become grumpy and impatient in your old age, I suggest you play something else.





Oldie Game Review



Game: Green Beret
Publisher: Imagine
Year: 1986
It's a bit like: Gryzor, Platoon
SCORE: 5/10



Vinny's Pokes
 Load and start the game, and then freeze using a utility cartridge such as the Action Replay to enter the following cheats/features:

LEVEL SKIP
 POKE 588,4 : POKE 3123,4

GAME ENDING
 :POKE 588,4 : POKE 3123,4 : POKE 945,3

BIRTHDAY SUIT
 POKE 426,10 : POKE 427,10

COMMUNIST
 POKE 426,2 : POKE 427,2

GET FLAME-THROWER
 POKE 612,4 : POKE 613,4 : POKE 614,4

GET ROCKET LAUNCHER
 POKE 612,2 : POKE 613,2 : POKE 614,4

GET GRENADES
 POKE 612,3 : POKE 613,0 : POKE 614,4

INFINITE WEAPON
 POKE 5875,173

PEOPLE CAN'T HURT YOU
 POKE 3073,96 : POKE 3105,96

Back in the day, nothing pleased me more than getting to the end of a C64 game and experiencing an end sequence that the developers put as much heart into as they did the game itself. Unfortunately, these games were few and far between. Even the best games from the biggest studios more often than not just threw a quick "congratulations" onto the screen in fancy font, with maybe a few bleeps and blurps from the SID to complement the text.

But there was a type of game that was even worse than this. Even more vile and disgusting than the static "congratulations" screen was the game that... PUT YOU BACK AT THE FUCKING BEGINNING!

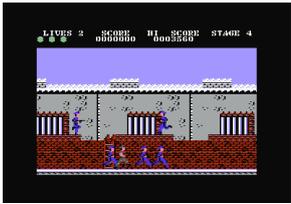
Despite having a short ending screen, Green Beret is one of these 'wraparound' titles. I can only assume the developers went this way so that they didn't have to work on extra levels and cut scenes. Of course, Konami knew that if people blazed through the game in five minutes (which is about as long as it takes if you know what you're doing) that the punters would be a bit miffed. The fix? To make the god-damned hardest game known to man.

Seriously, in Green Beret, if you play without any cheats activated, you can expect to be stuck on the first level for a very long time.

There are only four stages, each increasing in difficulty, which you wouldn't think possible after stage one.

Now, again, I have made hard games myself but when a game is so cruelly unfair, I just can't enjoy it. Green Beret is relentless. Hordes and hordes of enemies continuously stream in from left, right and occasionally up. Where the hell do those kung-fu dudes get parachutes? And, for that matter, why are there kung fu dudes? Oh, wait, that's easy. It was the 80s.

Your hero's default weapon is a piddly little knife. Seriously? You're a green beret and you can't go into action with at least a pistol? Unfortunately, said knife isn't the most accurate of weapons and your timing has to be spot on. There really is no room for error.



From time to time, enemies drop power-up weapons but they have extremely limited ammo supplies. There are

three of these weapons; a flamethrower, a rocket launcher and the highly useless grenade.

The flamethrower and rocket launchers do pretty much the same thing, shooting straight across the screen, turning enemies into a pink and red flickery mess. The grenades, on the other hand, are thrown, usually over the heads of the enemies you want to kill, resulting in your own death. Fortunately, they have a decent kill range and any enemies near the blast will be disintegrated. There is a rather major downside to the special weapons, on top of the low ammo. They are activated by pressing the spacebar. So unless you're playing via emulator with the key mapped to a joystick button, said weapons are next to useless. I did try playing on my C64 with my foot as the rocket launcher but it just didn't work as well as a finger on a trigger or a thumb on a button, for some strange reason. I also kept kicking my computer further and further under the TV with each press.

As for the enemies themselves, they range from typical grunts through to what look to be cossacks and the aforementioned, jump-kicking kung fu dudes. Some of the enemies shoot, though most just run directly at you, killing you if you make contact, by some kind of magic. The enemies are quite stupid, too. Jump over them and they keep running in the same direction, as if you weren't even there. Maybe they're not trying to kill you, they're just late for dinner? That could explain the sirens at the start of the stage. There are also mines to contend with, as if you were finding the game a bit too much of a walk in the park. Best climb up ladders and run across the upper levels to stay away from these suckers.

At the end of each stage you will have a 'boss fight', though only one level actually seems to have a boss, well, three of them... men in what look to be gyrocopters... perhaps the most unthreatening vehicle on the planet. The rest of the stages just see you bombarded by swathes of enemies, and on one level they bring along their pet Pomeranians.

Visually, Green Beret isn't the worst looking game on the planet. There are loads



of sprites on screen and the backgrounds are varied, though very one-dimensional - no parallax scrolling here! The game also suffers from some intense sprite-flicker, especially when the special weapons are used.

Sound-wise, Green Beret is average at best. You'll get sick of the army drill style drum roll soundtrack in no time at all, though it does sound relatively realistic. Title and cut scene music is excellent, however.

Now I know Green Beret is an old game and some age better than others. The thing is, I just don't think this was a very good game to begin with. It's just way too brutally unfair. Unfortunately, that seems to be the nature of these coin-op conversions. The originals were designed to get as much money out of the punters as possible, something which never translates to a home console/computer.

If you're going to play Green Beret without any cheats involved, I suggest you consider the game as an uber-tough score-gatherer. If you get some mates together over a few beers and see who can get the highest score, there could be some genuine fun to be had with Green Beret. As a standard run'n gun game, however, its sadistic nature does little to warrant loading it up.

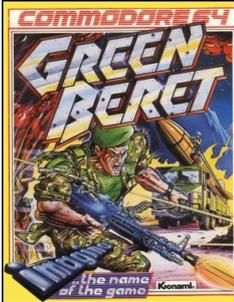
POLYGAME

Karl Burnett is a game developer and runs his own indie studio POLYGAME Digital.

<https://www.facebook.com/PolygameNZ>

C64 Endings

By Vinny Mainolfi



Green Beret. I was never able to make it past the first 30 seconds, let alone make it to the end!

"I couldn't wait to own this game after seeing the review in ZZAP!64 (93%, issue 16). Green Beret is an AMAZING arcade conversion on the Commodore 64"



Ladders, dammit. As soon as you climb one, you're gonna get stabbed, or shot, or both. Game over man, game over.

Green Beret

1986 Imagine Software

Over the past few years, the word 'arcade' has been watered down to the mere meaning of 'a covered walk with shops along one or both sides' - Oxford Dictionaries. But back in the eighties, the arcade meant something completely different; something of excitement and entertainment; something that kept you occupied for hours on end - or as long as your pocket money would take you. The Arcade was King and it ruled our lands with its bright lights and sparkle. In the early days it dazzled us with the likes of Space Invaders, Galaxians, Frogger, and Pacman, but then came the next era: Ghosts'n Goblins, Kung-Fu Master, and of course, Green Beret.

I couldn't wait to own this game after seeing the review in ZZAP!64 (93%, issue 16). Green Beret is an AMAZING arcade conversion on the Commodore 64... crisp and clear graphics, perfect gameplay, and some cool sonics to boot (the master Galway himself) - it makes you wonder how the programmer fitted it all into the Commodore 64's memory. Come to think of it, the coder, David Collier, also produced a lot of my favourite C64 games such as: Roland's Ratriace, Hypersports, Arkanoid, Yie Ar Kung-Fu and Rambo - all SUPERB games for our beloved machine.

So did David Collier bother with creating a memorable game ending for Green Beret?

HOW WAS IT COMPLETED:

It is possible to complete this game without cheating, but it needs a lot of time, dedication and tolerance. On this particular occasion, I used my own home-grown cheats to get me to the end (POKE 588,4: POKE 3123,4 : POKE 945,3).

SO WHAT HAPPENS?:

Once you have completed the final level, our hero runs past all the POWs who are tied up, and one by one they are untied and salute our hero. The ending text reads: "CONGRATULATIONS. MISSION ACCOMPLISHED. NOW PROCEED TO NEXT CAMP."

The ending is accompanied by a Martin Galway ending tune.

COMMENTS:

This is a nice little ending and finishes off the game storyline with some cool Galway music and a great "saluting" sequence. It gives the player a great sense of satisfaction and accomplishment.

FINAL SAY:

Not a long ending, but something worth seeing.

Game Ending Rating:

7/10



Each one of the captives salutes as our hero runs passed.



ATTEN'SHUN!



Sniff ... sniff ... don't you just LOVE being American!

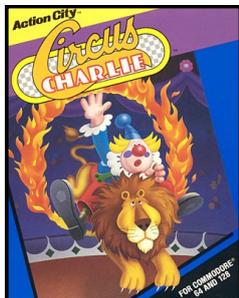
You can view the Green Beret game ending directly from c64endings.co.uk – along with 850+ other Commodore 64 game endings.



The Wonderful World of Commodore 64 game endings

Games That Weren't

By Frank Gasking



An official conversion of Konami's Circus Charlie, which Circus Fun is based on, actually made it to the C64, courtesy of Parker Bros.

"When first loading the preview, Circus Fun! was clearly an unofficial conversion of Konami's 1984 arcade game 'Circus Charlie'"



Clowns and circuses go together like bread and butter. Psychopathic, homicidal, evil demonic bread that is. Thankfully, this level was cut from the game.

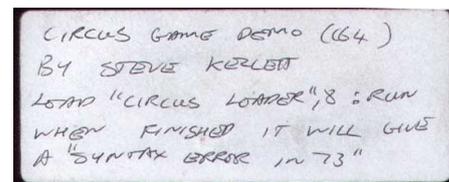
Game: Circus Fun
Code: Stephen Kellett
Graphics: Stephen Kellett
Sound: David Weaver
GTW Link: <http://www.gamethatwerent.com/gtw64/circus-fun/>

Alligata Software were a fun UK based software house with a fun logo and quite a few fun titles too - such as Who Dares Wins 2, Killer Watt and the crazily named Kettle. Who knows what substances were being smoked in the Alligata offices in those days! Towards the end of 1987, Alligata breathed its last breath and was sadly laid to rest, with the label living on briefly through Superior Software (who brought their back catalogue).

Rolling on to early 2000 - a chap named James Grayson was wandering around a boot fair at Sheffield (the home of Alligata Software) and spotted a box of old floppy disks that sported a rather familiar looking logo. He quickly "snapped" up a set of Alligata master disks from the stall for a small amount of money. Strangely there was no discussion about the disks and about the company - so was it an ex-employee? We may never know.

James had tried to read a few of the disks himself, but sadly they were decayed so badly after years of poor storage and he didn't have any luck. James contacted GTW back in 2005 and mentioned the amazing finding he had and very kindly offered a loan of the disks for GTW to try and preserve what we could.

Within the set was one disk that straight away set alarm bells ringing, labelled - "Circus Game Demo (C64) by Steve Kellett".



'Circus Game Demo' disk label.

Clearly with no such game fitting the description on Gamebase 64 by Stephen Kellett or anywhere else, it was critical to get this one preserved first. A major rescue job was set about on all of the disks over the course of a week, which almost killed a 1541 in the process. The disks were possibly some of the worst encountered in terms of condition, requiring a lot of cotton buds, patience and careful cleaning. Luckily many - including Circus Fun! were saved and most of the disks were uploaded online for all to see.

When first loading the preview, Circus Fun! was clearly an unofficial conversion of Konami's 1984 arcade game 'Circus Charlie', where you control a clown who

must complete a series of circus events, such as riding a lion and jumping through hoops of fire. From the looks of the disk, you may think that it was a submission by Stephen sent in to Alligata in the hope of getting picked up - but in fact a young 19 year old Stephen was fully commissioned to produce the game... "They invited me to Sheffield, took me to an arcade, said - 'Can you do that?' - I said - 'I'll give it a try', and they gave me some money to play it for a while.", Stephen recalls.



In this particular preview, there are money bags that actually kill you if you touch them - an indication that clearly the game found on the master disks was not complete and still had a lot of bugs to iron out to be release worthy. In particular the preview suffers from poor collision detection and featuring a critical bug when you lose two lives and get stuck in a never ending loop.

Regardless, the game was shaping up fairly well and seemed to fit in with games of its era; however, Alligata didn't agree - "It wasn't released because they didn't like what I did. I can't say I was surprised." Stephen reflects. A bit harsh we feel, as though it was heavily bugged in the preview we had, we feel that it had a lot of promise (apart from the ropey sprites!). Though Stephen was more damning - "It is in my opinion the worst piece of software (of any type) I have ever written. Truly awful. I wasn't motivated when I wrote it, I didn't really

like the game, only saw the console once for about 30 minutes. As something that is completely unrepresentative of what I was capable of doing back then, Circus Fun is it."

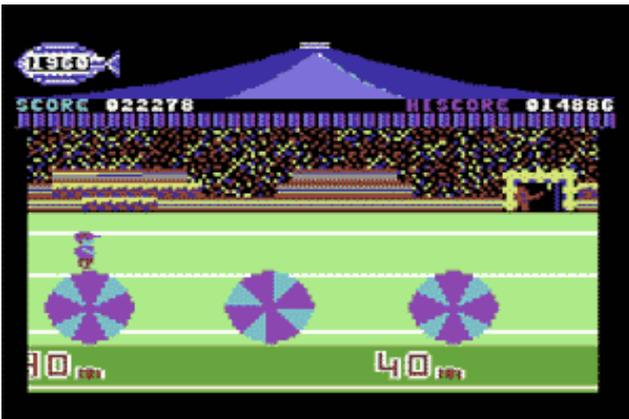


However, what was thought to be just a small preview, turned out to be a whole lot more. Jaymz Julian hacked away at the game and managed to progress further and find a total of 5 extra levels tucked away to match the original 6 that Circus Charlie contained. This included a tightrope walking level, trampoline jumping, ball-to-ball jumping, horse riding and trapeze. It required freezing the game at regular points by Jaymz and a lot of patience, but tucked away behind all the bugs was what seemed to be an almost a complete game. Stephen clearly wasn't that far off it from a solid and complete conversion for Alligata. A huge shame...



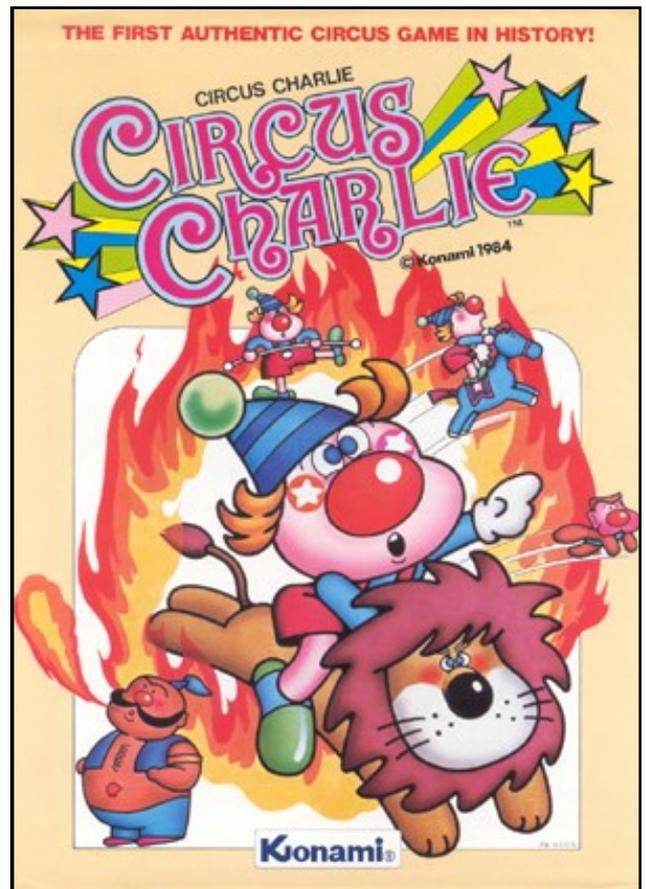
But was this it? Was this the version that Alligata ultimately rejected, or could there have been more? Stephen

surprised us by stating that a more polished version of the game existed that contained music and bug fixes. "I went to a music shop, bought some music books with pictures of circuses on the front (yes, really) and got Dave Weaver to do the music as back then I couldn't read musical notation", Stephen tells us.



Circus Fun... Yeah right!

Sadly it seems that this version didn't survive at Alligata's offices like the earlier preview; however, Stephen gave hope by saying that he still had his work disks and most likely still had a copy of the game (if the disk is still readable). But with some chasing over the years, hope of a possible recovery of a more complete edition has never come to fruition, Stephen found his disks, but he was not willing to trust them in the UK postal system. As a result, we may never get to see anything unless Stephen has a change of heart or suddenly welcomes GTW and our C64 + 1541 with open arms to save his work.



Circus Charlie arcade flyer. Konami classic?

It is hoped that worse case, the preview may get tidied up and properly patched up - so that it is fully playable. But for now at the very least we can get a glimpse of what might have been, and a fair Circus Charlie conversion it could well have been! But not all is lost, as an actual official conversion of Circus Charlie was released by Parker Bros back in 1984, and is readily downloadable too - so check it out if you weren't already aware of it!

Frank Gasking - GTW64



Visit Games That Weren't 64 for information on many more lost and unreleased Commodore 64 games.

<http://www.gamesthatwerent.com/gtw64/>

The Net

Ausretrogamer

<http://www.ausretrogamer.com>

There are plenty of Retrogaming blog sites/E-Zines out there, so it takes a special site to stick out from the crowd. While most of them deem retrogaming as playing games on classic consoles, Ausretrogamer also caters for the retro computer and gaming enthusiast with plenty of content that will be of interest to those who want more than just Sonic and Mario.

And that is no surprise, with owner/maintainer Alex Boz being a huge Commodore and Atari fan.

The site is easy enough to read and follow, with the usual layout consisting of a banner and menu strip on top of the screen and the latest posts available to look at while scrolling down. The menu up top categorises the content on the site and includes announcements, history, reflections, retro exploring, retro gaming culture and reviews. The articles themselves are all very well written and maintain a high level of interest over a diverse range of topics relating to retrogaming, and occasionally other things retro as well. Ausretrogamer also delivers some of the latest news that other sites seem to miss, and stories of Alex's adventures in the world of all things retro.

Ausretrogamer is also available on the usual social network channels, such as Facebook, Twitter and YouTube amongst others. The site is very active with frequent updates, so there is always enough going on to keep you wanting to come back. Highly recommended!



Blow the Cartridge

<http://blowthecartridge.com/>

Here at Reset, we love Blow the Cartridge so much that we just had to have it in the magazine, and author/artist Cameron Davis AKA Gazunta had little choice but to oblige, given the sheer amount of requests we spammed him with. Luckily for us, he didn't press charges, instead agreeing to supply Reset with exclusive Blow The Cartridge comics and even grace our pages with a few words of wisdom here and there.

Blow the Cartridge is the official website for Gazunta's retrogaming themed comic of the same name. The comic itself is a series of satirical looks at specific retro games - some well known, and some slightly more obscure, that only the most seasoned (in other words, oldest) gamers amongst us will recognise. He even produces comics about new games on retro systems, and there is also plenty of Commodore 64 love to be found!

Gazunta's output is quite prolific and he has a [Patreon](#) campaign where you can help support him to do what he loves - making comics! You can also request for Gazunta to make a comic of your favourite retro game.

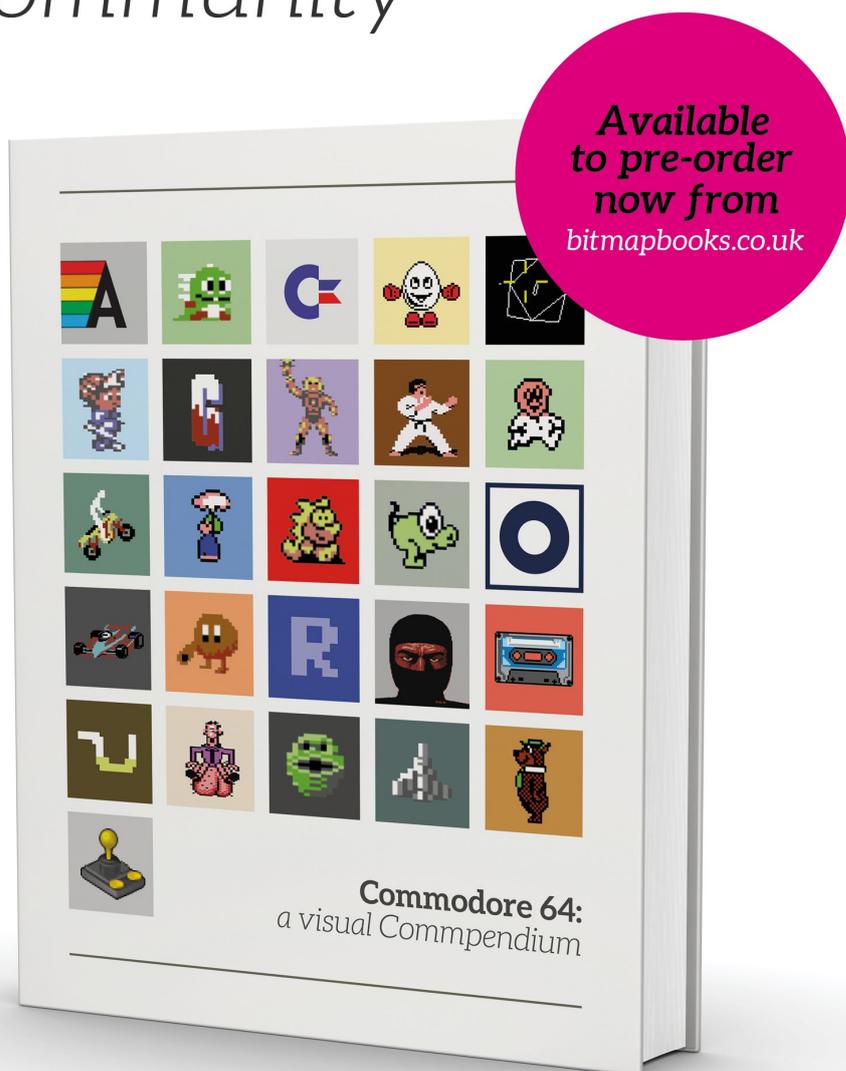
The site itself is attractive and easy to navigate, with the entire collection of comics and dialogue easily accessible either by game name or system. The site also includes a regularly updated blog from Cameron, chatting about retrogaming, Kickstarter, or anything else that takes his fancy. A shop is available where you can purchase exclusive Blow The Cartridge issues and books.

We love Blow the Cartridge because it's a hilarious look at the games we love. Priceless.



We did it!!!

A huge thanks to Reset magazine and the amazing C64 community



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Commodore 64

DARKNESS



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COMMERCIAL RELEASE!

Game Review

Game: Protovision 4 Player Compilation
Publisher: Protovision
Release Date: 2011
Available: [Protovision](#) (disk, digital download)
Score: 9/10



The limited boxed edition of the 4 Player Games Compilation. There's only a handful left for sale, so be quick!

"And the games? The vehicles of war? It was a perfect chance to try Protovision's 4 Player Games Compilation and the four player adaptor."



Unkle K's very own C64 setup was used for the competition. You'd think this would be to his advantage, but it wasn't. Loser!

There's nothing better or more satisfying than blasting a cocky human opponent to hell, whether it be during retro or modern gaming. Four mortal enemies were given this chance at a recent Amiga User Group (#CommodoreClub) meeting in Melbourne. Competition was fierce, some might say ruthless, and there could be only one winner.. Who was it? Read on!

Well, maybe they weren't mortal enemies, and only one of them was cocky. The prize may not have been a large sum of money or the fabled Reset Golden Joystick, which was the original enticement to get these four warriors out of their respective dungeons into the light of day. It was actually something much more valuable - bragging rights. Yes, the right to boast and relentlessly heckle. There's no room for good winners in C64 gaming!

First, the combatants.

◆ **Anthony 'Top Cat' Stiller**
 Reset reviewer, artist and the only gentlemen amongst the challengers. A fine, occasionally dapper fellow who can sometimes be seen in a top hat, just to make himself look a little bit taller.

◆ **Alex 'He-Man' Boz**
 Reset contributor and owner of the Ausretrogamer website. Lover of all things retro and expert joystick waggler (years of practise, apparently). He also loves Atari, but we won't hold that against him, unless of course he wins.

◆ **Robert 'Smiley' Caporetto**
 Seasoned C64 veteran gamer who is known for regularly posting his C64 game review videos on his own [YouTube channel](#). Comes across all nice and friendly, but inside lies the heart of a tiger with his eyes firmly on the prize!

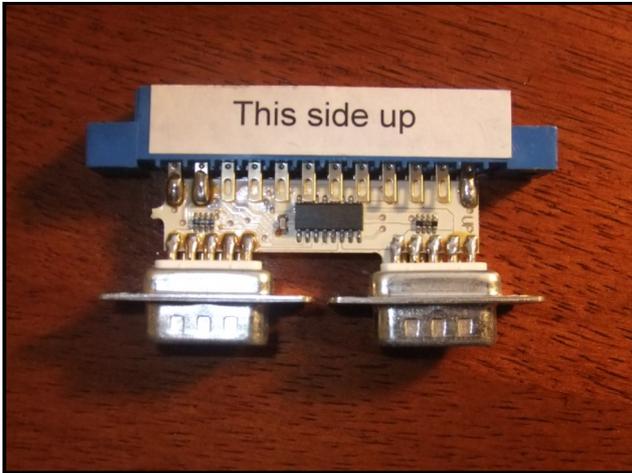
◆ **Kevin 'Poker Face' Tilley**
 Reset editor and competition organiser. Talked down his playing skills before the competition started. Everybody thought he was putting on his poker face, trying to psyche out his opponents. He was actually being truthful!

Four men, certainly not in their primes. Well seasoned (low skilled) C64 gamers with a thirst for winning (and Coke Zero) and a hunger for, well, pizza actually. All opponents swore that they had not played any of the four games before, and judging by their relatively pathetic skill levels, none were lying!

And the games? The vehicles of war? It was a perfect chance to try Protovision's 4 Player Games Compilation and the four player interface - a two

joystick expansion module that plugs straight into the user port, allowing up to four players at once on any game able to make use of the hardware.

Let the games begin...



Protovision's very own four player interface. A must if you want to make the most of compatible multiplayer games, and when you actually have two or more friends to play against!

http://www.protovision-online.com/hardw/4_player.php?language=en



Game 1 - Bomb Mania

The oldest game in the compilation, Bomb Mania is a Bomberman clone that was first released way back in 1997 by Protovision's predecessor, Classical Games. Designed primarily for death matches, there is no single player campaign available. Containing charming music, colourful graphics and sprites, an assortment of different hazards and power ups, varied level layouts (8 different levels in total) and a good, fast pace, Bomb Mania

couldn't have been a better game to start with and is certainly a highly polished effort.

Playing Bomb Mania in four player mode is an absolute hoot. Simple to set up, the game throws you straight into the arena with absolutely no learning curve. The most common cause of death within the group was blowing ones self up, rather than each other as intended. The winner was often the player who best avoided their own bombs!

It was clear from the very beginning that it wasn't going to be a highly skilled affair, although strategy did creep in as the players got to grips with the various power ups and level mechanics. Alex and Ant were both particularly sneaky, often trapping opponents with a quick and well placed bomb placement - they were like ninjas, creeping up on their opponents and striking before anybody even knew they'd hit. Kevin was shithouse (as all terrible gamers do, he blamed his joypad), with Rob quite frankly only being marginally better. Of the twenty rounds played, Ant won eight, Alex six, Rob four and Kevin somehow survived two. It's fair to say that the noise level was high, with plenty of laughs heard and lots of fun had during the game.

OVERALL:

Bomberman has always been one of the ultimate multiplayer games, and Bomb Mania does the concept justice. It is clearly the best of the compilation and is arguably better than the recent (and completely awesome) Bomberland when played in multiplayer mode. An absolute ripper of a game!

Player ranking and comments:

1. Anthony (4 points) - "I may have practised beforehand."
2. Alex (3 points) - "Cruel, cruel."
3. Robert (2 points) - "Always been terrible, always going to be terrible!"
4. Kevin (1 point) - "Stupid joypad!"



Game 2 - Team Patrol

Team Patrol is a multiplayer split screen racer bearing a passing resemblance to Moon Patrol, but really that is where the similarities end. Featuring eight graphically different courses, the premise is simple enough - race to the finish line and avoid the course hazards. Oh, but only if it were that easy! As expected, the graphics, presentation and music are top notch. The overall quality of this production is outstanding, but the question remains - how does the actual gameplay stack up?

With none of the challengers being in any way inclined to read instructions (well, except for Ant, who has previously claimed to actually enjoy reading instructions. But peer pressure caused him to let go of this impulse, and man up in front of his 'friends'). Kevin raced through the menu and options, without giving any thought to whether this would actually impact on the game, and the players got straight into it. Within seconds, the race was on. Confusion automatically set in. The players looked at the screen with confused expressions. Alex was waggling furiously, Ant was frantically pressing his fire button and Kevin and Rob pushed their controllers in an assortment of directions. With nothing happening, and the clock still ticking, Ant dived into the instruction booklet. "Oh, Team Patrol. I get it, we're in teams!" he exclaimed triumphantly.

It turned out that Kevin and Alex were racing Rob and Ant, and that the game was in fact a waggler after all. Abandoning his SNES joypad, Kevin grabbed one of Rob's spare Atari joysticks and the race

was restarted. Frantic waggling, slow waggling, careful and loving waggling - the game had it all. But who would come first? Kevin and Alex did, eventually reaching the finish line in a completely unremarkable time, but only winning because Rob and Ant's buggy landed in a ditch and they couldn't finish the race, despite a far superior start.

Game two started and ended in a similar fashion, so the gamers cut their losses and agreed to move on.

OVERALL:

There is certainly fun to be had here and once again, the groans and sighs were an indication that the players were enjoying themselves, but they all felt a sense of relief when it was finally over. Let's face it, joystick waggling is an outdated and archaic gameplay mechanic these days, especially now that Commodore joysticks no longer grow on trees.

Player ranking and comments:

1. Kevin (4 points) - "Hand cramps have never been so worthwhile."
2. Alex (4 points) - "Arm pump galore!"
3. Robert (2 points) - "Cassette 50 anyone?"
4. Anthony (1 point) - "Worst. Game. Ever."



Team Patrol is a nice little filler for this compilation, but probably wouldn't be worth buying as a stand alone release.



Game 3 - Hockey Mania

Hockey Mania is a multi-player Hockey game (playable with either two or four players), bearing similarities to the old Capcom classic Hat Trick. The game is played on a single screen, with three players per team, including the goalie. Things are made a little bit more interesting with the inclusion of upgrades, which are earned by collecting stars during the game. There are three selectable upgrades, which are:

- ◆ faster turns
- ◆ More speed
- ◆ Better grip on the ice

What makes this game a little more difficult, and ultimately a lot more challenging and fun are the player physics, with the player slipping all over the place and initially having the turning circle of a [Mack Truck](#) (until you manage to upgrade that is).

The group decided that they would play two games each, the first being a knockout round, and the second to determine the final standings. Ant was to take on Kevin, with Alex Vs. Rob after that. It was fair to say, judging from previous form, that both Anthony and Alex were quite confident going into the first round. Well, this certainly wasn't justified because Kevin and Rob smashed their respective opponents. In the battle of the losers, Ant ended up defeating Alex 4 goals to 2. However, the battle for first was much closer! Kevin got off to an early lead with two fairly quick goals in the first half, to Rob's single score in the

final seconds. Kevin also had the distinct advantage of picking up many more stars and thus starting the second half as pumped up as Lance Armstrong after one of his 'special vitamin' injections. With a smirk on his face, Kevin quickly scored the next goal, making the scores 3 to 1 his way. Not one to lie down and die, Rob lifted his game and despite the obvious disadvantage of much less manoeuvrability, proceeded to score the next two goals, with the match ending in a 3 all draw. Kevin put on the face of a good sport, but was ultimately shattered with the result and spent the next minute staring blankly into the computer screen. Rob did his happy dance, which was quite entertaining.

OVERALL:

Hockey Mania is a simple yet perfectly implemented multi-player sports game. Simple rules, controls and gameplay mechanics make it instantly playable and thoroughly enjoyable. The fact that it also looks and sounds fantastic helps as well.

Player ranking and comments:

1. Kevin (4 points) - "Need some Red Bull."
2. Robert (4 points) - "Surprisingly good fun!"
3. Anthony (2 points) - "Good game, dammit."
4. Alex (1 point) - "Skate or Die!"

Game 4 - Tanks 3000

The most recent of the games in the compilation, Tanks 3000 was originally released by Protovision in 2006. Two to four players need to battle it out on up to four single screen landscapes, controlling their tanks (each starting from one corner) and destroying their opponents with guided missiles. It's as simple as that. There are many of these 'dogfight/tank' games on the C64, but this one is a bit different because the guided missiles add another element to the gameplay and that is definitely a very

good thing! Interestingly, the missile guidance can be switched off in the games option menu as well as being able to tweak the rocket manoeuvrability. There are also other extras, such as shields, masks (to camouflage your tank), remote fire, enemy slowdown, enemy unarmed, and enemy chaos (makes one of your opponents unable to move normally).

By now, the four players were mentally and physically exhausted. The intensity of the competition had clearly taken its toll, with the four men unable to concentrate on the job at hand, and none of them had yet made the realisation that they could actually control their missiles, except for Ant that is.

“I’ve got you now, you bastard” he muttered under his breath as he shot Alex’s tank to hell from around a corner.

“How’d you do that?” enquired the other three, but Ant wasn’t going to give away the secret. He took care of everyone else while they were trying to figure out what was going on.

Everyone did figure out how to control the missiles, given that it wasn’t actually difficult to do, and resulted in some fairly intense matches. In the end, ten games were played, with Robert coming out on top with four wins. Ant was close behind with three, Kevin two and Alex one.

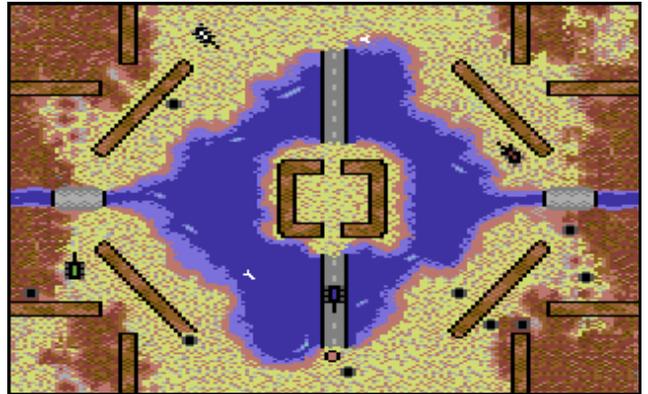
OVERALL

Tanks 3000 vastly improves upon a classic concept. The presentation is up to the usual high Protovision standards with a lovely animated introduction and plenty of options to play around with. The graphics and sound are both of a very high standard, and most importantly the gameplay is lots of fun and also provides a nice learning curve. Tanks 3000 is definitely a game of skill, but a little bit of luck certainly helps as well if you are to survive against your opponents.

Player ranking and comments:

1. Robert (4 points) - “Less combat, more mobile artillery.”

2. Anthony (3 points) - “Victory was snatched from my grip”
3. Kevin (2 points) - “Great fun!”
4. Alex (1 point) - “Tanks a lot, Tanks 3000!”



FINAL STANDINGS

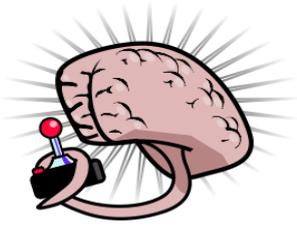
Rob was the clear winner on 12 points. Ant and Kevin tied on 11, and Alex bombed out on 9. No victory speeches, just handshakes and regretful thoughts from the three non successful challengers about what could have been. Rob just wryly smiled.

Overall, the Protovision 4 Player Games Compilation is a must have for people with friends, with two great games (Bomb Mania and Tanks 3000), one very good game (Hockey Mania) and one just okay (Team Patrol). Obviously, the four player adaptor is essential to get the most fun from the games, and don’t bother if you can only go solo, but otherwise it’s a blast! Highly recommended.

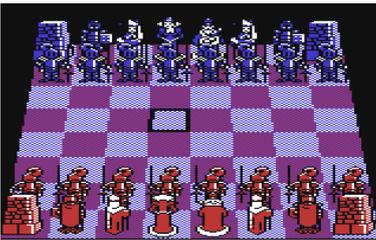


Left to Right - Rob, Kevin, Alex, Ant.

The Mighty Brain



Game: Battle Chess
Developer: Interplay/Electronic Arts
Release Year: 1989
Available: <http://www.nostalgia.org>
It's a bit like: Braveheart
SCORE: Still to settle



Three days into the intense battle, TMB was almost ready to make his first move.

"I decide to start a new game at the hardest difficulty setting. obviously. after all, how can 64kb compare with the the intangible eons of knowledge of billions of generations I have garnered over the span of my life



On Xebel IV the natives always settle their differences over a game of chess. The loser is executed.

Flee in terror as I rapidly approach your feeble rock, and prepare to worship my phenomenal hyper dimensional power (Well, those of you who have not fled in terror of course.) For it is I...THE MIGHTY BRAIN!

When I first introduced the game of chess to your despicable species (by accidentally leaving my favourite chess set outside an 'elephant swap-shop' in 6th century India), I had little idea how much your questionable intellect would embrace, let alone understand it. Pah!

While conversing with Unkle K a little while ago about Chess games on the Commodore 64, he mentioned a new EasyFlash release of Battle Chess and recommended I, THE MIGHTY BRAIN, try it. What a ridiculous proposition...

The loading screen pleases me. Slightly. It never ceases to amaze me how you fleshsacks revel in creating such folly as "art". Ahh, whimsical innocence... I decide to start a new game at the hardest difficulty setting. Obviously. After all, how can 64kb compare with the intangible eons of knowledge of billions of generations I have garnered over the span of my life?

First move: THE MIGHTY BRAIN. (That's me, quivering gut

bags.)

...G4

Second move: C64 BATTLECHESS. (That's the inferior mass of beige, you repellent mass of limbs.)

...E5

Third move: THE MIGHTY BRAIN. (Me again. I know how your species forgets things. Like your mother in-law's birthday. Seems we are not so different after all...)

...F4

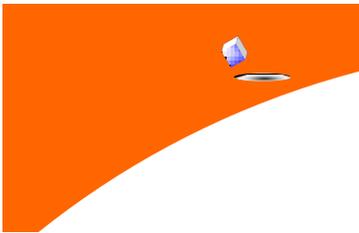
Forth move: C64 BATTLECHESS. (You're not worth it...)

Qh4#

Well, this is going to be eas... wait... this can't be right... one, two, three... FOUR??!! I was beaten in FOUR MOVES??!! BY A BLOODY COMPUT... Umm, obviously I must have been controlling the Commodore 64 to play myself using mind control patterns, which you would struggle to comprehend. So I wont even attempt to explain them to you. Basically, I won.

I leave your disgusting planet with one thought... Just remember, I merely play the game, I didn't create it... Oh wait, I did. You pathetic floppy imbeciles.

TMB.



#C64Month! By PaulEMoz



There is even a 'C64 Month' Facebook page, full to the brim of C64 love. Check it out!

<https://www.facebook.com/>

"I was never sure if you were meant to be a stuntman or a sheriff, but the object of the game is to stop a bandit in the most inventive ways imaginable."



Paradroid is one of Paul's favourite games. The man has good taste!

August is C64 month! Yes, the coveted month that a growing company named Commodore Business Machines launched their now legendary computer, the Commodore 64. With that in mind, what better reason is there to openly celebrate our favourite machine for a whole month! I'll be doing that by playing and writing about Commodore 64 games, some of which are my favourites and some of which have some meaning to me. You should do the same.

Master of the Lamps

Once upon a time, I was going to be a Spectrum owner. My mate Mark was selling his to get a Commodore 64. I never thought in a million years that my parents would be able to afford to get me a Commodore 64, so I asked my dad if they would buy his Spectrum off him for me for Christmas. Then, a short while later, I was walking down the street and saw my mate Neil hanging out of some kid's window, shouting at me. He opened the window wide, then blasted this amazing music at full blast out of the window. When I asked him what it was, he told me it was a Commodore 64 game.

I was stunned. I'd heard some decent tunes on the Atari VCS, but this was something else. I stayed for ages listening to all the music, and wondering if I would regret getting a Spectrum.

Later, I was at that same friend's house when he's got a Commodore 64. It was then that I found out that the game was called Master of the Lamps, and I finally got to play it. I needed this game. So when my dad took me to one side one day and asked "About this Spectrum... would you not rather have a Commodore 64

instead?", I was over the moon. Master of the Lamps wasn't a great game, in the grand scheme of things, but it showed off the Commodore 64 well enough to make me want one. My mate Mark probably doesn't think as highly of it.



High Noon

Come to think of it, a lot of my earliest and fondest C64 memories come courtesy of that mate, Neil. He'd actually owned a Commodore Plus 4 before that, and I'd go down and play games like Tower of Evil. But the C64 was a massive step up and I couldn't resist its lure.

High Noon was probably the first game he put on which had loading music, which was something that amazed me. I couldn't believe you could actually listen to a tune while you waited for the game to load! It was clever, that's for sure, and I suppose software houses and

programmers figured they had to give the player something to do stop getting bored during that interminable wait!

High Noon was an early Ocean game set in the Wild West, in the main street of a typical Western town. This being the Wild West, there are bandits at large and they assault and rob the townsfolk at every opportunity. This is where you come in, blowing them away to stop them robbing the banks and kidnapping the dancing girls.

Amusingly, the bodies lie where they fall only to be dragged off by the undertaker to avoid cluttering up the street. It's a cute touch which lives long in the memory. Oh, and the horses are nicely animated, too. High Noon is still a lot of fun to play and a great early Commodore 64 game.



Cliff Hanger

Remember the Road Runner game? It was converted from the arcade game and had great graphics, but made you play as the Road Runner. That's no fun, everyone knows the best character is Wile E. Coyote. Well, that didn't matter because there was already a fabulous Road Runner game on the Commodore 64... but it was called Cliff Hanger.

I was never sure if you were meant to be a stuntman or a sheriff, but the object of the game is to stop a bandit in the most inventive ways imaginable. Some of these involve objects such as boulders, trampolines, magnets and 16 ton weights. I'm sure you can imagine how these scenarios might play out, but you shouldn't imagine them, you should play them and you'll have a right laugh doing so.



Paradroid

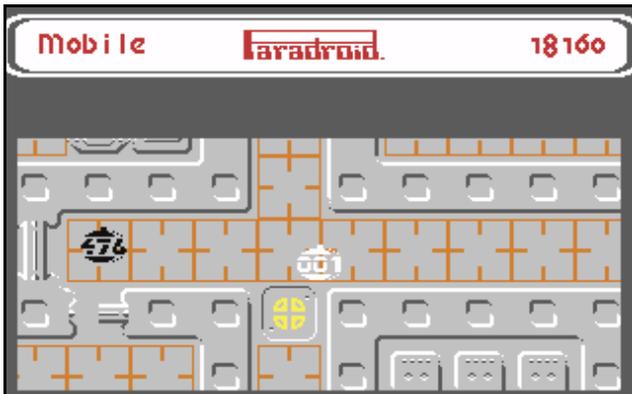
Shoot 'em ups were already pretty commonplace by the time of Paradroid's release late in 1985. It was getting to the point where a shmup needed something a bit different to help it stand out from the crowd. Paradroid, having been the subject of ZZAP! 64's first ever Diary of a Game, already had that through the publicity of monthly updates.

Had the game not been stellar, such a build-up would have been disastrous for both the programmer and the magazine. Fortunately it was amazing, featuring a blend of blasting and strategy that had never been seen in an arcade game before.

That's not to say it was for everyone. Many players couldn't get the hang of it and gave up on the game, mostly because of the transfer game, and that was a shame for them because the depth this added contributed massively to the game being much better than "ordinary" shooters.

Paradroid featured several moments that are hard to top when you're in The Zone. Winning a transfer from a 001 to a 999 is an amazing feeling. Another one comes when you transfer to a disruptor droid and go to a lower deck, "smart-bombing" the living daylights out of everything that moves. Fantastic stuff.

Paradroid is a game that I'll never get tired of playing and I'll never get tired of writing about. Even better, it was refined and improved over time by its author, Andrew Braybrook, so there are three versions to choose from, depending on your mood. It's probably my favourite C64 game.



Wizball

From the barking mad minds of Sensible Software came Wizball, a game where you played a wizard who, with the help of his cat, had to restore the colour to a grey, drained world.

It was certainly a unique concept, but it played like a dream... once you understood the weapons add-ons. At first, you bounce around the screen, horribly out of control. As soon as you pick up a stabiliser, it all becomes clear. From that point on, the game is a joy to play.

Full of excellent Sensible touches, like the hilarious Filth Raid, you play this game with a smile on your face from start to finish. It's helped immensely by some of Martin Galway's best work... some of his music is stunning in this game. It was converted to all manner of systems, but the Commodore 64 version is by far the best.



Leader Board

Nowadays, I love golf games. In the early days, that wasn't the case. Golf games were terrible! They had rubbish overhead

views, stupid options and horrible control schemes. Then, one glorious day, came Leader Board.

It was the first golf game to have a "3D" viewpoint from behind the golfer and it made golf as a computer game enjoyable for the first time. Launching a ball a couple of hundred yards and seeing it land just where you wanted or even in the hole was a truly thrilling experience.

Better still, my dad loved it too so we'd play it together for hours. It was always funny when someone got their "Snap" wrong and the ball swerved wildly into the water. Always.

Access even managed to improve it with World Class Leader Board, which added trees, bunkers and real courses. It was truly brilliant and set the template for every golf game released since.



OK, I could go on and on here, writing about hundreds of Commodore 64 games. But then this magazine would be a book, and you'd have to pay for it. At least you've got a flavour of my Commodore 64 tastes and my thoughts on what made it great, even if it is a small snapshot. What made it great for you? C64 month is the time to tell all!

Visit [Paul Morrison's Blog](http://theywereourgods.com/) and read about his upcoming book 'They Were Our Gods - A Celebration of British Computer Gaming in the Eighties'

<http://theywereourgods.com/>

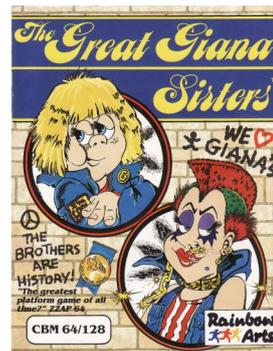
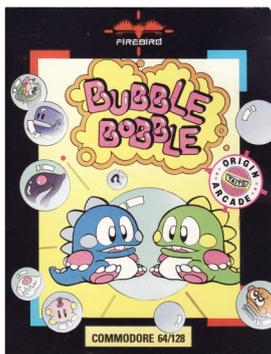
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COMMERCIAL RELEASE!

Game Review



The Psytronik and RGCD team have produced yet another quality product!

"The high quality presentation values, with finely animated sprites and an eerie soundtrack that sets the tone, rounds out the package in style."



The Deluxe Cartridge version of Guns 'N' Ghosts not only looks great, it is great! You should buy it!

Game: Guns 'N' Ghosts
Publisher: Psytronik/RGCD
Release Date: February 2013
Available: [Psytronik](#) (disk, tape, digital download). [RGCD](#) (cartridge)
It's a bit like: Undead Bubble Bobble
Score: 8.5/10

Guns, ghosts, classic cars, rock'n music and an epic fight between good and evil. Sounds like an outline for a kick ass [TV show](#), but no. It turns out it's the premise for a kick ass [C64 game](#)! Join Georg and Trev as they try to restore balance in the world of angels, demons, zombies and all sorts of monsters in the ultimate battle. Who will win? Do we even want to know? Grab yourself a giant twinkie and come along for a ride!

Game Overview

Guns 'N' Ghosts is a 72 level, single screen platformer released in 2013 by RGCD/Psytronik. The object of the game is simple and familiar - clear the screen of enemies to proceed to the next level, reminiscent of classic platformers such as [Bubble Bobble](#) and [Rodland](#). The game's protagonists, Trev and Georg, both have differing abilities, which is important when deciding which player to choose. Georg has a long range shotgun attack, while Trev uses short range psychic powers to clear the screen of enemies. Both players have their advantages and disadvantages.

This is especially important when playing in multiplayer mode, with an interesting addition for co-operative play, which means that Trev must first catch the enemies with his psychic powers, who then must be shot by Georg. Normal multiplayer modes are also available in which the players do not need to cooperate and

players may both play as the same character.

The usual power-ups are also randomly dropped by dead enemies. These include upgrades to the player's weapons, as well as extra lives and shields.

The development of Guns 'N' Ghosts was documented in a series of blogs entitled [How To Write a C64 Game in Several Steps](#) by programmer Georg "Endurion" Rottensteiner. The graphics were contributed by Trevor "Smila" Storey, with music by Richard "TND" Bayliss.

Guns 'N' Ghosts is available to buy from [RGCD](#) on Cartridge, and [Psytronik](#) on tape, disk and digital download in various editions.



Gazunta - 9/10

My initial fear that this was some kind of pseudo-sequel to the old "great conversion of a terrible original" *Ghouls 'N' Ghosts* was foolish - this is fantastic!

At first this seems like a standard single-screen platformer, almost like what if *Bubble Bobble* had shotguns, but a few levels in and you realise that there's a lot of clever and modern gameplay systems at work. The levels with limited space for you to move in, for example, work so well with a character that must remain motionless to reload even while the hordes of the undead advance ever-closer. It's actually quite a tense experience.

I love how different each of the two brothers are to play. Initially I preferred Georg with his cool shotgun; however, the psychic powers of Trevor are awesome fun once he collects a couple of elusive power ups and can reach enemies half a screen away.

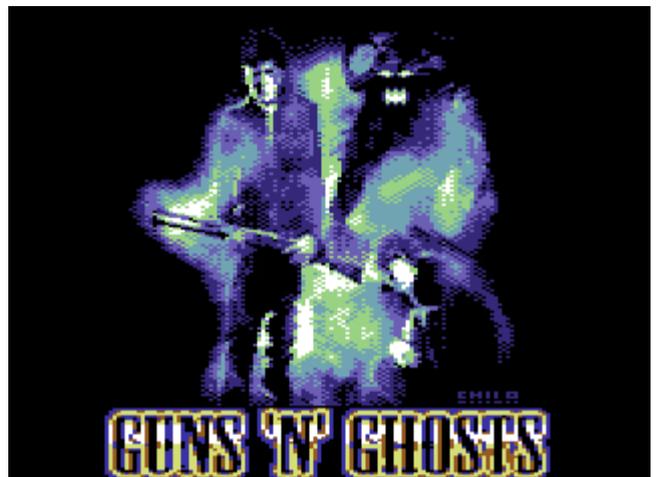
There's a lot of neat touches to discover along the way that keep you coming back for more and demonstrate just how much care and attention was paid during its development. I particularly like how in a two player game, you're given an extra life if you lose all your lives but the other player manages to complete the level, allowing you to come back and continue playing together. Some enemies react to you in varied ways, forcing you to mix up your strategy to avoid instant death at their touch. You don't even need to use the keyboard to play at all, so *Guns 'N' Ghosts* plays great on the couch.

It's the two player mode that elevates *G'N'G* to an instant classic. Working as a team to take down the otherworldly opponents is a



demanding task but, man, it's also *hilarious*. Our fumbling attempts at teamwork resulted in as many laughs as it did unintentional mistakes and I really recommend you try it out at least once.

The high quality presentation values, with finely animated sprites and an eerie soundtrack that sets the tone, rounds out the package in style. So what are you waiting for - this is a must-play and a real testament to how great modern C64 gaming is!



Ant - 8/10

"I ain't afraid of no ghosts" *CL-CLICK*
BOOM!

One of the reasons I love playing the C64 is because it brings my friends closer together. Sitting around the ol' breadbox and enjoying a game is such a thrill.

And while competitive games are great, it is the cooperative games that I really enjoy.

Guns 'N' Ghosts is a fun single-player game, but grab a buddy and it really shines as an incredibly entertaining and well-balanced two-player co-op game.

I first tackled the single player mode, trying out both Goerg (our shotgun wielding hero) and then Trev (he of the psychic mind blasting).

By far Georg and his pump action are the way to go in the single player game. Gathering the increased ammo powerups helps offset the slow reload time and the range of the gun served me well.

Snag a fast reload powerup and you're devastating.

Trev's shorter range for his psychic blast led to a lot of frustration when I was flying solo. Powerups helped but I kept finding myself returning to Georg and his limited ammo.



So single-player was fun but something was lacking.

Fortunately my good friend and fellow reviewer, Cameron, lent his services (and his office's TV). After some technical shenanigans we finally set out as brothers in arms, shooting and mind-blasting demons and beasties alike!

Yeah, ok. This was good.

We sampled most of the co-op variants. CO-OPERATIVE PLAY (as the mode was called), was interesting -- Trev must first trap the supernatural creatures in his psychic grasp before Georg can finish them off. This was bloody hard and Cam and I were quickly devoured by the horde. This mode was ultimately too frustrating for us, despite the neat mechanic.

BROTHERS mode is where everything came together. The balance between Georg's and Trev's abilities seems perfect and the two complemented each other. Cam and I were often

making calls to each other, watching the other's back as zombies erupted from the earth, swearing as we grabbed the wrong powerup (certain powerups only work on one of the two brothers). Fantastic stuff!

There's some clever use of the landscape in the level design that makes stages unique. Being trapped in a pit fending off the undead, fighting back-to-back as they come lumbering towards you is intense.

Enemy design is very well done with excellent variety in how enemies move and react and their toughness. Those headless undead! How I hated them!

Graphics are functional, if a little indistinct. In two-player mode I did sometimes get a little confused as to which brother I was (maybe they're twins?).

Unfortunately sound effects are somewhat weak and rather sparse meaning it wasn't long before we were switching back to the music (which I thought was rather good and helped with the game's pace).

Cam and I just ended this session with a quick go of DOUBLE GEORG so we could both shotgun zombies in the head and now Cam's gone to the bathroom. I didn't realise how quiet it was in these offices.

Wait ... did I hear something?

The lights just started flickering.

Cam? Is that you?



A C64 GAME BY TREVOR STOREY & GEORG ROTTENSTEINER

GUNS 'N' GHOSTS



Fight your way through
72 challenging screens
full of arcade style
action and mayhem.



C64 Screens

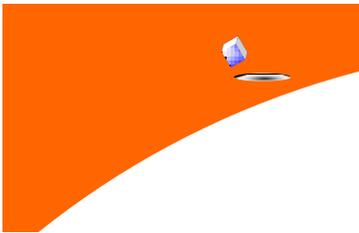


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Format Wars!

By Last Chance



Game: Fort Apocalypse
Publisher: Synapse Software
Year: 1982

Written by Steve Hales for the Atari 8-bit computers.

Converted by Joe Vierra for the Commodore 64.

A conversion was made for the ZX Spectrum, but was never released.

"It is a frustrating game, but it also happens to be a very engaging one, and if you keep your head cool, you might enjoy the process of learning the game's tricks and eventually master it."

INTRODUCTION & GAME STATUS

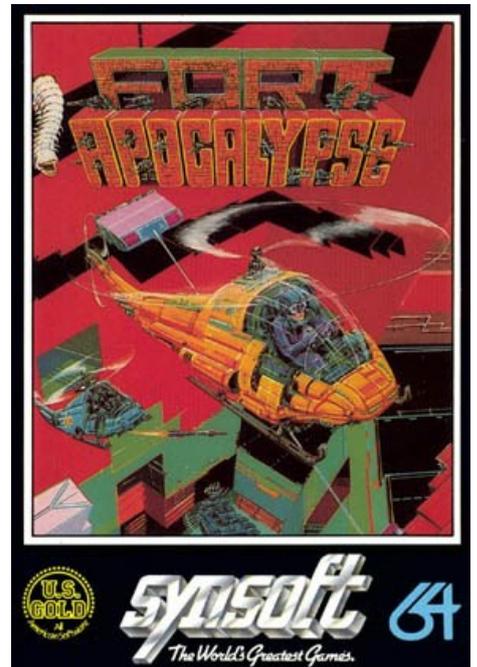
Synapse's Fort Apocalypse is usually cited as one of the first games that most people who started playing computer games in their youth have told me. Not necessarily THE first, but still, closely related to their earliest gaming experiences. It wasn't so in my case. I never really properly learned to understand the impact it so clearly had, because I came from a different place and time, and my first experiences on the C64 and Atari were much more impressive, having gotten into gaming a bit later than most of my friends. Based on the only review I could find, even the press wasn't that impressed with the game when it came out - Electronic Fun magazine gave it a 1.5 out of 4 in their August 1983 issue (source: Atarimania).

people knew the game better from the C64. So it is an interesting starting point for a comparison, when the original version has a slightly lower score.



**Atari 8bit vs. Commodore 64.
Two classic retro computers
battling it out. Which will
win?**

However, today Fort Apocalypse has a fairly respectable 7.8 out of 10 at Atarimania from 777 votes, and at Lemon64, it has an even more impressive 8.4 from 126 votes, placing it at #76 in the top list. Even Steve Hales himself said in an interview by James Hague (also sourced from Atarimania), that

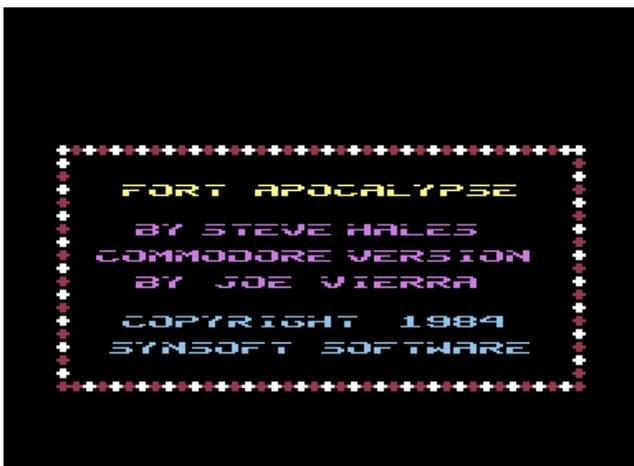


DESCRIPTION & REVIEW

As the ill-favoured review put it so neatly, Fort Apocalypse combines Defender, Scramble and Chopper Rescue. One could have added Choplifter! to the list, but Fort Apocalypse was actually designed and worked on

months before Choplifter! came into existence. The object of the game is to infiltrate the Kralthan's base with your Rocket Copter, and destroy Fort Apocalypse deep within the subterranean caverns, and rescue a total of 16 men from the caverns while at it. You need to keep a look on your fuel gauge, and drop in at the fuel depot when necessary. You also need to keep an eye out for Kralthan tanks, choppers, shields etc. The game is ultimately a test of timing and precision, but for the uninitiated, can be a frustrating series of trial and error.

I have to agree with Electronic Fun's review to some extent - it is almost unfairly difficult, and sometimes because the game is buggy, and even direct hits will not kill the enemies. It is a frustrating game, but it also happens to be a very engaging one, and if you keep your head cool, you might enjoy the process of learning the game's tricks and eventually master it. I wouldn't say it's one of the most enjoyable games of the time, but it certainly has earned its classic status, if perhaps a bit belatedly. There are very few games from the early days of computer and video gaming that have so successfully combined such iconic elements. Fort Apocalypse is one of them.



Fort Acopalypse C64 title screen.

LOADING

Fort Apocalypse was released on all three formats of the time - cartridge, floppy disk and cassette tape. Needless to say, the cartridge versions are the quickest to load, equally so on both machines, so

either way, you win. But if for some reason, you wanted to have a cassette version, you would have to choose one of two quite bearable evils, but the C64 wins quite easily here. Not that it will be counted in the final results, but it might give some incentive to purchase one of these versions.

ATARI - Synapse: 6 min 14 sec / SynSoft: 5 min 21 sec

C64 - SynSoft: 1 min 39 sec

Unsurprisingly, the C64 wins on tape. Just out of curiosity, let's take a look at the disk loading times as well.

ATARI - Synapse: 23 sec

C64 - Synapse: 1 min 29 sec

So, the Atari version on disk is quite a lot quicker, but remember, the game is no bigger than it is on cartridge. If you happen to be planning on purchasing an original copy of Fort Apocalypse, I suspect the price tag will be the more important factor to consider in any case. For those of you who require more entertainment out of your loading processes, the C64 tape version is the obvious choice with an early version of the US Gold flag loading screen with an advertising text scroller at the bottom, as well as the very familiar Star Spangled Banner as the loading tune.



The iconic US Gold Flag C64 tape loading screen.

PLAYABILITY

I will be making references to Choplifter! quite a bit here, mostly because it is the

more widely known game of the two, and it really is the closest point of reference to Fort Apocalypse. See, the way your Rocket Copter handles in this game is kind of similar to how the helicopter in Choplifter! handles, but has a slightly less sophisticated turning protocol.

You start off by facing straight at the screen. When in this position, you can only make slight adjustments to your horizontal position, because pushing the joystick either left or right for a brief time will change your facing direction to left or right, even if you keep tapping the joystick enough. You can, however, change your altitude quite freely, although you need to be very careful when landing your Rocket Copter so you won't crash it. You need to learn to land properly so you can register new checkpoints at all the clearly marked landing platforms, and refuel at fuelling stations. Also, when you are facing forwards, your weapon automatically changes to bomb dropper.



Beginning the game. C64 (left), Atari (right).

Moving left or right will cause the Rocket Copter to lean forwards, so you will also be shooting in a slight angle when you are moving. When you stop moving forwards, you can shoot straight left and right. Unlike Choplifter!, the game does not utilise inertia of movement, which doesn't feel all that realistic, but then it isn't supposed to be - you're flying a helicopter in narrow underground caverns with teleports, laser traps and strangely behaving slot passages.

Two of the game options have some actual effect on the gameplay: you can choose one of three Gravity Skills, which will make your copter gravitate downwards quicker the higher the chosen skill level is, and you can also choose one of three Pilot Skills, which affects on the number of enemies and their behaviour - speeds of

shooting and moving, for example. The third option is merely for choosing a number of Robo Pilots you will have in your game.

The main differences in playability between the two versions are as simple as this: the Atari version plays smoother, and is for the most part slightly easier to play due to a looser collision detection. These minor things do not take away from the experience all that much, though, on the C64. The only really affective difference was that after you have destroyed the Fort's core, all the men you needed to rescue still left, if any, are all dead on the Atari, and the C64 version still has the leftover men running around, and you can rescue them afterwards. There is a minor difference in the game options as well - on the Atari, you can have 7, 9 or 11 lives to start with, and on the C64, you can only have 3, 5 or 7, clearly stating that more is expected of you.

Given the sheer lack of number and even importance in differences, I will have to give the two versions a tied place.

ATARI - 1, C64 - 1

GRAPHICS

Comparing the graphics isn't much easier, because although they basically look very much the same, as they are using the same graphics "engine" as far as possible. You can clearly see the C64 version is as straight a port of the Atari original as it was possible to make, as far as blockiness goes. If you see some scrolling optimization problems, it's most likely due to your C64 being a PAL machine, and the game seems to have been made for NTSC machines.

Only the colouring is noticeably different in the two versions. The Atari original takes advantage of the A400/800's singular abilities in the CTIA (or GTIA) graphics chip in that quite a lot of elements, such as enemy sprites and destroyable terrain obstacles have parts that constantly scroll through the Atari's entire colour palette. Of course, the screenshots don't tell much, so you need to play the game to see it properly.



Level 1 - Atari.

On the C64, the colours are more constant, only giving more effects where absolutely necessary, such as the teleport frames. It is not necessarily a bad thing, as it gives the game a more earthy quality, if you prefer it that way. The relative lack of colour does make the game feel just a little bit cheaper, but only on a few occasions, such as the title screen, the score/radar HUD, and the very end of the game. But as Fort Apocalypse is a very old game, you tend to forgive and forget the detail.



Level 1 - C64.

There is one minor thing regarding screen size, which might warrant a mention. The action screen on the Atari original is slightly taller, but horizontally a bit squeezed compared to the C64. You can't really notice it unless you really take a close look, but it's there. I confess I haven't played this game so much as to feel like this has any difference, but to some hardcore fanatics, it might.

On the whole, I'm not entirely sure which version's graphics I prefer more, because they both have their own slightly different sort of charm, and they are so similar in plenty enough ways. Sometimes, the Atari version feels somewhat psychedelic due to all the colours, and sometimes, the C64 version feels somewhat conservative. At different times, either of the two versions works better, depending on your mood. I will have to give another tied place here.

ATARI - 1, C64 - 1



Level 2 - C64 (above), Atari (below).

SOUNDS

I'm not entirely certain whether you could call the title screen noise "music", but it certainly makes you want to get into the game as quickly as possible so you don't have to hear the wailing any longer. For what it's worth, the noise is a seemingly endlessly rising siren of sorts, starting from low, and ending very high. There are a couple of quite notable

differences, if you care enough to compare the two: first, the C64 starts off from nothing, and builds up gradually, which is more bearable than the Atari's starting from a low but just as noisy starting note as what it ends on when it gets up. Also, the phasing effect on the C64 is constant in speed, while on the Atari, it speeds up as the noise gets higher-pitched, and this gradually makes the Atari wail sound like it was constructed of clear intervals instead of a smooth and seamless ascension. I do like the C64 intro sound better, but it doesn't really give much of an advantage. Unfortunately, this is the only bit in the game where anything even resembling music can be expected.

Being an early game, it shouldn't come as no surprise that the sound effects are not that much to celebrate about either. What you get from each version is the propeller noise from your Rocket Copter, some explosions, firing sounds, and accomplishing something other than destruction gives you some bips and beeps. Also, when you are low on fuel, the game gives you a fair warning with a constant high-pitched "beep, beep", until you manage to either die or refill your copter.

First of all, the C64 version's sound environment is a less intrusive set. Instead of constant airy shuffling of your copter's propellers, as it is on the Atari, you get a nice muffled "bap-bap" rhythm to give your ears a more relaxed default soundtrack. Also, all the bips and beeps are softer, but still expressive enough to know what is going on. What I feel to be the most important difference; however, is the number of firing and exploding sounds for each version.

On the Atari, I cannot really tell the difference between my own firing noise and an enemy's, while on the C64, all the firing noises are slightly different. It's almost the same thing with explosions, really - only they have a more random way of sounding different on the C64. On the Atari, I counted perhaps two different explosion sounds, but I wasn't really sure of the other one.

So, although it's not necessarily the more

realistic of the two in every single way, I do prefer the C64 version because it's less numbing in the long run. But it might not necessarily be everyone's cup of tea.

ATARI - 0, C64 - 1

OVERALL

Okay, I knew this would be a close call, but I didn't realise how close. Happily for the C64'ers, their beloved SID chip brought it home once again, but only by a toe's length. In the end, I seriously recommend every fan of the game to check out both versions and see for themselves, which version they enjoy better. It's mostly a matter of personal taste in this case - technicalities are too close to each other to make that much of a difference.

COMMODORE 64 - 3

ATARI 400/800 - 2

It is a pity that Fort Apocalypse never made it to the ZX Spectrum, although judging by the amount of advertising space it got from October 1984 to March 1985, it might have easily been finished, but the plug was pulled for some reason. That might have made for an even more interesting comparison, but at least we got this one-on-one battle for now. There is something else to look forward to with more certainty - an authorized MSX conversion, the work on which began for this year's MSXdev' competition, but was pulled off from the compo for the conversion coder being currently too busy to work on it.

Hope you enjoyed that one! For the next issue, I'll be preparing something hopefully completely unexpected again.

Visit Last Chance's Blog,
Finnish Retro Game Comparison Blog
<http://frgcb.blogspot.com.au/>

BLOW THE CARTRIDGE

RETRO GAMING COMICS FUN!
by Cameron Davis



WWW.BLOWTHECARTRIDGE.COM

A Hacker's Life For Me!

by Vinny Mainolfi



Ninja Commando by Zeppelin Games cover art.
Hands up who has it?

"As with my crazy hacks, I scour the darkest depths of the Commodore 64 gaming vaults to hunt out a game that I fancy playing with - the code that is."



Adam Gilmour - C64 SID musician for Ninja Commando and recent hacking victim.

Hackersoft's Music Hacking Diary: Ninja Commando Music Hack

Back in the mid-eighties and early nineties I spent a lot of my time hacking music from Commodore 64 games (most of them available on my Hackersoft.co.uk site - yet another plug!). But to be honest with you, most of it was a fluke - what with me just pottering around in game code and 'dirty jumping' to what I guessed was the start of a music routine and hoped for the best. I really didn't have a clue and did most of my coding in BASIC. Yes, yes, I know there was an element of machine code in there, but all my controllers were written in BASIC. The thing was, back then I didn't care. If the music hack worked and looked good enough, then I was happy. Job done.

Jumping forward 15 years, things are a little different. I know a lot more - though I've still got a mountain to climb; I'm a lot more comfortable with what I do; and I'm still enjoying it! My music hacks have also taken on a different form in that they utilise a large chunk of the original game's intro screen. It gives them a more professional, tidy finish to them and respects the original coder's work.

The thing is I can't really

work out what there is to enjoy about hacking music. Ultimately, what I'm doing is ripping someone else's work out of its native home and placing it in a similar, if not different, environment. But for what gain? Erm... because it's fun, and because I can do it I suppose.

Saturday 17th May 2014

This morning I received an email from Kevin (the RESET editor and owner) discussing ideas, features and projects that could form part of issue 4 (what you now have in your hands). One of the features I promised Kevin was to produce another diary with more hints and tips on hacking, and so I decided to pitch my Music Hack Diary idea, which Kevin was happy to print.

So where do I start with a Commodore 64 music hack? Well - the place I always start with any hack I produce - the GameBase 64 database on my PC. As with my crazy hacks, I scour the darkest depths of the Commodore 64 gaming vaults to hunt out a game that I

fancy playing with – the code that is. Some games that came to my attention: Zybex, Demon Blue, PSI Warrior, Trolls, Terrafighter, Tai Chi Tortoise, Para Academy ... all Adam Glimore tunes. I decided to settle on Ninja Commando by Zeppelin because it has a few tunes and ditties as well as a nice scroller I can utilise as part of my music hack.

Sunday 18th May 2014

It was time to load up ICU64 (see issue 3 for more info) on my PC, and then load in Ninja Commando to see what was happening within the game.

ICU64 shows you exactly what is happening within the game code and the Commodore 64 RAM at that exact moment in time. So – when you load up Ninja Commando, you get to see the memory locations that are being used to power the intro, music and scroller. These are all indicated by green, yellow and red markers.

What I'm looking for is the music player, which in this case appears in the \$4D00 area. How do I know this? Well – when you look at the game running in ICU64, there is a lot of activity going on in that area and you can also spot the visual timings of the music with the flashing memory locations – they flash yellow and green. Also – if you look through that part of the memory using the Action Replay Cartridge MONITOR, you'll see a short message from the composer, Adam Gilmore – which gives it away. Anyway – I'm looking for a particular memory location that when changed, turns on a different tune. After a minute or so I spot location \$4D01, which when I change to \$01, plays a different tune. It also plays different tunes when I enter in \$00, \$02, \$03 and \$04, and so this is the tune select controller.

You can test this yourself by either changing the value at \$4D01, or using the following: POKE 19713, (any number from 0 to 4).

Address	Value	Binary
4A00	A0	1010 0000
4A01	4A	0100 1010
4A02	20	0010 0000
4A03	9D	1001 1101
4B00	50	0101 0000
4B01	4C	0100 1100
4B02	45	0100 0101
4B03	54	0101 0100
4C00	A4	1010 0100
4C01	12	0001 0010
4C02	B9	1011 1001
4C03	00	0000 0000
4D00	A9	LDA
4D01	FF	1111 1111
4D02	30	BMI
4D03	58	0101 1000
4E00	C9	CMP
4E01	A0	1010 0000
4E02	90	BCC
4E03	33	0011 0011
4F00	02	0000 0010
4F01	53	0101 0011
4F02	BC	LDY
4F03	23	0010 0011
5000	50	0101 0000
5001	BD	LDA
5002	F3	1111 0011
5003	52	0101 0010
5100		
5101		
5102		
5103		

\$4D01 - The memory location which will play a different tune when changed.

Monday 19th May 2014

Now that I know how to change the tune, I now need to find a blank area in the game code so that I can place my own music controller code in there. Using the Action Replay MONITOR, I start scanning through the game memory and spot that \$5700 – \$5BFF is blank. That's where I'm going to place my code.

I also need to find somewhere in the game code that will jump to my code and then back again. Whenever I create a music hack I use the piece of the

game that requires you to press the fire button to start playing. That particular command is set at \$44BD within this game, and so I change that command to JSR \$5700, which makes the game intro jump to my code instead. Then, at the end of my code I add in RTS, which returns the code back to the game. I also want to stop the game starting, and so I disable the game-start command at the same time. This is done by placing \$FF into \$44C1.

This music hack is going to be a little different to my previous ones because the music change is going to be controlled via the joystick and not the keyboard.

It's time to start coding the music controller into \$5700:

```

$5700 LDA $DC00 < START SETTING UP THE
        JOYSTICK READER >
$5703 AND #$04 < LOOK TO SEE IF
        JOYSTICK IS PUSHED LEFT
        >
$5705 BNE $570C < GOTO $570C IF IT
        ISN'T >
$5707 LDA #$00 < IN OTHER WORDS: LET A
        = 0 >
$5709 STA $4D01 < STACK (POKE) 'A' INTO
        MEM LOCATION $4D01
        (MUSIC SELECTOR) >

```

The small piece of code checks to see if the joystick is pushed left, and plays tune '0' if it is, or ignores that command and jumps to the next if it isn't. Here's the next piece of code:

```

$570C LDA $DC00 < START SETTING UP THE
        JOYSTICK READER >
$570F AND #$02 < LOOK TO SEE IF
        JOYSTICK IS PUSHED DOWN
        >
$5711 BNE $5718 < GOTO $5718 IF IT ISN'T
        >
$5713 LDA #$01 < IN OTHER WORDS: LET A
        = 1 >
$5715 STA $4D01 < STACK (POKE) 'A' INTO
        MEM LOCATION $4D01
        (MUSIC SELECTOR) >

```

Again, this looks to see if the joystick is pushed down, and plays tune '1' if it is, or ignores that command and jumps to the next. The rest of the music controller looks like this:

```

$5718 LDA $DC00 < START SETTING UP THE
        JOYSTICK READER >
$571B AND #$08 < LOOK TO SEE IF
        JOYSTICK IS PUSHED RIGHT
        >
$571D BNE $5724 < GOTO $5724 IF IT ISN'T
        >
$571F LDA #$02 < IN OTHER WORDS: LET A
        = 2 >
$5721 STA $4D01 < STACK (POKE) 'A' INTO
        MEM LOCATION $4D01
        (MUSIC SELECTOR) >
$5724 LDA $DC00 < START SETTING UP THE
        JOYSTICK READER >
$5727 AND #$01 < LOOK TO SEE IF
        JOYSTICK IS PUSHED UP >
$5729 BNE $5730 < GOTO $5730 IF IT ISN'T
        >
$572B LDA #$03 < IN OTHER WORDS: LET A
        = 3 >
$572D STA $4D01 < STACK (POKE) 'A' INTO
        MEM LOCATION $4D01
        (MUSIC SELECTOR) >

```



Screenshot of the code at \$5700

Hardware

A/V Cables for Commodore Computers by 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.

"If that plug touches anything metal with the computer on, it can instantly destroy the SID (sound chip). Ask me how I know."



How do you know which is the right A/V cable for your C64 and Commodore monitor? Ray Carlsen hopes to answer this question and help you select the correct cable. Take it away, Ray!

There are lots of cables out there and none of them are wired the same as an original Commodore. CBM made two types. The earliest was a two-wire used with the VIC20, with one plug each for video and audio.

That cable will also work with all versions of the C64. Early C64 boards and the VIC20 have a five pin DIN A/V socket, and later C64's and the C128 series use an 8 pin DIN.



The 5 din plug (top) was used with the VIC20 and early C64's. The 8 din plug (bottom) was used on later C64's and C128's.



This two wire cable works with the VIC20 and C64, but its origin is unknown.

The next Commodore cable type was a three-wire made for use only with the three rear inputs of a Commodore monitor (1702, 1084, etc.) because it separated the luminance (black and white signal) from the chroma (colour information), which is similar to contemporary S-video.



This is an original Commodore cable. It was designed to work only with a Commodore monitor via its two video (Y&C) inputs. The cable colours match the monitor's rear input jacks.

That cable has eight pins in the DIN plug to match the A/V socket of later C64's and the 128 and that arrangement produces the best picture on a Commodore monitor. The three

coloured plugs of that cable match the three coloured input jacks on the rear of the monitor. Make sure the monitor switch is in the correct position to use those rear input jacks.



This non-Commodore cable looks identical to the above three wire but it is wired differently. The colours don't match and it has a 5 pin din instead of the original Commodore 8 pin din.

Although most Commodore monitors use the three RCA jacks for Y/C video and audio, one has a different connector. The CBM 1902A monitor has a 6 pin DIN and requires the appropriate cable (6 pin DIN to 8 Pin DIN) for use with the computer. If that 6 pin looks familiar, it's the same as used on the computer for its serial cable.



1902A AV cable.

Later Commodore computers including the C128 still have a single composite output so any video monitor will work with the appropriate cable. Note: the Commodore three-wire cable will not work with a composite (single wire for video) monitor. The resulting video will be black and white only. Obviously a three wire (8 pin DIN) cable will not work with the VIC20 or the early version C64 as those computers use a five pin DIN A/V jack.

FOUR WIRE CABLES AND COMMODORE COMPUTERS

OK, now it gets complicated... there are lots of four wire cables out there and none of them were original Commodore AFAIK. They all use a five pin DIN connector and the colours of the wires will not match the Commodore receptacles (yellow for video, etc.). There are even different colour combinations with different four wire cables! These cables go all the way back to the 1960's. They were originally used in European audio systems. I first saw DIN connectors in Germany when I was in the Army in 1965.

If you have a four-wire cable, it will probably still work with your Commodore computer but you must find the plug combinations that matches your monitor. Of course the colours will not match. NOTE: one of those wires of the four wire cable will connect directly to the SID audio input. If that plug touches anything metal with the computer on, it can instantly destroy the SID (sound chip). Ask me how I know.



Roy recommends that you should make sure you tape up the spare connector to avoid shorting your SID.

FOUR WIRE CABLE CONNECTIONS WITH A COMMODORE (OR OTHER) MONITOR

If you have a Commodore monitor but no matching three wire cable, you might have to make do with the more common four wire cable. Switch the CBM monitor to its front inputs. Use those for composite, not the rear S-video jacks. Now, Commodore monitor or not, connect one of the four plugs to the video input of your monitor (yellow socket) and turn the computer on. If the opening screen comes up, that's your composite video line. If the picture has no colour, that's video but it's not composite. Turn the computer off each time when you want to change connections. Try



Which cable??

each of the other plugs to locate the audio output.

If you turn up the volume, you should hear the normal characteristic whine of the SID chip. Once you've found all the correct wires, tape up the unused plugs so they can't short to anything. Note that there is only mono audio out of the computer so connect it to the left audio input if your monitor is stereo. Many TV's or monitors with stereo sound will route the left input to both speakers.

ALTERNATE S-VIDEO HOOKUP USING A FOUR WIRE CABLE WITH A CBM MONITOR

Although you should not use a four-wire cable with the rear jacks of a Commodore monitor, you can try to see if an alternate hook-up will produce an acceptable picture. Switch the monitor to the rear inputs and turn the computer off. As above, test each of the cable plugs, one at a time (computer on only to make the test), to find the correct ones.

Two of the four-wire plugs will produce a B/W picture but one of them will look cleaner on the screen. That's the wide band B/W output.

Connect that one to the yellow input jack of the monitor and the other video output to the red (colour) input jack. You should

have a colour picture if the connections are correct. The quality of the picture can vary depending on the monitor, specifically if it will accept composite video for its colour input. If it looks good, connect the audio and you're done. Be sure to tape up the unused plug (SID audio input) for safety!

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The Commodore 1902A requires a custom 6 pin DIN to 9 pin DIN video cable. Who would have thought?

Reset...

Q&A



Reset #01 Special Edition.



Reset #02 Special Edition. As a special free bonus, each copy included the first Reset Mix-i-disk, loaded with software from the issue, just for a bit of fun!



Reset #03 Special Edition.



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. Reset #05 should arrive early/mid November if all goes well!

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?

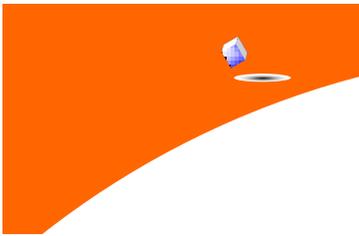
A limited numbered set (30) physical copies of each issue are printed as Special Editions and are available for a very short time at the time of publication for each issue. These are sold on a first come, first served basis. If you would like a Special Edition of this issue or would like to pre-order the next, please contact us at resetc64@gmail.com.

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.



Final Thoughts

Hello Readers!

Another issue of Reset done and dusted! Once again, a very special thank-you to the wonderful Reset staff and contributors who worked hard to make this issue happen. Also thanks to Alex (DrJ), Andy (Shine) and Sascha (celticdesign) for their hard work on the Reset #04 intro. A special shout out to David Jahn (Trixter) - hope you are going well mate, and also JSL/Scene World Magazine (thanks for the interview). A special welcome to Alex Boz, Craig Derbyshire and Neil Grayson who have joined Reset as contributors, and also to Ant and Gaz who have joined the Reset Staff.

I have been continually astonished by the steady stream of downloads for Reset. I'd like to thank all of our readers for their continued support and I sincerely hope you enjoy the issue. It is a pleasure putting this little magazine together and it is enjoyable for me reading each submission when it comes in to the Reset inbox for the first time. We already have some excellent material for the upcoming Reset #05 and are making some very special plans for next year as well. There is plenty to look forward to, that's for sure!

All of this for the price of nothing? Actually, there is a fee for Reset! All we ask is that you visit our homepage and write in our guestbook when you get a chance. Feel free to send in an email. Because feedback is always appreciated. Positive feedback is motivating and constructive criticism is always discussed within the team.

Well, that's it then for another issue. I hope you enjoyed reading it. See you all some time in November for Reset #05!

Happy computing,

Uncle K

Brian Brewer Board Game Reviewer

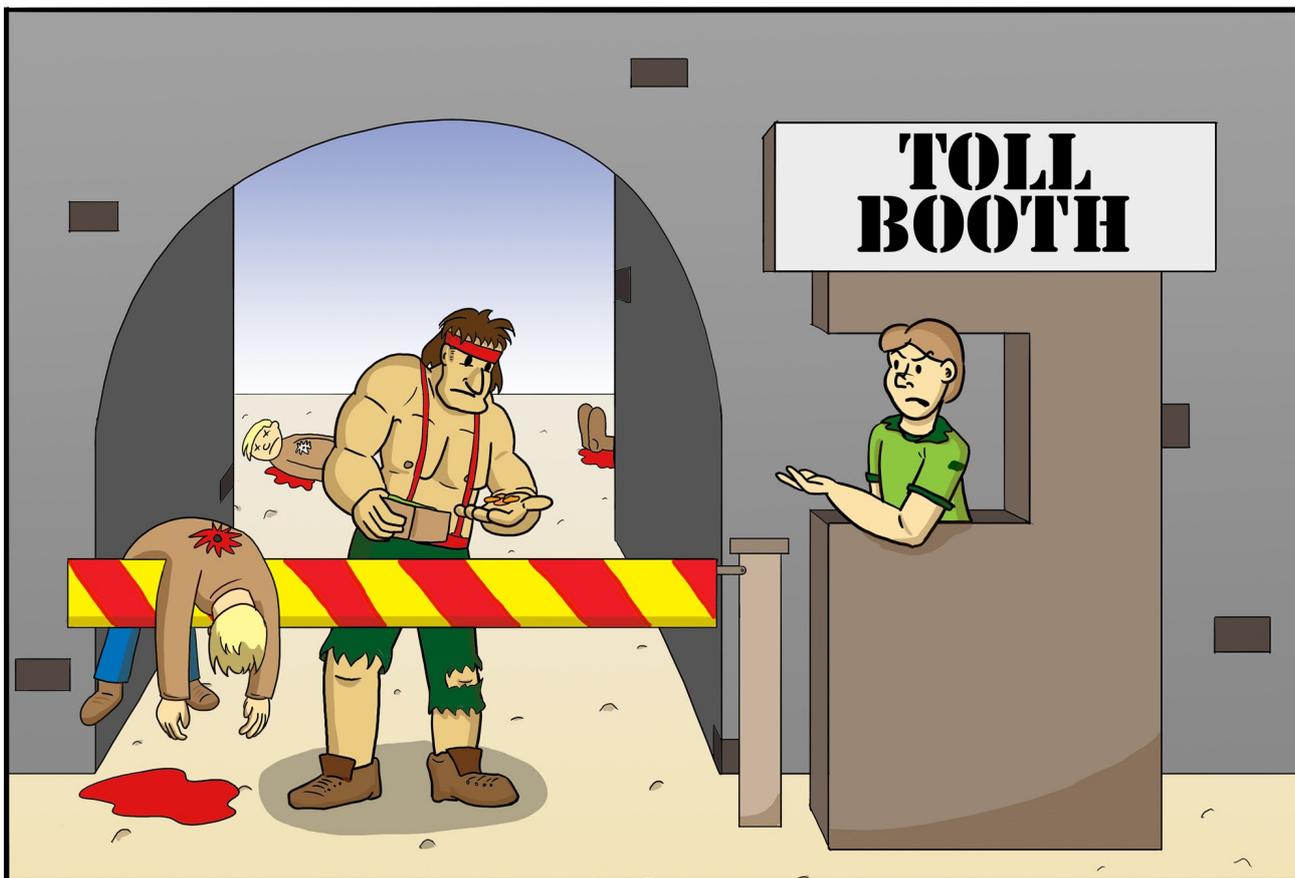
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COMMANDO

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GUNS 'N' GHOSTS

