

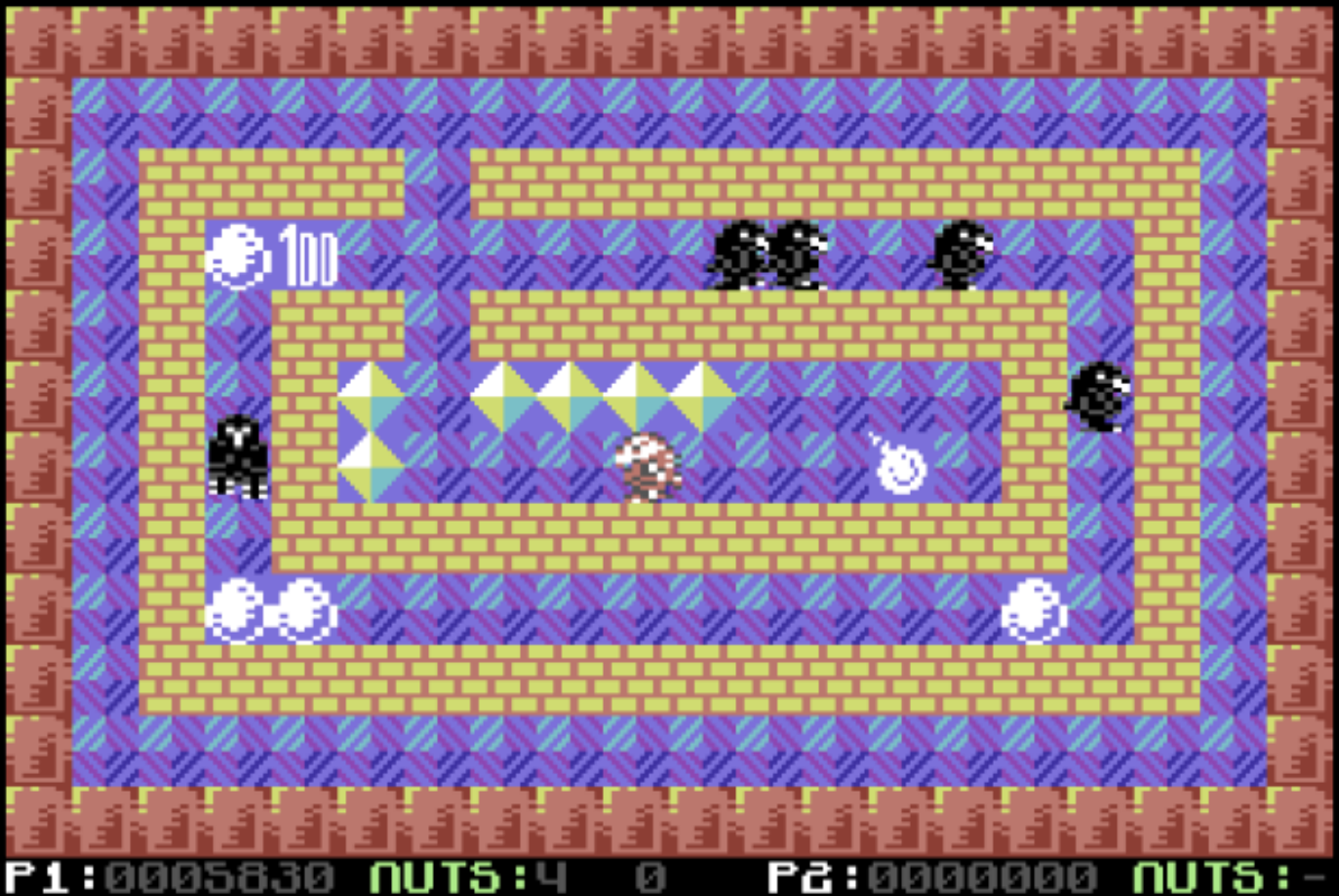
VINTAGE IS THE NEW OLD

Vintage Gaming and Computing Magazine

Volume 1 Number 3

November 2023

www.vitno.org



Apple PugetSound Program Library Exchange

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Production & Design

Bill Martens
Brian Wisner

Cover Art

CommodoreBlog UK

Vitno.org Website Magazine ISSN

TBD

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Amiga Game Roguecraft from Badger Punch Games Close to Release

Posted by [CommodoreBlog](#)



[Ricki Sickenger](#) from [Badger Punch Games](#) recently announced on Twitter that their latest Amiga game is very close to being released. If you're not familiar with Badger Punch Games, they are responsible for the excellent [Rogue64](#) on the Commodore 64, and the new enhanced Amiga version is looking absolutely gorgeous!

Roguecraft is a modern turn-based rogue-like focused on simplicity and fun. It is a dungeon crawler where each play-through is a unique experience. As you progress in the game you will combat meaner monsters and tougher challenges. You only have one life, so you have to be careful, but if you reach the end there are wonderful rewards to be gathered! Roguecraft is currently under development for the Commodore Amiga, with other platforms to follow.

Download: [Rogue64](#)

Download Amiga Demo: [badgerpunch.itch.io](#)

Website: [badgerpunch.com](#)



Soul Crystal +TFDS, Full English Translation by Onslaught Released!

Posted by [CommodoreBlog](#)



C64 group [Onslaught](#) have released an English translation of the 1992 Commodore 64 game [Soul Crystal](#).

As well as the English translation, they've also released an [EasyFlash](#) version and also the German version. Check out the links below to grab the download.

Your name is Dave, and these are your first holidays you're spending alone, without your parents. You're resting in a hotel near a mysterious loch in Scotland. You go swimming in the lake and dive through a waterfall – on the other side of it, you're finding yourself in a strange fantasy-like world.

The game is a mixture of a graphical and text-adventure. All actions can be performed by typing or by clicking on the icons. The story takes some wild and unexpected turns and encourages you to keep playing. A relatively hassle-free user interface makes it easy to get started. The graphics are quite good for the 64 and the background music is also quite audible. And the text, which comes in large quantities and is not always completely logical, is easier to read than the Amiga version. Friends of (now rare) text adventures will still enjoy Soul Crystal.

Download:

[Soul Crystal+TFDS ONSLAUGHT.zip](#)

Download:

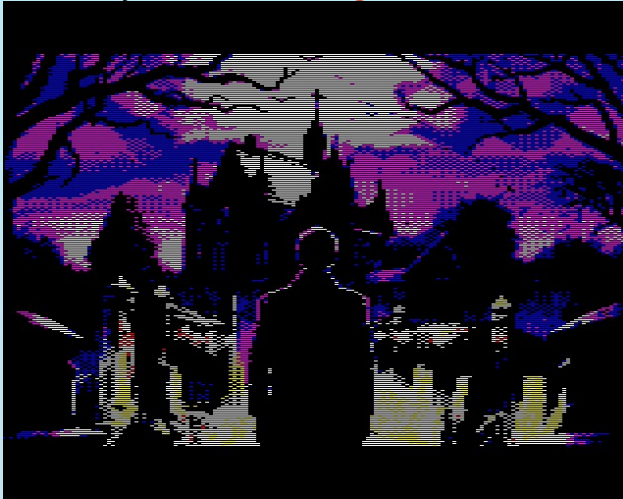
[Soul Crystal+TFDS EasyFlash ONSLAUGHT.zip](#)

Download: [Soul Crystal German.zip](#)



The Ghosts of Blackwood Manor Coming Soon for all Major Home Vintage Computers

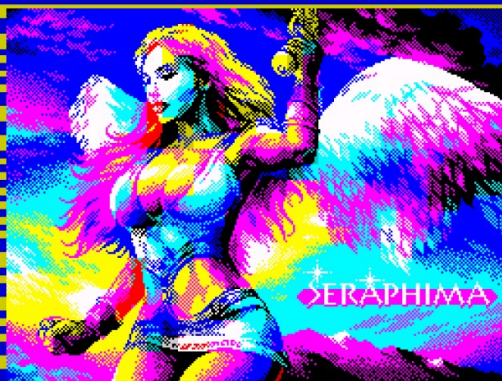
Posted by [CommodoreBlog](#)



Stefan Vogt aka [@8bit_era](#) on Twitter recently announced a new horror text adventure is coming to various vintage home computers. Bookmark his itch page [here](#), we'll keep you updated with more News.

Seraphima, Enhanced 128K Final Edition Released

Posted by [CommodoreBlog](#)



From time immemorial, there are two castes on Earth, in secret from people: Guardians who live outside time and stand on the defence of

life on Earth, and Marauders who follow the Guardians through epochs and unceremoniously take everything they want. They fought a war against each other, ensuring a balance of Good and Evil. But a terrible thing happened: Seraphima remained the last of the Guardians. If she dies, the Marauders will remain locked in their time, but the future of Earth will plunge into obscurity. And Seraphima decides to fight to the last breath to kill her enemies and save Earth.

Story, graphics, code and music: ZOSYA entertainment

Testing: Shadow Maker

Translation into Portuguese: André Luna Leão

Download: [seraphima.tap](#)

Source: [zosya.net](#)

Octopus 21, Game and Watch for GX4000 and Amstrad CPC Plus Updated

Posted by [CommodoreBlog](#)



Octopus is a Game & Watch game released as part of the Wide Screen series on July 16, 1981. In this game, the player must get as much gold as they can. However, they must watch out for the Octopus near the treasure because if they touch its arms, they lose a life. Losing all three lives results in a Game Over.

Good News today for Amstrad fans! Octopus 21 for the GX4000 and Amstrad CPC+ has been updated with a new intro, new soundtrack and much more!

Download the game here: [octopus-21-gx4000-cpcplus.cpr](#)

-Screens and GFX : EDDO (Ripped GW Gallery 4) & Cyrille Ayor61

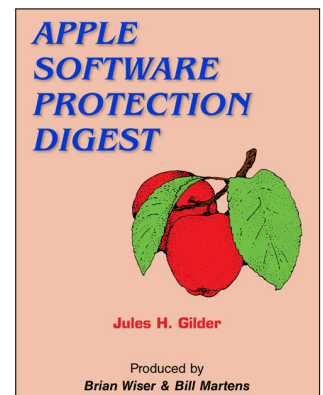
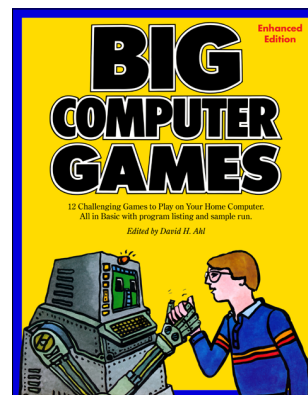
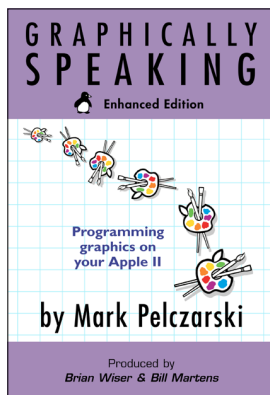
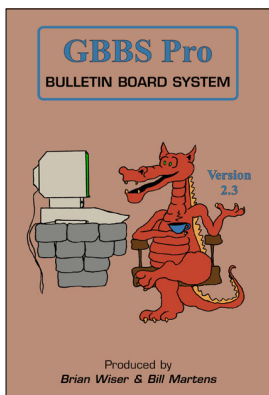
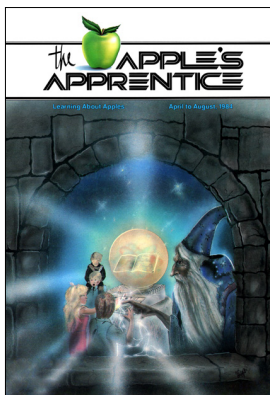
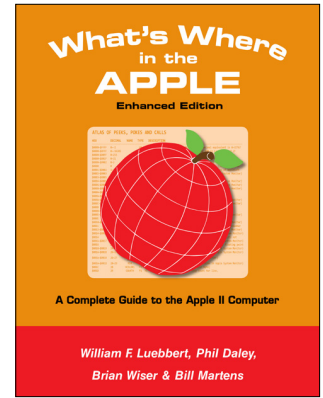
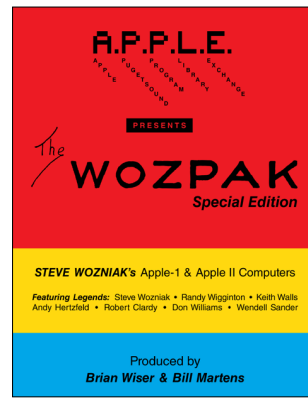
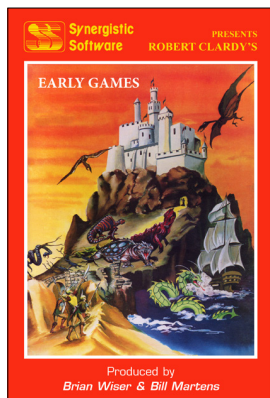
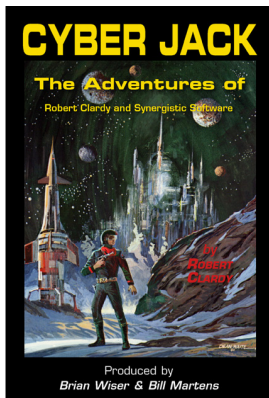
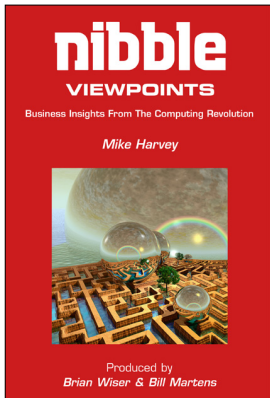
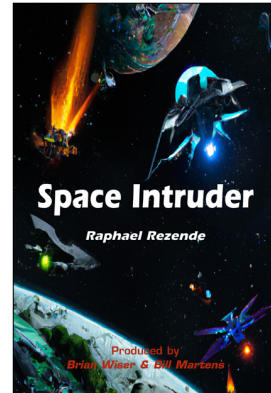
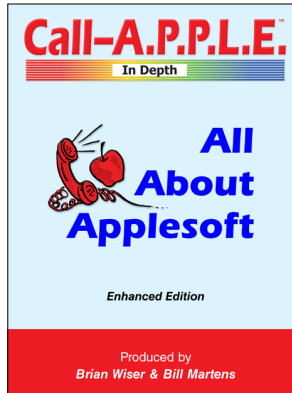
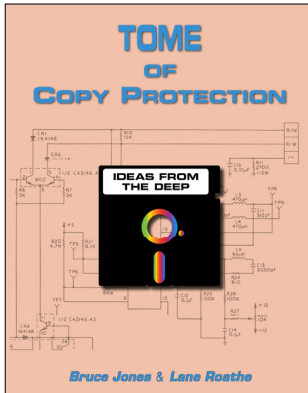


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<https://csdb.dk/release/?id=121495>

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- Musics : SuTeKH / EpyteoR
- Code : Cyrille "Ayor61" Gouret (GGP Group)
- Music Credits : 4 Chiptunes by SuTeKH / EpyteoR
- *T.D.K.-Knockerboys
- *Mike-Gibs-Donkey-Kong-Country-Aquatic-Ambience
- *SuTeKH-Egyptian-Slow-Dance
- *SuTeKH – Funky High-Score
- Final Version. Final GX4000 / CPC+ Cartridge
- Octopus 21 version



Download it here: [Leon Willy.zip](#)
 Source: [Planeta Sinclair](#)



Four Games entered into the CPCRetroDev 2023

Posted by [CommodoreBlog](#)



León Willy, New Speccy Reboot for 2023!

Posted by [CommodoreBlog](#)



Leon Willy is a Jet Set willy/Manic Miner mod for the ZX Spectrum featuring 64 new rooms, 256 objects to collect, and 14 ear munching songs! New additions for the 2023 release. A new loading screen that lives up to the game's title, even more music and various other improvements you will notice during gameplay.

Rather than posting each game from the [CPCRetroDev2023](#), we have decided it's probably better to just group a few at a time in a post. A lot of these games are loads of fun, but most are very basic in game play, and with very little information, they don't really need their own dedicated post. So to start, we take a look at What the Rock by Createvia.

[Official Trailer What The Rock \(Amstrad CPC - CPCRetroDev 2023\) BlueZone](#)

Our protagonist has been teleported to a fantasy kingdom. This world is ruled by hideous creatures of the night, to kill them we will have to enter the enchanted cave and search for four magic stones. These foul beasts will try to make our work difficult, but with the strength of the stone our hero will be able to defeat them. Download the game here: [WhatTheRock.dsk](#)

[Top Goal - Amstrad CPC - Short gameplay](#)

Top Goal is a 1v1 soccer game, and as such, it was designed to be played by two players at the same time. Take it to the field with your friends or family and be the first one to score 3 points to win the game. Points are obtained by scoring goals. To do so, get the ball inside your opponent's goal by hitting it over or under him. Find the balance between offense and defense to win games and become the top goal scorer in your friend group. Download the game here: [TopGoal.dsk](#)

Final War - Amstrad CPC - Short gameplay

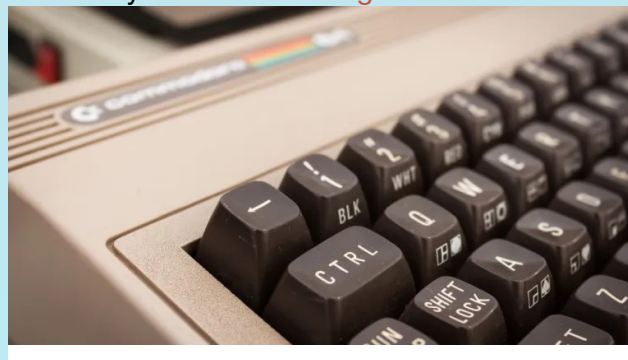
Players face challenging platforms, tenacious enemies, and enemy turrets that shoot at you. The story follows Marco's struggle to free his nation from enemy oppression while uncovering dark secrets and conspiracies on his path to victory. With intuitive controls, this video game offers an exciting experience that demands skill, strategy, and quick reflexes. Players will also find helpful tips in the user manual to overcome the most challenging obstacles and progress in the game successfully. Download the game here: [final-war.cdt](#)

In-game video Jewel Master

You've just walked into your ex-girlfriend's house. You want to take all your belongings and valuables, but your in-laws prevent you from doing so. They throw all kinds of objects at you. Dodge them, make it to the exit with all your belongings, and good luck. Download: [Master jewel](#)

C64 OS v1.05 is now available!

Posted by [CommodoreBlog](#)




Gregorio Naçu - @gregnacu

C64 OS v1.05 is now available! v1.05 introduces a major architectural upgrade — Fast App Switching. Tons of other bug fixes

and improvements are in this release. It's been under development and testing since July 2023. #C64



<https://c64os.com/c64os/whatsnew/>

<https://c64os.com/c64os/softwareupdates/>



Break the speed limit with v1.05

C64 OS v1.05 – Fast App Switching – is now available.

C64 OS version 1.05 brings a major architectural upgrade — Fast App Switching.

You can configure C64 OS to use from 2 to 30 banks of an REU (if available) for use as fast app switching banks, allowing you to have up to 30 Applications open at the same time. Switch to Apps the same way you always have, but if they're already open, suddenly you switch to the open App instantly.

With the new Fast Reboot feature, you can drop to the READY prompt from within any Application. Run games or other C64 software, or perform file management tasks from BASIC. When you boot C64 OS again, it boots in an instant and returns you to precisely where you left off.

New memory management features allow Applications to allocate REU banks so they can truly share up to 16MB of expanded RAM.

Utilities Updated

About App

Hello World

Version: 0.2
Year: ©2023
OpCoders Inc.

Copy Reset

Settings

General

About Themes

Hardware

Drives Mouse

WiFi Usage

Date/Time

Today Time

All Utilities have been updated to take advantage of Fast App Switching. And some Utilities have received a facelift offering new features and improved UI.

Download C64 OS v1.05 Update

Installing C64 OS system updates is a snap with the built-in Installer Utility.

If you have previously purchased C64 OS, you can download system updates from the [official software updates](#) page on c64os.com. If you haven't already, don't forget to checkout the new features that have become available in previous updates.

Even if you don't have an REU, C64 OS v1.05 has many bug fixes and many other improvements that make it worth installing.

Youtube: [C64 OS](#)
Twitter: [Gregorio Naçu](#)
Website: [c64os.com](#)

Robot Jet Action 2, Amiga

Posted by [CommodoreBlog](#)



Robot Jet Action 2 is a continuation of the C64 hit game and this time the game is aimed for the Amiga range of computers. Expect more colours, more robots and more action!

The release plans, dates and more details will be announced early 2024.

While waiting for this new Amiga game you can play original Robot Jet Action for the Commodore 64 here: carrion64.itch.io/robot-jet-action. The development of the game can be followed at: retronavigator.com. You can also follow the YouTube channel here: [retronavigator](#).



Forest Escape – A Knight’s Quest, ZX Spectrum 48K/128K Released!

Posted by [CommodoreBlog](#)



Back in early October, Craig from [iratahack](#) kindly sent over development versions of Forest Escape. The Vitno team had a good play through the game, and we were really impressed. So much so, that one of our lead Authors [Louie Dimovski](#) decided to write an exclusive piece for Vintage is the New Old which you can [read here](#).

We have some great News for you today, Craig recently [announced](#) on Twitter that the full version is now available for download! There is a small charge of \$3.00 USD, a small price to pay for an excellent game, and all proceeds will be donated to the [PKD Foundation](#). Proceeds from the [cassette release](#) in the U.K. (from [Cronosoft](#)) will go to pkdcharity.org.uk. Go grab it now, you won't be disappointed!

Website: iratahack.itch.io/forest-escape-a-knights-quest



Ewe Woz 'Ere DX 1.3 Update, Commodore 64

Posted by [CommodoreBlog](#)



Baaary: Mutton Commando is a cyborg sheep from the distant future who must preserve the future of mutton-kind by defending the fields from an invasion of Traazkists led by the evil combat lizard, Traazk.

Armed with a basic plasma spitter, Baaary is teleported into the field where he must destroy meanies and collect charges to prime the gateway and clear the level.

Features

- 12 levels across 6 different biomes.
- 6 different weapons to collect.
- 45 varieties of aliens across the 12 levels.
- Destructible terrain.
- Variable gravity.
- All new soundtrack.
- 30 sound effects.

- High score table and best game saving.
- An extra hard nightmare mode can be unlocked by completing the game.
- Playable on PAL or NTSC Commodore 64s.

Download: [ewewozere_dx_1.3.d64](#)

Source: [designchaos.itch.io](#)

PunyJam #4: Text Adventure Creation with PunyInform

Posted by A.P.P.L.E.



PunyJam #4 has kicked off, providing a platform for text adventure enthusiasts to showcase their creativity. Hosted by Space Hobo, fredrikr, and johanberntsson, this jam challenges participants to craft engaging text adventures using PunyInform, a powerful and easy to use library built on the foundation of Inform 6.

Key Details

Event Duration: November 18th, 2023, 8:00 AM, to December 18th, 2023, 7:59 AM

Submissions Open: November 18th, 2023

Submission Deadline: December 17th, 2023

Voting Period: December 18th to December 31st, 2023

The Theme: Unraveling the Unknown

In line with the spirit of interactive storytelling, participants are tasked with incorporating a particular theme into their games. At the beginning of each game or within the initial five moves, players should encounter signs that something is amiss or even dreadfully wrong.

Utilizing PunyInform: A Technical Dive

PunyJam #4 mandates the use of PunyInform, an object-oriented programming language based on Inform 6. Participants leverage PunyInform's advanced parser, world model, and predefined verbs to create compelling narratives. The resulting games are compiled into Z-code files, allowing them to be played on a broad spectrum of platforms, from vintage computers to modern PCs.

For those unfamiliar with PunyInform, detailed resources, tutorials, and a supportive community are available at the [PunyInform site](#). Additionally, participants can seek assistance on the PunyInform Discord server.

Beginners can also download an introductory guide to Puny Inform, a complete introductory guide written by Fredrik Ramsberg over 5 articles, compiled and produced by Vintage is the New Old and A.P.P.L.E. from the Vintage is the New Old website at: <https://vitno.org/magazines/>

Rules and Recommendations

Games must adhere to the PunyJam theme.

Submissions must be free, new, and in English.

The use of PunyInform is mandatory.

Entrants can share source code during the jam but may not publish compiled versions publicly until after the voting period.

Cooperation, code sharing, and mutual support among participants are encouraged.

Judging and Prizes

Judging is open to everyone, excluding authors voting for their own games. Participants can provide feedback to help authors improve their entries. Prizes, including cash and Steam gift certificates, are generously donated by Garry Francis, Gianluca Girelli, Stefan Vogt, and the jam organizers.

Participate and Learn

Aspiring text adventure creators are encouraged to:

Craft small, complete, and well-tested games.

Consider joining outside the competition if receiving a low score would diminish the enjoyment.

Collaborate, share code, and learn from each other.

Publish source code for transparency and educational purposes.

Join PunyJam #4

Whether you are a seasoned interactive fiction developer or a newcomer eager to explore the world of text adventures, PunyJam #4 welcomes your participation. Embrace the challenge, unleash your creativity, and contribute to the vibrant community of interactive fiction storytellers.

For more details and to join PunyJam #4, visit the [itch.io page](#).

Organizers:

Fredrik Ramsberg

Johan Berntsson

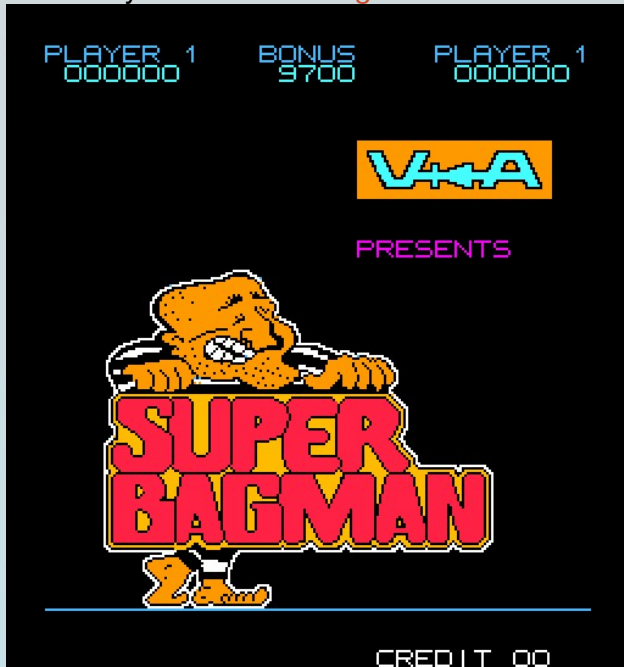
Nick Moffitt

For inquiries, or to contribute additional prizes for the Jam, contact punyjam4@zork.net.

Don't miss the chance to delve into the world of PunyInform and shape the future of interactive fiction with your own captivating text adventures!

Super Bagman Arcade to Amiga Conversion Released!

Posted by [CommodoreBlog](#)



Early November we [shared](#) News Jotd was working on Super Bagman, an Arcade to Amiga conversion. We have some great News for you today, the game has been released and you can download it here:

[SuperBagman ADF.zip](#).

Super Bagman, a Labyrinth/Maze Arcade game from 1984 by Stern Electronics. Your character is a robber. Run around a mine collecting moneybags and depositing them in a wheelbarrow at the top of the screen. Climb ladders and ride elevators to avoid two angry miners. Grab pickaxes and other objects to temporarily stun your pursuers.

Here's what Jotd had to say. Game is pretty complete by now with music by no9 (great conversions as always!) and a "very easy" mode which is default and allows the game to be playable. Arcade mode is also available, along with a lot of trainer options.

Source: [eab.abime.net](#)

1994 Bomberman Clone Penguin Tower finally Released!

Posted by [CommodoreBlog](#)



Penguin Tower is a 1994 Bomberman clone coded by Jani Hirvo and Scapegoat, graphics also by Jani Hirvo. Music and SFX by Feekzoid, Chris Lightfoot and AudioMaster J. Another game that was thought to be lost forever after the demise of the Commodore 64. But today we have some good News!

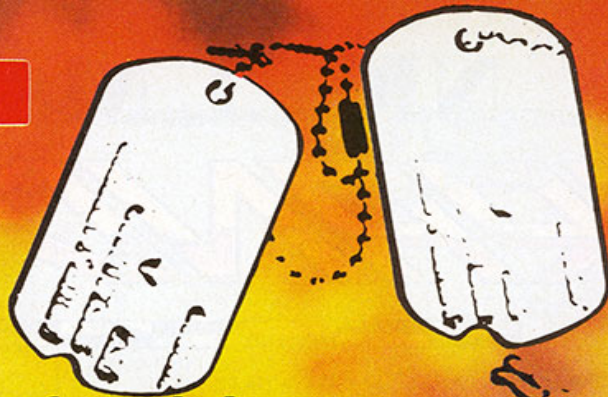
Frank Gasking just announced on Twitter that Penguin Tower has finally been released, and for free! Head over to the [Games that weren't](#) website to read the whole story, it's all very interesting.

Download: [Game Penguintower.zip](#)

Source: [Frank Gasking](#)

Commodore Format: [issue-review-cf-44-may-1994](#)

PLATOON



The first casualty of war is innocence.



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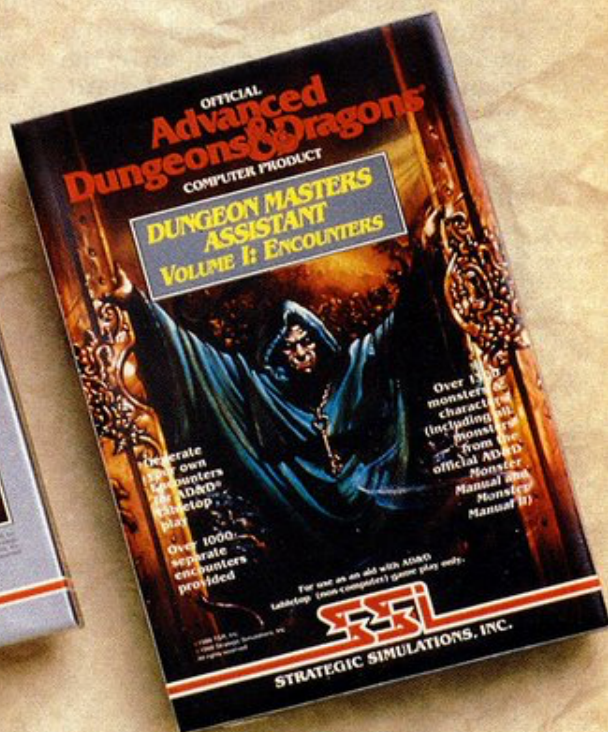
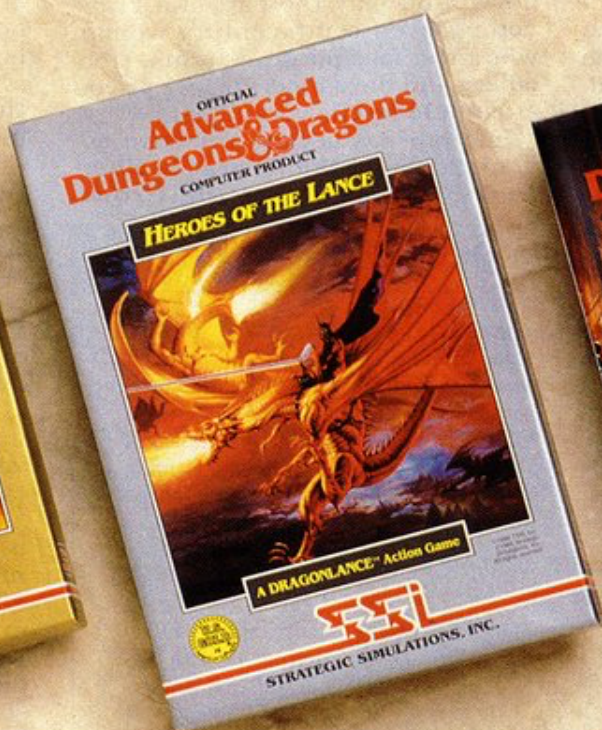
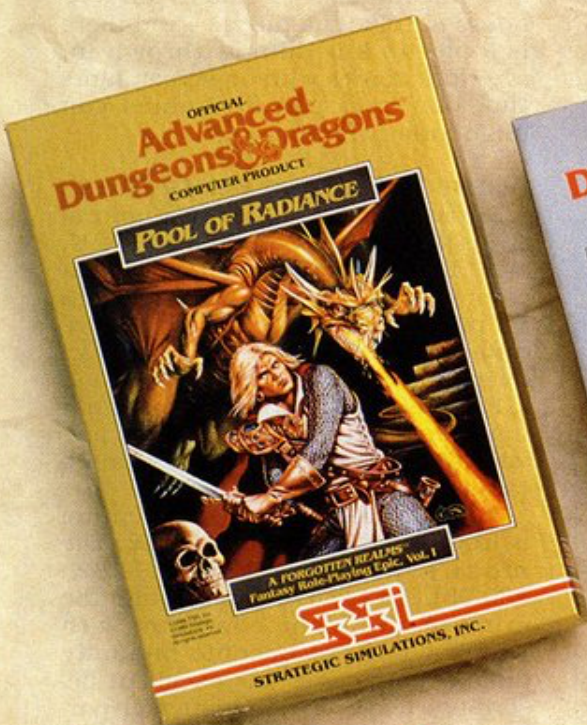
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Kung Fu Master, Amstrad GX4000

Posted by [CommodoreBlog](#)



Kung-Fu Master, known as Spartan X in Japan, is a side-scrolling beat 'em up game developed by Irem as an Arcade game in 1984, and distributed by Data East in North America. Designed by Takashi Nishiyama, the game was based on Hong Kong martial arts films. It is a sequel to the Jackie Chan and Sammo Hung film [Wheels on Meals](#) (1984), called Spartan X in Japan, with the protagonist Thomas named after Jackie Chan's character in the film.

A lot of you may remember the excellent [Commodore 64 version](#). The game was also released on many other platforms including the ZX Spectrum, Amstrad, MSX, NES and Game Boy. Today we have some interesting News, Kung-Fu Master is now available on yet another platform, the lesser known [Amstrad GX4000](#). This new version by Ayor61 has been completely re-skinned, and is looking fantastic! Check out the video below and download the game here: [kungfu-master-gx4000-reskin-2023.cpr](#)



Abbey(s) of the Dead, Amiga

Posted by [CommodoreBlog](#)



13th Century the Cathars were being expelled by the Catholic Church out of the Languedoc. Jean & Joan Raymond run to escape the crusaders, an abandoned church seems welcoming. This demo game comes as an .adf file usable on the Amiga (PAL) home computer. Requires minimum 1MB RAM (512KB/512KB or 1MB). The demo version gives you a limited area to explore on the original map with infinite lives. The full game release is expected by the end of November this year. Download: [Abbeys Demo Amiga.zip](#)

Update: Download the full game on [aminet](#).

Emerald Caves, A New Emerald Mine Clone with 64 Brand New Levels for your Amiga!

Posted by [CommodoreBlog](#)



Emerald Mine is a 1987 puzzle video game developed and published for Amiga and Atari ST by Kingsoft. The series follows mines filled with various gems, such as emeralds. It is a Boulder Dash clone in which the player completes levels by collecting a specific amount of gems before reaching the exit. Emerald Mine was Kingsoft's best-selling title with reviews generally favourable, and spawned several sequels.

Emerald Caves is an Emerald Mine clone, a nod to the past and features 64 brand new levels to test your skills. Challenging but fun! Emerald Caves is available for OCS and AGA Amiga.

Grab the download here: [EmeraldCaves.adf](#)

Classic Top Down Action Game Tower of Evil Released for the Commodore 64!

Posted by [CommodoreBlog](#)



Tower of Evil, originally a game for the [C16/Plus/4](#), [Vic-20](#) and [ZX Spectrum](#) was released by [Excess](#) today for the Commodore 64.

You play the role of Andros who was banished years ago by King Salimos and can only return when he returns kidnapped Princess Diana and the King's lost treasure taken by an evil Necromancer. You have journeyed to the Necromancer's home, The Tower of Evil to retrieve the stolen treasure and Princess Diana in this top view flick-screen game. Starting on the ground floor, you must search the rooms looking for treasure and a key to use a magic stairway to move up a floor to finally reach the seventh floor where the Princess is.

Occupying each floor are various creatures that need to be avoided or shot with fireballs from your fingertips and if you touch a creature then you lose one of five lives but a goblet will give you invincibility for a limited time. Once you reach the seventh floor you must find a chest to place the treasure in before finding and rescuing the Princess who will disappear and you have to start the whole quest again. Two players can play and each player takes it in turns to play when the other player is killed.

Download: [Tower of Evil+2HDG \[EX\].d64](#)

Source: [CommodoreBlog](#)



Timmy's Limbo, Amstrad CPC

Posted by [CommodoreBlog](#)



After a series of stupid decisions, little Timmy ends up trapped in endless ruins with countless monsters seeking to destroy his young existence. How long can Timmy survive in this limbo that seeks to drag him to the afterlife? Play this endless adventure and test your courage!

Download the game here: [TimmysLimbo.dsk](#)

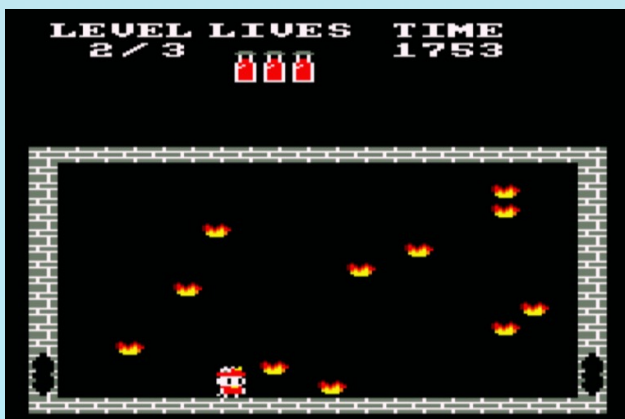
Watch Out!!! Amstrad CPC

Posted by [CommodoreBlog](#)



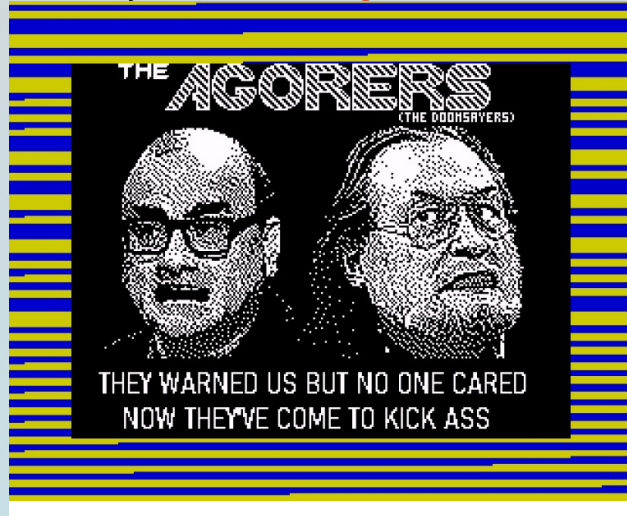
Immerse yourself in the exciting feats of Oto, a small but very brave firefighter cat, who ventures into a burning building, avoiding dangerous debris to save other cats. Help him in his daring battle for survival and rescue the kittens in distress. Download the game here:

[WatchOut.dsk](#)



The Agorers (The Doomsayers) ZX Spectrum

Posted by [CommodoreBlog](#)



The Agorers is a non-profit beat-em-up for the ZX Spectrum 48K. One of the blandest beat-em-ups the Speccy has seen in decades! This is a parody, drawing particular attention to what's currently going on in the world. An upcoming scenario of global scarcity and financial crisis. It is based on real life characters. Supports two players simultaneously! (Kempston joystick required). Download the game here: [Agorers.tap](#)



Sweet and Dark, Amstrad CPC

Posted by [CommodoreBlog](#)



Today is Halloween! You are out there, having fun in your favourite costume, seeking for every candy you can get. Everything seems so much fun... But, wait... Where's everyone? Oh! You think you've found someone, but they look so weird. You look closer and... Oh no! They are Monsters! Cross between the threatening creatures and try not to touch them, that may hurt!

Download the game here: [SweetAndDark.dsk](#)



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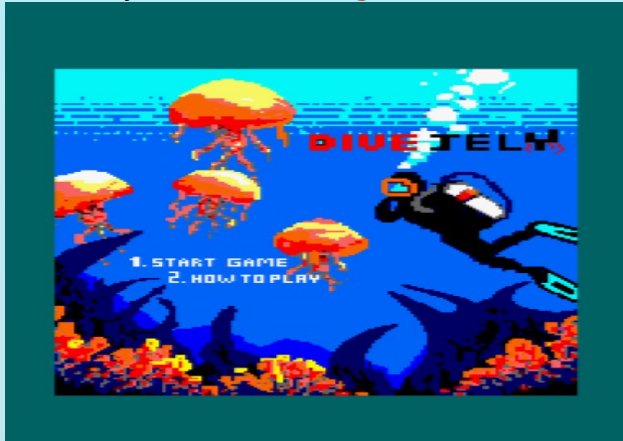
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*U.S. dollars



Dive Jely, Amstrad CPC

Posted by [CommodoreBlog](#)



In this game, you play as a diver who ventures into a mysterious and dangerous ocean to find a long-lost treasure with the goal of trading it all in for an Amstrad CPC. Unfortunately, something smells fishy, it's a legendary treasure, but no one else is searching for it. Soon, you'll discover that everyone stays away from the treasure because the ocean is infested with jellyfish! You are unarmed, but you won't turn back now. With just your diving skills and quick reflexes, you will make your way through hordes of angry jellyfish and obtain the treasure from the depths of the sea.

Download the game here: [DiveJely.zip](#)



Sheriff Duty, Amstrad CPC

Posted by [CommodoreBlog](#)



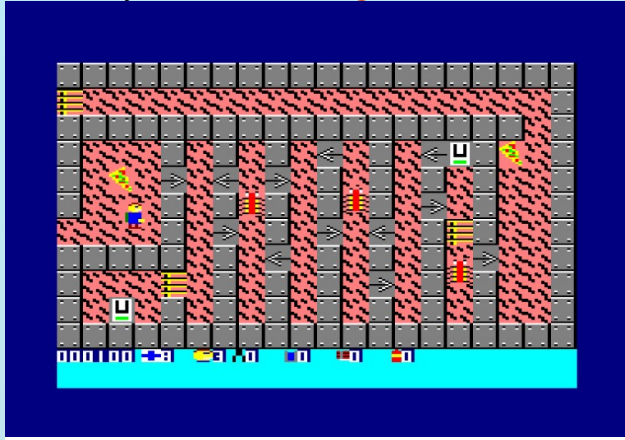
In Sheriff Duty you'll become the sheriff of Amstrad, a small town. Last night, a group of bandits entered the town causing trouble. The distant cries for help from the citizens wakes you up, so you grab your pistol ready to confront them. Will you be able to save Amstrad from the bandits?

Download the game here: [sheriffduty.dsk](#)



Fitzroy Feels the Heat, Amstrad CPC

Posted by [CommodoreBlog](#)



Fitzroy has decided to go treasure hunting, having arrived at a suitable tropical island paradise he is ready to begin. However, once Fitzroy arrives something is wrong, he is feeling decided odd, he is FEELING THE HEAT.

A little heat on a tropical island might be expected but his core body temperature does not know what it is doing. It's as if his core body temperature has a mind of its own, one minute he is burning hot and the next one he is cold as ice.

And to top it off it turns out that this island isn't a paradise at all! (Never trust a brochure!) There are enemies, traps, dangers, and spikes (always spikes) lurking around every corner.

Help Fitzroy to battle through a series of challenging levels while managing his increasingly erratic body temperature so that he can make his escape with the treasure.

Fitzroy Feels the Heat is a top down action game (with plenty of challenges to solve) for the Amstrad CPC and is a 2023 entry for the [CPCRetroDev](#) game competition.

Download: [Fitzroy Feels the Heat v1.0 DSK](#)

Tiny Magic Puzzle Game for the MSX2 Pre-Order Now Available

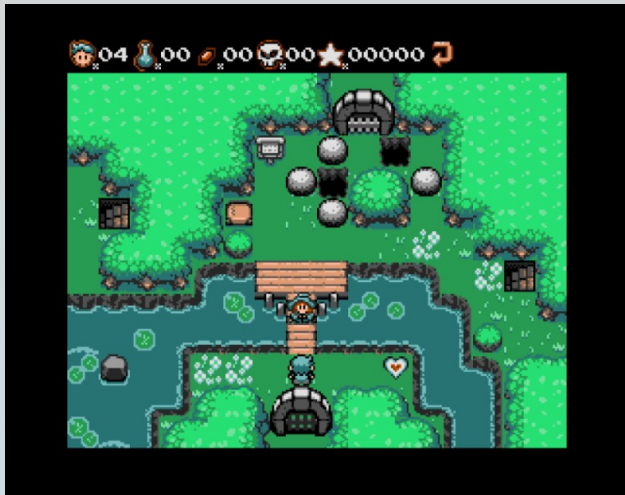
Posted by [CommodoreBlog](#)



It is the year 1890. In our modern world, magic and mages are waning. At Mahoutokoro Magic School a student is chosen for the final Master Mage exam. This year young water mage Thiharis will be tested for his magic skills and intellect. His teacher Alcina guides our hero to Ogaisuma Island for the final test. Can you beat Alcina's trials and become the new master water mage?

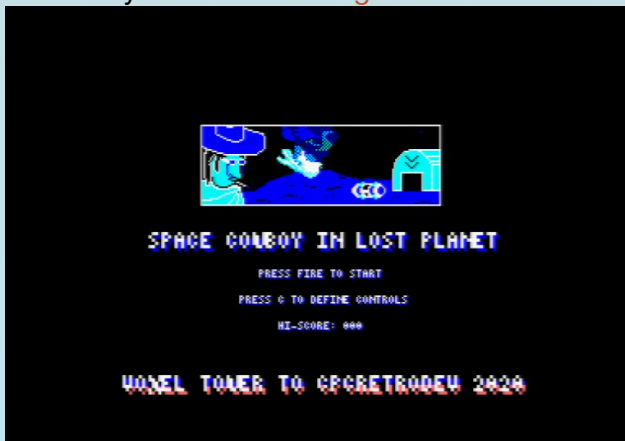
Tiny Magic is a cute puzzle game for MSX2 or higher that tells the story of mage-in-training Thiharis, who has to pass over 50 increasingly dangerous stages to join the Mage Master circle. The game runs on MSX2 or higher with at least 128 kB RAM and 128 kB VRAM.

Available: December 9th 2023. Pre-Order: [Côté Gamers](#)



Retro Rewind: Space Cowboy in Lost Planet, Amstrad CPC/ GX4000

Posted by [CommodoreBlog](#)



The space cowboy is back. After a long battle with the ZeRO forces, he managed to escape, but his ship was destroyed. After drifting through space for a few days, he has crash-landed on a small nearby planet. The ship is totally wrecked. Dante needs tools to fix the ship and escape from this planet. But not all is bad news, in the area where it has crashed there is a hangar where you could find what you need and a strange vehicle at the door that may help you in your search.

Download: [space.dsk](#)



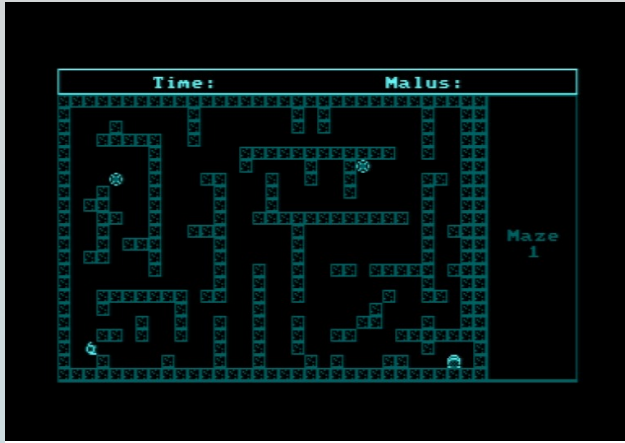
Shadow Maze, Amstrad CPC

Posted by [CommodoreBlog](#)



Gwydion, a young Celtic magician, travelled to a mysterious temple to look for the natural rock "Ore" to make a potion of invincibility. But Merlin, his rival, wants to destroy him and casts an evil spell on the temple, transforming it into a dark tomb in which he cannot escape! Time is running out and the luminous stones on your path may be your only avail! Help Gwydion escape, by brewing magic potions! Exit each maze before the time runs out. After you escape through all four mazes, you will succeed!

Download: [Shadow Maze.DSK](#)



Retro Virtual Machine Updated to v2.1.11. Windows, MacOs and Linux

Posted by [CommodoreBlog](#)



If you're one of those people who loves emulation, playing around, tinkering with settings and various configurations to see what different results you can achieve, then Retro Virtual Machine might just be what you are looking for! This emulator supports classic machines such as the Amstrad CPC, ZX Spectrum, MSX-1, Colecovision, Sega SG-1000 and Sega Master System (to name a few).

Features:

- MacOs Version universal (Intel / Apple Silicon)
- App optimized to work on HiDPI displays (4k, retina display) on MacOs, Windows and Linux
- Tape counter
- Zip files support and zip with multiples files

support

- New overlay effect
- New LCD on the overlay
- New blur background effect
- Keyboard support for joystick emulation
- New audio engine using miniaudio
- The app no longer uses SDL
- Rewritten from scratch Amstrad CPC emulation, significantly faster
- CRTC-0 and CRTC-1 Selectable in Amstrad CPC machines
- ESXDOS Rom selectable in divmmc and zxuno
- Support for changing internal ROMs in ZX Spectrum machines
- Improved effects on the audio panel
- New machine icons and flags
- Reduced input lag
- Reduced frame tearing
- Support for TSX files in the MSX

Latest Changes. RetroVM v2.1.11 (13/11/2023)

- Fixed the bug that caused the window not to close in full screen on Windows.
- Fixed the issue causing some dialog boxes to appear behind the window.
- Hid the annoying debug window again.

As a website writer for Retro Gaming News, I am always loading up emulators to test-play the games for reviews, grabbing screen shots etc.. An all-in-one solution is definitely something I will use in the future, helping me create website posts with higher efficiency. There is another multi-format emulator called [Bizhawk](#) which also supports many machine cores, the main difference between Bizhawk and Retro Virtual Machine is the latter has more customisation options giving you a better GUI emulation experience. BizHawk supports more videogame cores, so it's also worth taking a look at too.

Download: retrovirtualmachine.org

Download: tasvideos.org/Bizhawk

Commodore 64 Revolution Documentary starts Crowdfunding.

Posted by [Glen McNamee](#)



The Commodore 64 Revolution is a feature-length documentary on the Commodore 64. Looking at its history and cultural impact.

It is grassroots indie production done by a professional production company, and it's now crowdfunding on IndieGoGo. It will be in English and distributed worldwide.

The complete product, if all goes well, should be finished in December 2024 and promises to include the following:

100min Documentary for download/streaming.

)

40 min Making of documentary.

Downloadable soundtrack.

Bonus material

More information can be found on the [IndieGoGo Campaign page](#) or [Facebook](#), [Instagram](#), [YouTube](#) and [Tiktok](#).

Total Replay II: Instant Replay v1.0-alpha.3 Released

Posted by A.P.P.L.E.



A new alpha release of the Total Replay II gaming platform for the Apple II series computers is now available. This release addresses an issue with Formula 1 Racer demo which was crashing on the Apple IIgs. A2_4am, the developer for the Total Replay and Total Replay II platforms announced the release this morning on his Mastodon account.

This is volume 2 of Total Replay, with a focus on sports and board games. This release features 47 Apple II games, all playable from a single bootable 32MB hard disk image.

For more information about the Total Replay II gaming platform, check out the [archive.org](https://archive.org/details/TotalReplay2) page for the platform at: <https://archive.org/details/TotalReplay2>

Source Code for Total Replay II and the changelog for the platform is available on the Github page for Total Replay II at: <https://github.com/a2-4am/4sports/releases/tag/v1.0-alpha.3>

Credits: Thanks to @a2_qkumba, @txgx42, @xot, @Roughana, Frank M., and retro-mike for patches and testing.

“Goldoraktari” takes flight on Atari 8-bit computers

Posted by [Atariteca](#)



In an exciting development for retro gaming enthusiasts, the beloved project “Goldorak” is now in the works for Atari 8-bit computers.

Spearheaded by French enthusiast Eric Cubizolle, aka “Titan”, this game draws inspiration from the iconic Japanese anime and manga series “UFO Robot Grendizer”; a gem from the late '70s that, despite its popularity in Japan and the West, remained relatively unknown in other regions.

“Goldorak” unfolds as a captivating shoot'em up game with a vertical scrolling background. Initially intended for the Amstrad GX4000 console and Amstrad CPC computers, the game mirrors the anime's narrative. Players guide the main character, who escapes the ravaged planet Flead from the tyrannical King Vega, on a mission to Earth. The objective? Defeat Vega by collecting scattered parts of a device across diverse locations.

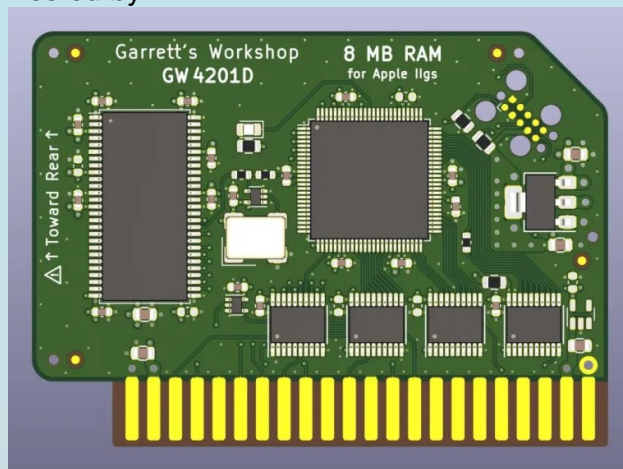
The project gained momentum after “Titan” shared its elements – graphics, music, storyline – leading to plans for a broader release on platforms like ZX Spectrum and Sega Mega Drive. One enthusiast, **Jean-Marc Lebourg, a devoted Atari 8-bit fan**, decided to revive his programming skills for this venture. With

assistance from **David Lzd and Testuro for graphics and music transfer**, the Atari version, tentatively named “**Goldoraktari**,” is **rapidly taking shape**, boasting developed elements such as level graphics, code snippets, and music.

A recent video shared by Jean-Marc provides a sneak peek into “Goldoraktari,” showcasing elements like the lower panel, background scrolling, and the character's avatar. The music, featuring conversions by StaxX, is based on original scores by Shunsuke Kikuchi from the anime.

RAM2GS 8 MB IIgs RAM back in stock! RAM2E 8 MB RAM for IIe coming soon!

Posted by A.P.P.L.E.



Hello from Garrett's Workshop! Just wanted to let everyone know that our model GW4201D “RAM2GS II” 8 MB RAM card for Apple IIgs is available for sale again: <https://www.ebay.com/itm/256237573802>

The card was unavailable for about two years due to the chip shortage, then we ran out after a lot of demand for our first batch in two years. We have been running our semi-automated factory, making more units, and we think that we can stay in stock for the foreseeable future. In the next few days, we will be rereleasing our model GW4203B “RAM2E II” 8 MB auxiliary/RAMWorks RAM for Apple IIe. It has all of the same features as the RAM2GS but is compatible with the Apple IIe and supports the RAMWorks bank-switching protocol.

More about RAM2GS II

RAM2GS II provides 8 MB of RAM by default but also has an adjustable capacity feature. Using our GWRAM.SYSTEM utility program, the RAM size can be set to either 8 MB or 4 MB. 4 MB size is useful because most DMA devices do not function properly with an 8 MB RAM card. The RAM size can be set temporarily or saved in nonvolatile memory so it's restored on power-up.

A new feature since we last shipped RAM2GS II in 2021 is the activity LED. By default, the LED is disabled but it can be enabled using the same GWRAM.SYSTEM utility used to set the RAM capacity. The LED is a soft amber color (605 nm) and flashes only during CPU or DMA RAM access, not during RAM refresh. As with the RAM size, the LED can be enabled or disabled temporarily or the setting can be saved in nonvolatile memory.

RAM2GS II achieves low power consumption by using one modern SDRAM chip. Idle power is 0.15 watts maximum (30 mA @ 5V) and active power is 0.5 watts maximum (100 mA @ 5V), leaving plenty of power available for other peripheral cards. These are maximum figures applicable to the worst-case temperatures and chip process variation. We usually observe about half as much power draw. Power consumption is low enough that the LED represents 5-15% of power usage when the RAM card is in active use. That's why the LED is off by default.

RAM2GS II is built with a high-quality, four-layer, ENIG gold-plated PCB and is fully EU RoHS-compliant (lead-free). We are particularly pleased with our environmental achievements on this card. Other Apple IIgs RAM card designs using legacy chips cannot be produced in accordance with the latest EU and California regulations restricting the use of leaded solder and other environmentally unfriendly materials. Our design, using modern parts, achieves full RoHS compliance. Modern lead-free solder has been criticized as less reliable than leaded solder so we use copper- and silver-bearing solder to minimize solder joint cracking and tin whiskers.

Great attention has been paid to signal integrity. This is especially important because RAM2GS II runs its SDRAM from a 60 MHz clock signal generated on the card. RAM2GS II

has internal power and ground planes, minimizing generation of and susceptibility to electromagnetic interference. Wiring lengths are short and all Apple IIgs bus signals are buffered at the card's edge connector. Capacitive loading on the Apple IIgs bus has been minimized by careful hatching of the power and ground planes underneath the edge connector contact pads. RAM2GS II uses fast, low-voltage 74LVC or 74AHC-series buffers for input signals. For the data bus output, 5 volt 74AHCT-series chips are used for their slow edge rates and full-swing 5 volt output. The slow edge rate prevents ringing on the IIgs's data bus and the 5 volt output swing is compatible with the 5V CMOS input thresholds of recent-production 65C816 CPU chips.

Another point of note is that RAM2GS II uses only high-quality Samsung and Murata multilayer ceramic capacitors. There are no electrolytic or tantalum capacitors on the board. All bypass capacitors are X5R or X7R temperature grade and are rated for about triple the nominal working voltage. We also do not use any IC sockets. These can be unreliable over time compared to a soldered connection between a board and a thin, lightweight chip. Because RAM2GS II uses modern components and no sockets, the finished board is under 4.5mm thin. This prevents it from touching a long, thick card installed in slot 7.

We produce every unit ourselves in our semi-automated factory using a pick-and-place machine with vision system and a multistage conveyor belt reflow oven. After reflow soldering and post-assembly visual inspection, we ultrasonic clean each board to eliminate any sticky flux residue from the soldering process. Our subsequent testing steps include automated test vectors as well as functional test on a real Apple IIgs system.

In order to insulate our product from future shortages, we have developed multiple versions of RAM2GS II, each supporting a different CPLD/FPGA chip controlling the RAM on the card. The designs function identically and look almost identical. We have versions supporting six different CPLD/FPGA families from three different chip vendors. This will allow us to continue producing our cards and pricing them favorably in case of future shortages.

We've sold nearly 1000 cards in the RAM2GS and RAM2GS II series between 2019 and 2021. For anyone interested, the model GW4201D "RAM2GS II" succeeded our previous "RAM2GS" series of RAM cards in September 2020. The older RAM2GS series had only 4 MB of RAM and was initially released in April 2019. The old 4 MB RAM2GS had three major revisions—GW4201A, GW4201B, and GW4201C—each improving the appearance, quality, manufacturability, and power consumption but still using legacy chips. We replaced the 4 MB RAM2GS with the 8 MB model GW4201D "RAM2GS II" in September 2020. When we added the LED in preparation for the card's rerelease this year, we considered bumping the revision from -D to -E but decided against it. The addition of the LED isn't as big of a change as between the old 4 MB A, B, and C variants, which differed significantly in their physical sizes and power consumption.

And of course, we are committed to open-source development. RAM2GS II's design is completely open-source even for commercial use. This includes all schematics, board layouts, CPLD firmware, and utility software. Altogether, we believe we have the most sophisticated product in this category and we encourage others to build on top of our work if they want. We're always very happy every time we see a clone of one of our products for sale online.

In the coming weeks we will be reintroducing RAM2GS's sister product, the model GW4203B "RAM2E II." RAM2E II provides the Apple IIe with 8 MB of auxiliary RAM and has all the same features as RAM2GS II, including adjustable RAM capacity and activity LED. Then we will be rereleasing our other pair of sibling cards, TimeDisk and GR8RAM. These are Slinky/RAMFactor-compatible RAM disk cards with extra features including a ROM-based restore partition (only on TimeDisk), battery backup (only on TimeDisk), and real-time clock (only on TimeDisk).

New feature! Enable 16 MB on your Garrett's Workshop "RAM2E II" model GW4203B

Posted by A.P.P.L.E.



Hello from Garrett's Workshop! In the next day or two, we will be rereleasing our model GW4203B "RAM2E II" auxiliary/RAMWorks card for the Apple IIe. Just wanted to let everyone know who already owns a RAM2E II card from us, we have released an update for our GWRAM.SYSTEM utility enabling 16 MB capacity on 80% of RAM2E II cards sold! 16 MB capacity is not as compatible as 8 MB capacity, so use 16 MB mode carefully...

RAM2E II will be back on sale soon! In the meantime, RAM2E's sibling product for the Apple IIgs, RAM2GS II, is available for sale here: <https://www.ebay.com/itm/256237573802>

To find out if your card supports 16 MB and enable it, download the latest version of GWRAM.SYSTEM from our website here: <https://garrettsworkshop.com>. Use GWRAM.SYSTEM to set your card for 8 MB if not already, reboot and relaunch GWRAM, and then 16 MB capacity will show up as an option if your card supports it.

ProDOS Drivers Updated to Version 1.6 – Elevating Apple II Customization

Posted by A.P.P.L.E.



In the latest update to ProDOS Drivers, version 1.6 has been released, introducing significant enhancements to the FujiNet Clock Driver and the addition of a new “jumbo” clock driver, amalgamating various functionalities. This update, marked as a significant milestone, is a testament to the ongoing efforts of Joshua Bell to further the enhancements of the Apple II series computers in the software realm.

[Download ProDOS Drivers v1.6](#)

FujiNet Clock Driver Refinements:

One of the key improvements in this update is the refinement of the FujiNet Clock Driver. Users can now benefit from a fix in the search continuation during installation, ensuring a smoother and more seamless experience.

Introducing the “Jumbo” Clock Driver:

A noteworthy addition is the introduction of the “jumbo” clock driver, a comprehensive amalgamation of various clock drivers. This consolidated feature aims to provide users with a versatile and extensive array of options for customizing their Apple II experience.

Understanding ProDOS Drivers:

For those unfamiliar with ProDOS “drivers,” they play a crucial role in customizing the ProDOS operating system for the Apple II. These drivers are .SYSTEM files found in the boot directory and are designed to tailor ProDOS by installing drivers for hardware or modifying specific parts of the operating system. The ProDOS Drivers repository collects various drivers and utilizes common code to chain to the next .SYSTEM file, supporting network drives.

Included Drivers and Modifications:

The repository encompasses an array of drivers and modifications, including:

Real-time Clock drivers: No-Slot Clock, Cricket!, Applied Engineering DClock, ROMX Real-Time Clock, FujiNet Clock, and a “jumbo” driver.

Accelerators: ZIP CHIP configuration for speaker access.

RAM Disk drivers: RAMWorks Driver by Glen E. Bredon.

Quit dispatcher/selector (BYE routines): 40-column Selector (from ProDOS), 80-column menu-driven Selector (from ProDOS 1.9 and 2.x), Bird’s Better Bye, and Buh-Bye.

Text color themes for IIgs (or VidHD) text/background/border colors.

Non-drivers and Utilities:

The release also includes non-drivers such as DATE binary for displaying ProDOS Date/Time and utilities for The Cricket! clock.

How to Use:

Users are encouraged to utilize tools like Copy II Plus or Apple II DeskTop to copy and arrange the SYSTEM files on their boot disk according to their preferences. The README provides a comprehensive guide on the suggested arrangement of drivers for optimal functionality. The ProDOS Drivers disk does not include the ProDOS operating system on it.

Building ProDOS Drivers:

To build ProDOS Drivers, follow the instructions provided in the README. The process involves fetching, building, and installing cc65 and Cadius.

The Retromancer 93

Posted by [CommodoreBlog](#)



The goal is to endure as long as possible and make it to the end, but only the best can achieve that. In this game, there are two lines of enemies attacking you, and you must not let them destroy your defences. Switch between lines and attack the respective enemies at just the right moment to prevent it! It features levels to conquer with progressive difficulty.

Download the game here: [retromancer93.dsk](#)

Total Replay II: Instant Replay v1.0-alpha.2 – Classic Sports and Board Games for Apple II Series Computers

Posted by A.P.P.L.E.



A2_4am has announced through his Mastodon account that the Apple II gaming platform, Total Replay II: Instant Replay v1.0-alpha.2 has been

released. This platform presents a rich collection of 47 Apple II games, all conveniently accessible from a single bootable 32MB hard disk image.

This release officially marks the arrival of volume 2 of Total Replay, with a particular emphasis on sports and board games.

[Download Total Replay II v1.0-alpha.2](#)

The release, available for exploration and download on [Archive.org](#), is a collaborative effort, with special thanks extended to contributors such as @a2_qkumba, @txgx42, @xot, @Roughana, and Frank M., who contributed patches and testing support.

For an in-depth look at the code changes and the updates, users can refer to the [changelog on GitHub](#).

About Total Replay II: Instant Replay:

Total Replay II serves as a frontend for discovering and playing classic sports and board games on the 8-bit Apple II. Key features include:

- User-friendly interface for searching and browsing all games.

- Screensaver mode with hundreds of screenshots and dozens of self-running demos.

- Removal of in-game protections, including manual lookups, code wheels, etc.

- Integrated game help.

- Cheat mode available for most games.

- Super hi-res box art (requires IIgs).

- All games run directly from ProDOS, eliminating the need for swapping floppies.

System Requirements:

Total Replay II is compatible with any Apple II series computer equipped with 64K RAM and Applesoft in ROM. Some games may require 128K, and a joystick may be necessary for certain titles. The Total Replay II frontend will automatically filter out games that do not work on the specific machine you are running Total Replay II on.

To run Total Replay II, a mass storage device capable of mounting a 32 MB ProDOS hard drive image is needed. This is supported by all major emulators. For those users running Total Replay II on an actual Apple II series computer,

mounting of the disk image can be done with devices such as CFFA3000, Floppy Emu, MicroDrive, BOOTI, or similar adapters.

Licensing Information:

Total Replay II is developed by 4am and is licensed under the MIT open source license. The original code is accessible on [GitHub](#).

Games and artwork within Total Replay II are the property of their respective authors.

Total Replay v5.0.1 Unleashes a Treasure Trove of Apple II Games

Posted by A.P.P.L.E.



A2_4am just announced some exciting news for Apple II gaming enthusiasts! According to his posting on Mastodon, Total Replay v5.0.1 has just been released.

This latest release of the Total Replay platform brings a staggering collection of 484 Apple II games to the platform, including 182 new additions since the previous version. The entire collection is conveniently playable from a single bootable 32MB hard disk image.

[Download Total Replay v5.0.1](#)

The release, available for exploration and download on [Archive.org](#), is a collaborative effort, with contributors such as @a2_qkumba, @txgx42, @helix_nrg, Andrew Roughan, Frank M., Kris Kennaway, @ladyailuros, Brian Wiser and a number of other folks who have been involved in shaping the project over the past four years.

For a detailed look at the code changes and updates, check out the [changelog on GitHub](#).

About Total Replay:

Total Replay serves as a frontend for experiencing and playing classic arcade games on the 8-bit Apple II. Some standout features include:

User-friendly interface for searching and browsing all games.

Screensaver mode with hundreds of screenshots and dozens of self-running demos.

Removal of in-game protections, including manual lookups, code wheels, etc.

Integrated game help.

Cheat mode available for most games.

Super hi-res box art (requires IIGs).

All games run directly from ProDOS, eliminating the need for swapping floppies.

System Requirements:

Total Replay is compatible with any Apple II [equipped with 64K RAM and Applesoft in ROM. Some games may require 128K, and a joystick may be necessary for certain titles. The system will automatically filter out games that do not work on your specific machine.

To run Total Replay, you'll need a mass storage device capable of mounting a 32 MB ProDOS hard drive image. This is supported by all major software based emulators. It runs on a number of hardware emulators as well.

For those using actual Apple II series hardware, mounting can be done with devices such as CFFA3000, Floppy Emu, MicroDrive, BOOTI, or similar adapters.

Licensing Information:

Total Replay, developed by 4am, is licensed under the MIT open source license. The original code is accessible on [GitHub](#).

Games and artwork within Total Replay are the property of their respective authors.

Dive into the world of classic Apple II gaming with Total Replay v5.0.1 — where nostalgia meets cutting-edge convenience!

Rally Cross, A New Top Down Racer Game for Amiga

Posted by [CommodoreBlog](#)



There are many excellent top down racing games on the Amiga. Some of my favourites are [Nitro](#), [Super Cars](#), [All Terrain Racing](#) and [Skidmarks](#), to name a few. [Rally Cross](#) is a new top down racer for the Amiga by [Resistance](#), and was recently updated to version 1.0. The game ended up 5th place at [Flash Party 2023](#). Download the game here: [rc.adf](#). Grab the source over on [github](#).



Historic Apple Computer, Inc. Building Sign Fails to Find a Buyer at Bonhams Auction

Posted by [A.P.P.L.E.](#)



Cupertino, CA – The original Apple Computer, Inc. company building sign, bearing the iconic rainbow logo, faced an unexpected outcome at the Bonhams auction, failing to secure a buyer despite its historical significance and ties to the early days of Apple.

The exterior office sign, crafted from stiff foam and adorned with six vinyl-applied colors, stood at approximately 46 x 49 x 1 ½ inches, with a separate stem piece. Showing signs of wear, including slight peeling at some color transitions, craquelure in certain areas, and general outdoor wear, the sign served as a visual landmark when removed from Apple's Cupertino headquarters in 1999.

The rainbow logo, synonymous with Apple's early identity, replaced the initial Isaac Newton illustration within a year of its introduction. Designed by graphic artist Rob Janoff, commissioned at Steve Jobs' request, the logo aimed for simplicity—with a bitten apple to avoid confusion with a tomato—and the use of colors to “humanize” the company. This Rainbow Logo graced Apple's image from 1977 until its transformation into the monochromatic version in 1998.

The specific sign offered at auction was removed from the side of building 3, visible to

drivers heading north on highway 280, adding to its historical significance.

Despite the anticipation surrounding the auction, which took place online from October 30, 2023, to November 8, 2023, the iconic Apple sign failed to meet the minimum bid of \$30,000 USD.

For those interested, the current Bonhams listing for the sign can be found [here](#).

About Bonhams

Bonhams, with a legacy dating back to its founding in London in 1793, is a renowned international auction house known for its connoisseurship and bespoke service. Hosting over 400 specialist sales annually in 60 categories, Bonhams holds flagship salerooms in London, New York, Los Angeles, and Hong Kong. Despite the setback with the Apple sign, Bonhams remains a key player in the auction industry, connecting buyers and sellers across a diverse range of collectibles and artifacts.

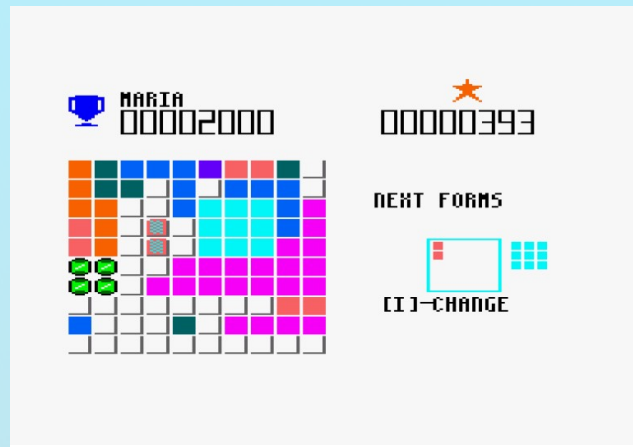
Forms, A Tetris-like Game for your Amstrad CPC

Posted by [CommodoreBlog](#)



Forms is a Tetris-like game for your Amstrad CPC, in which you'll have to place as many forms as possible on a grid, to complete lines and columns and make them disappear. The game ends when you are not able to place any more Forms. A fun and easy game to play, but hard to master.

Download the game here: [Forms.dsk](#)



Taction! A New Atari 8-bit Tetris-clone by PauLowRes

Posted by [CommodoreBlog](#)



[PauLowRes](#) (Paulo Garcia) recently released a new Atari 8-bit Tetris clone. The game was written in [OSS Action](#). Gameplay is complete, a little rough around the edges, but this is an ongoing project so expect improvements in the near future. Head over to [github](#) to download the Source.

Robot Jet Action C64 Game Coming to Amiga

Posted by [CommodoreBlog](#)



It's been over a year since Robot Jet Action was [released](#) on the Commodore 64. Retronavigator just announced they are working on Robot Jet Action for the Amiga. Not much is known just yet, but there is a new teaser video and a small amount of info shared.

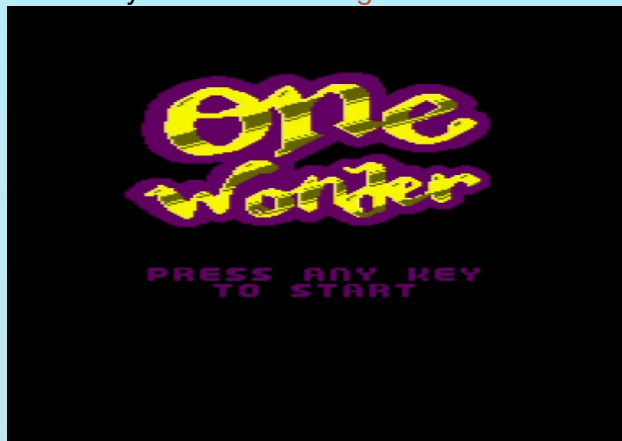
- Super early development stage
- Final game title still to be decided
- Release date not decided yet – will take some time for sure
- 5 years old code resurrected and adapted in 2023
- Will work on every Amiga in 50 FPS!
- (512kb+512kb)
- 100+ colours on screen with copper effects
- Developed in Blitz Basic 2 + M68k Assembly
- Temporarily used music by Lizard aka Magnar of Censor Design and Nah-Kolor

We will be keeping a close eye on development for this game, in the meantime check out the video.

Source: [retronavigator.com](#)

One Wonder, Amstrad CPC

Posted by [CommodoreBlog](#)



Being a sorcerer's apprentice is quite difficult when you don't know how to cast spells...

One Wonder tells the story of a young mage, whom his master has tasked with recovering a chest with the goal of mastering his powers. In order to see how our little mage achieves his goal and the contents of the mighty treasure you'll have to complete 5 levels in the dungeon on which the treasure lays.

Download: [one_wonder.dsk](#)



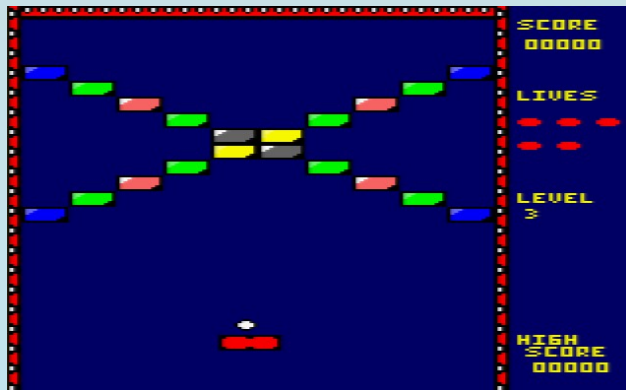
Balkanoid, Amstrad CPC

Posted by [CommodoreBlog](#)



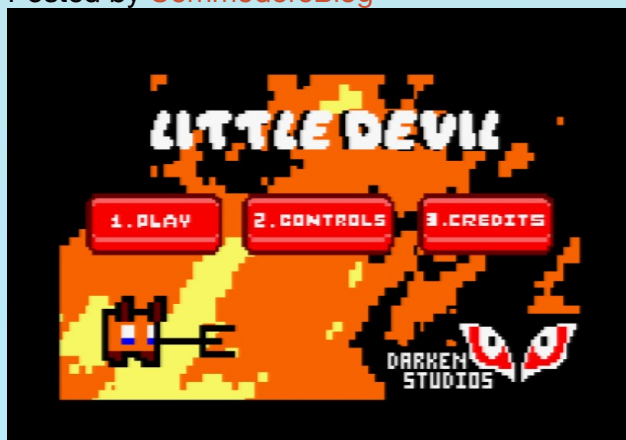
Balkanoid is an Arcade game where the goal is to destroy all the blocks in each level while making sure the ball doesn't fall into the void. A nice little Arkanoid clone for your Amstrad CPC.

Download: [BALKANOID.dsk](#)



Little Devil, Amstrad CPC

Posted by [CommodoreBlog](#)



In Little Devil, you help an infernal spawn in his quest to escape the hells! But these hallways aren't empty, as other infernal creatures, either crawling on the ground or flying up in the air, your enemies, will try to stop the devil in its tracks. This game is short but intense. Learning the patterns for every level will be crucial for your success!

Move towards the doorway at the right of the screen to complete the level. If enemies come in contact with you, you will be damaged and be unable to move in their direction. Use your spear to attack them! Projectiles also damage you, but will be destroyed upon impact.

Download: [LittleDevil.dsk](#)



Rail Runner, Amstrad CPC

Posted by [CommodoreBlog](#)



Dive into the thrilling underground world of 'Rail Runner: Miner's Quest'! Navigate treacherous tracks, leap from rail to rail, and dodge hazards in abandoned mine tunnels. As an intrepid miner, you must harness your quick reflexes to collect precious gems, discover hidden treasures, and survive unexpected obstacles. With dynamic gameplay, endless challenges,

and captivating graphics, 'Rail Runner' promises an adrenaline-pumping adventure. How far can you go in the depths beneath the surface?

Download: [Rail Runner.cdt](#)



Mr. OG The Sampler, Amstrad CPC

Posted by [CommodoreBlog](#)



Mr. OG the Sampler is an Arcade game inspired by the classic [Guzzler](#), released in [1983](#). The project aims to give a twist to Guzzler's gameplay and dynamics by creating increasingly shorter levels that speed up the gaming sessions and make the experience more enjoyable.

The goal of the game is to navigate through the levels in search of the lost candies until you've eaten them all. To achieve this goal, you will need to open doors with hidden keys and, above all, avoid and dodge the enemies that roam the levels and can harm you. You'll have

to recover the lost candies as quickly as possible. Download: [Mr Og The Sampler.dsk](#)



Guard the Castle, Amstrad CPC

Posted by [CommodoreBlog](#)



You are on call tonight, it seems like an ordinary night, but... Lord Farquaad is trying to storm the castle by sending his monsters. You only count on your sword and your strength. Swing your sword and throw the waves of force to finish them off. Will you be able to stop them?

Download: [GuardTheCastle.dsk](#)



“31,000 student hours later, we still love Apple Computer.”

Dr. Kenneth Brumbaugh, Minnesota Educational Computing Consortium

When the Minnesota Educational Computing Consortium recommended Apple Computer to the state's school districts—well, it started something big.

Today there are hundreds of Apple Computers in use in 35% of Minnesota's elementary and secondary schools, and nearly all of the colleges and universities in the state. Most communicate with the Consortium's CYBER 73 mainframe in a state-wide educational computer network.

The educational computer

Dr. Kenneth Brumbaugh, Manager of User Services, heads the team responsible for supporting instructional computing.

“MECC evaluated personal computers and chose Apple because it was the one that met our rather rigid specifications.

“And, we employ a conventional timesharing system, with remote terminals. But that means high phone costs.

And limited user access. Apple solves that. It gives schools a stand-alone computer for about the price of a terminal. Also, Apple interfaces directly to our CYBER, so we can download programs to any Apple



in the state. That also means we can serve as the communication link for the wealth of new programs students and teachers are writing themselves. For us, Apple is an excellent educational computer.

The kids—and the teachers—love Apple


“One big reason we chose Apple is that it is so easy to program. Now, with Pascal, Apple can provide even more programming flexibility.

“For example, MECC has written a note-recognition program to help teach music that takes advantage of Apple's unique built-in speaker. And Apple's color graphics make programs far more interesting than conventional black and white terminals can.

“To date, we've logged over 31,000 student hours on Apple Computers. We even have schools trying out computers for home study. The kids love the Apple. And so do the teachers.”

Is Apple for you?

For the name and address of your local Apple dealer and your free copy of Apple's *new* Curriculum Materials Kit, call **800-538-9696**. In California, **800-662-9238**. Or write us at 10260 Bandle Drive, Cupertino, CA 95014.

apple computer 



Nuke Bug, Amstrad CPC

Posted by [CommodoreBlog](#)



After many years of storing uranium in the nuclear cemetery, a strange behaviour was detected in the subsurface. That's why a reconnaissance team was sent and reported the presence of a nest of highly aggressive mutant insects.

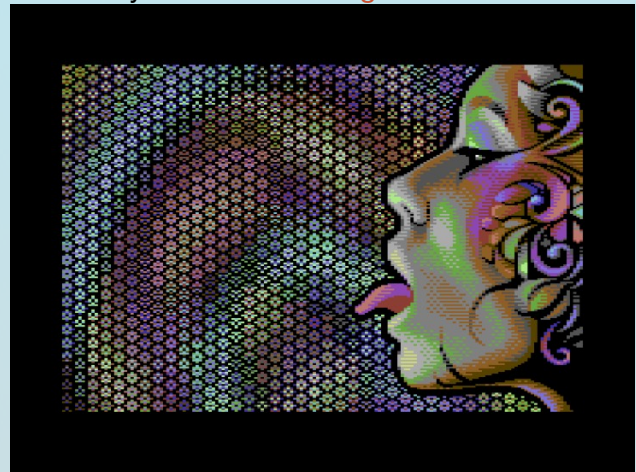
You are a special agent. Your mission is to clean the nuclear cemetery of all insects and collect as many uranium samples as possible to continue the research on the mutation of the insects. The mission begins. Do your best to stay alive. Download the game here:

[NukeBug.dsk](#)



Raistlin from Genesis Project Shares Some Early C64 Demo Source Code

Posted by [CommodoreBlog](#)



[Raistlin](#) from the well known C64 demo group [Genesis Project](#), has kindly shared some of his early demo source code.

“After a discussion on this on CSDb, I decided to finally make the sourcecode to some of the earlier demos that I've worked on (Delirious 11 and The Dive) public. So, in theory, you should be able to build those demos. I've also added X Marks the Spot and Memento Mori sourcecode, too. Flame on, coders, flame on – go look at that awful spidery mess of shit code ;p”

Download: [github.com](#)

Twitter: [Raistlin/G*P](#)

The Chaos Engine on the Commodore 64?

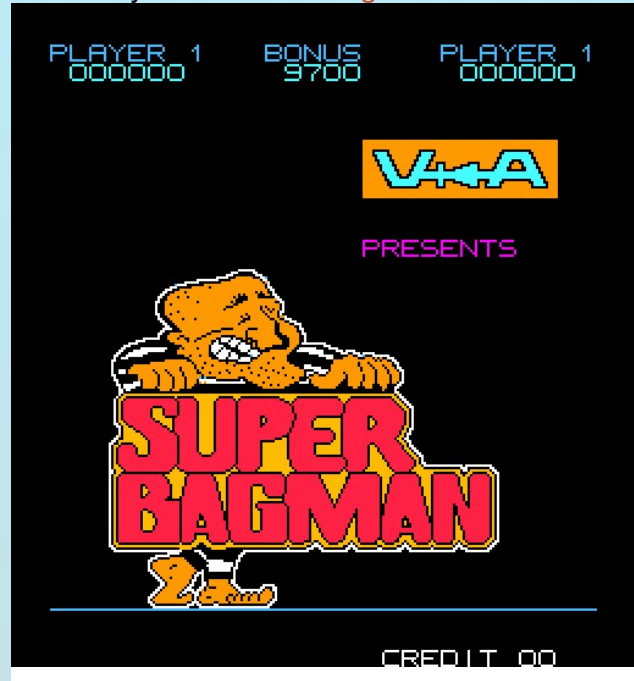
Posted by [CommodoreBlog](#)



Some interesting new updates from Marv today over on Twitter. If you don't know who Marv is, then you're in for a real treat! This talented chap has decided to create a Commodore 64 version of the classic Amiga game [The Chaos Engine](#), and boy is it looking good so far! Below is the latest tweet update, showing some gameplay and a fantastic SID rendition of the The Chaos Engine theme. It's early days, but were keeping our fingers crossed that this will eventually turn into a full game release, how cool would that be!

Super Bagman Arcade to Amiga Conversion Coming

Posted by [CommodoreBlog](#)



Jotd over on English Amiga Board recently announced he's working on another Arcade to Amiga conversion. This time he has chosen Super Bagman, a Labyrinth/Maze Arcade game from 1984 by Stern Electronics. Your character is a robber. Run around a mine collecting moneybags and depositing them in a wheelbarrow at the top of the screen. Climb ladders and ride elevators to avoid two angry miners. Grab pickaxes and other objects to temporarily stun your pursuers.

Here's what Jotd had to say. "Converted from the original Z80 disassembly from the Arcade game, this Bagman follow up has 5 screens instead of 3 and difficulty went from "hard" to "brutal" in the process. There are strategies to complete the first level, though, I did that a few years ago. No playable version released yet, just a video."

Source: eab.abime.net

Toki Commodore 64 Remastered Version, New Video

Posted by [CommodoreBlog](#)



Toki is a run and gun platform game released for the Arcade in Japan in 1989 by TAD Corporation. It was published in North America by Fabtek. Designed by Akira Sakuma, the game has tongue-in-cheek humor mixed with the action. The player controls an enchanted ape who must battle hordes of jungle monsters with energy balls from his mouth. The ultimate goal is to destroy the evil wizard who cast a spell on the title protagonist; thereby transforming him from an ape back into a human, and rescuing the kidnapped princess. The game was ported to several video game consoles and home computers, including the Commodore 64.

Which brings us to the new enhanced version of Toki for the Commodore 64 by Davide Bottino. Yes you heard correct, Davide is remastering the C64 version of Toki, making some much needed graphics upgrades. Playability wise Toki on the old Commodore is pretty much perfect, however time has not been kind, the graphics look a little tired after all these years and could do with a spruce up.



Davide recently shared a new wip video on Twitter and Facebook, and the changes so far are looking really nice! Check out the video below.

Rocky & Co Christmas Demo from ICON64/Psytronik Software!

Posted by [CommodoreBlog](#)



Seems like Psytronik are celebrating Christmas early this year!

Here's some festive fun for your Commodore 64 courtesy of ICON64. It's a festive-themed playable demo of ROCKY & CO! Take control of Rocky, Jet & Spud and use their unique strengths to solve the puzzle.

The full game featuring 12 beautifully designed levels is now available to order as a physical edition for the C64 from the [Psytronik Store](#) or as a digital download via [itch.io](#).

Download: [rocky64xmas.zip](#)



October issue of Call-A.P.P.L.E. Posted

Posted by A.P.P.L.E.



The wait is finally over for the latest issue of Call-A.P.P.L.E. Magazine. Packed with all of the usual good stuff from the Retro Apple world, this latest issue will be a fun read for all Apple II and Retro Macintosh fans.

Just a few of the items included in the October 2023 issue include:

- A2Play – A complete run-through
- Forté Music Programming Language
- GS+ Magazine Returns
- Vintage is the New Old – More!
- Card Cat 1.4: Hardware Identification Tool
- RAM2GS Available Again
- Apple II 2-Player Joystick Adapter
- GBBS 2.3 Bulletin Board System Overview
- KEGS 1.31 Apple IIgs Emulator
- Super Apple Basic – An Overview
- Apple II Desktop 1.4a1
- Angry Robots! Takes You on a Retro Macintosh Gaming Adventure
- Automated Simulations: Another Visit
- Floppy Days – Episode 131
- The Northern Spy: AI Yi Yi
- Ample MAME Shell for macOS
- Apple II Files and Utility Programs
- Applesauce FDC Client Software 1.87 Update
- Hardware, Games, Utilities, Reviews, Code

A.P.P.L.E. Members will need to log in to access the magazine in its full 84 page glory. For non-members, Call-A.P.P.L.E. Magazine is available as a benefit of A.P.P.L.E. membership. If you have not joined already, join today by going to the A.P.P.L.E. Home Page and selecting the membership level and clicking the Subscribe button on the right side column widget.



Briley Witch Chronicles 2 Trailer Released!

Posted by [CommodoreBlog](#)



Briley Witch Chronicles 2, a new RPG coming soon for the Commodore 64, PAL and NTSC. Follow the continuing adventures of Briley, a modern day girl lost in a strange new world. Take control of Briley as she continues to explore her new life, aided by Smokey, her grumpy cat – and best friend.

Briley Witch Chronicles 2 is based on books 5 and 6 of the Briley Witch novels: The Fallen Witch, and Grey Waters. Follow Sarah's progress on [Twitter](#).
Itch.io: [sarahjaneavory.itch.io](#)

Terror House, ZX Spectrum

Posted by [CommodoreBlog](#)



You are alone in the middle of a stormy night, trapped in your broken-down car on a deserted road. The darkness is palpable, and the wind moans like an echoing wail. Desperate to find help, you venture through a shadowy cemetery that stretches in the direction of the only source of light you glimpse: an ancient mansion shrouded in terrifying legends.

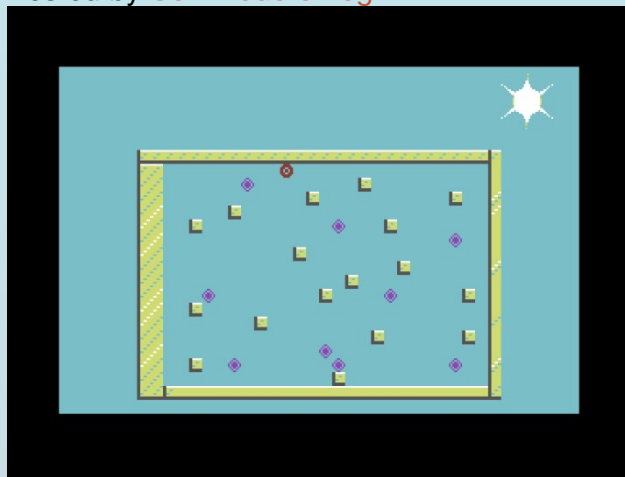
Dracula, with his piercing gaze and sharp fangs, stares at you with vampiric hunger. The Werewolf, with deadly claws and glowing eyes, lies in wait, ready for the hunt. The Mummy, swathed in bandages and slow but relentless, advances toward you with sinister purpose. What other nightmares await you?

Download: [Terror House v1.tap](#)

Source: [menyiques.itch.io](#)

Diamond Geezer, Commodore 64

Posted by [CommodoreBlog](#)

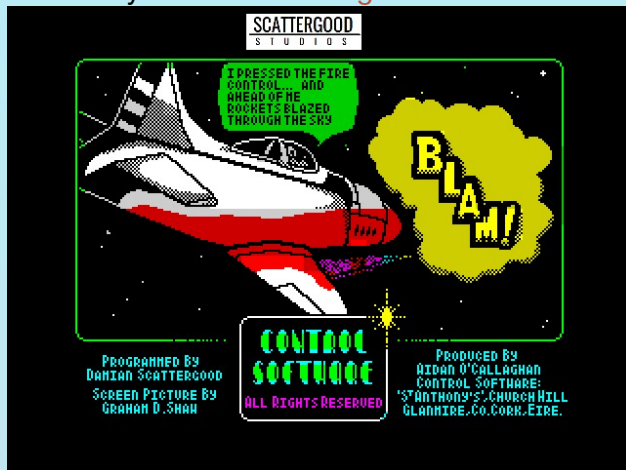


The aim is to collect all the diamonds on each level. When you move, you will continue moving in that direction until blocked by a wall. This means some strategy is required to make sure you can reach all the diamonds, which in later levels may mean doing them in a specific order. This initial version has 15 levels. If you get stuck, hit RESTORE (Page Up in VICE) to restart the level. Download the game here:

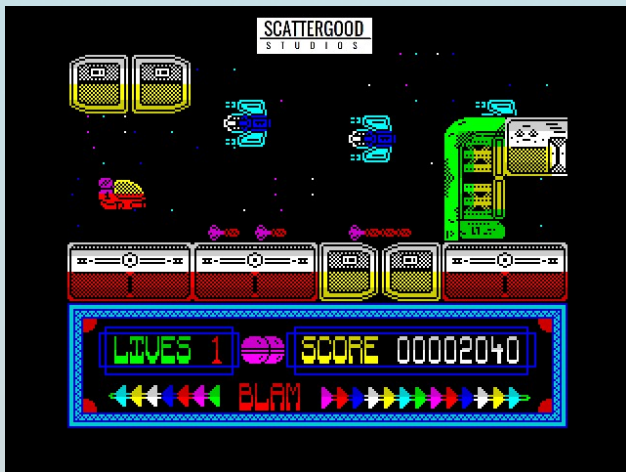
[diamond.prg](#)

BLAM! ZX Spectrum

Posted by [CommodoreBlog](#)



Developed By Damian Scattergood of Moonwalker and Vigilante Fame. A Classic side-scrolling shoot 'em up on the ZX Spectrum 48k/128k machines. Now available to download for free to play on the ZX Spectrum 48k/128k after 30+ years! Thanks to Aidan O'Callaghan from Control Software and Damian for permission to publish BLAM! again. Find out more about the game here: [BLAM - Scattergood Studios](#). Download here: [BLAM.tzx](#)



Repton 3 Redux Special Edition, BBC Micro

Posted by [CommodoreBlog](#)



Repton 3, released 5 November 1986, was developed by Matthew Atkinson at Superior's invitation since Tim Tyler was not interested in programming it—although he did design some of the levels for the new game. While the first two games had only taken a month each to program, Repton 3 took eight months. It reverts to the form of a series of time-limited, password-protected levels. A few new features were introduced: fungus (a substance that gradually spreads wherever it finds space and kills Repton on contact), time capsules (resetting the current level's time limit each time one is collected), crowns and a timebomb which must be defused to complete each level. The inclusion of the timebomb means that, as well as collecting all of the diamonds and crowns, the players have to plan their routes so as to finish up at the timebomb at the end of the level.

Repton 3 includes a map editor along with the game, so that data files can be created with new maps and graphics for the levels. Three themed sets of such files were released as continuations of Repton 3, with the titles *Around the World in 40 Screens* (1987), *The Life of Repton* (1987) and *Repton Thru Time* (1988). These three titles use a slightly modified game engine, in which the algorithm for deciding on the direction spirits first move at the start of a level is improved. They all come with the same game editor as Repton 3.

The Rocketeer has released a special Redux Edition of Repton 3 for the BBC Micro which is now available to download here: [repton3.ssd](#)

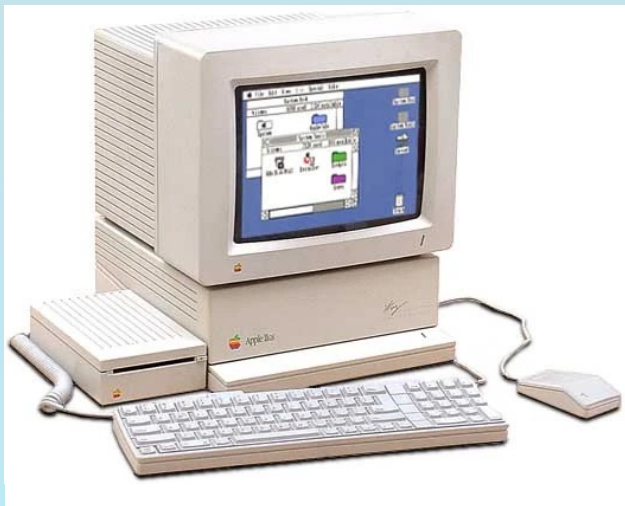


KEGS v1.31: More Advancements in Apple IIGS Emulation

Posted by November 6, 2023

Posted in [Apple II Edit](#)

KEGS v1.31: More Advancements in Apple IIGS Emulation



A new version of **KEGS**, the Apple IIGS emulator, has been presented to the Apple II world by Kent Dickey, the curator and developer behind KEGS. He has released **KEGS version 1.31** with a number of fixes and enhancements that will make your Apple IIGS

computing experience even more streamlined and problem free.

For those unfamiliar with KEGS, it is one of the best Apple IIGS emulators, originally created for Windows. The latest versions of the KEGS emulator will run on multiple platforms including Mac, Windows, and Linux based machines. Whether you're a seasoned Apple IIGS user or a newcomer eager to explore the realm of Apple IIGS vintage computing, KEGS offers a remarkable platform upon which to run your Apple II series software.

What's New in KEGS v1.31?

Here's a quick rundown of the key changes and improvements that Kent Dickey has introduced in KEGS v1.31:

- Fix Windows failure where KEGS would quit on startup if config.kegs contained a new ROM path.
- Fix a Code Red halt running the Printer57.6 driver where KEGS thought it might need to generate a baud rate event every .5 cycles.
- Fix disk image selection screen bug where s7d10-s7d12 could wrap and make it hard to leave the screen.
- Add a Slinky RAM card in slot 4 (with no firmware), works even with Mockingboard.
- Fix scanline interrupts which were happening too early starting with version 1.24.
- Another false read bug was causing 16-bit RMW cycles to read the next address (which is incorrect).

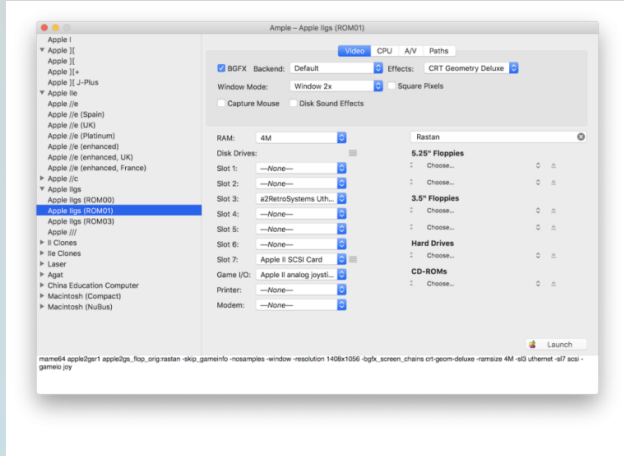
Getting KEGS IIGS Emulator

Whether you're looking to relive your Apple IIGS glory days or are curious about the computing in the Apple IIGS world, KEGS v1.31 opens the door to a treasure trove of classic Apple II and Apple IIGS software and experiences.

You can download the latest version of KEGS Apple IIGS emulator from the official KEGS website at: kegs.sourceforge.net/.

Ample Emulator Interface 0.260 Released

Posted by A.P.P.L.E.



The Apple and Macintosh centric Ample emulator interface has been updated. Kelvin Sherlock, creator and curator of the Ample project announced the availability of Ample 0.260 or Release 51 as it is also known. This release brings the Ample emulator interface in line with the current version of the MAME project.

Included in the update are the following changes:

Some internal changes to how slots are handled. Hopefully nothing breaks!

Includes experimental Uthernet II / WIZnet W5100 emulation. Marinetti, IP65, and A2osX have been tested and should work. (This should make its way into MAME someday.)

Note that this version of Ample included the MAME 0.260 emulator and also requires a minimum of Mac OS 10.13 or later. The interface is also tuned to include Atari ST emulation as well.

You can download the latest version of the Ample emulator from the Ample project Github page at:

<https://github.com/ksherlock/ample>

Timeslip, Commodore 64

Posted by [CommodoreBlog](#)



Timeslip is a horizontally scrolling shooter written by Jon Williams for the [Commodore 16/Plus/4](#) computers and published by English Software in 1985. An [Atari 8-bit](#) version followed a year later. The game was described by reviewers as “three versions of [Scramble](#) rolled into one”.

In Timeslip the player is presented with the screen divided into three sections or time zones. The top section is the planet surface with the player controlling a fighter, the middle section is set in underground caverns, and in the bottom section the player controls a mini-sub. The object of the game is to destroy 36 orbs placed within the three sections and synchronize the clocks in all three zones to 00.00 hours. If a player is hit, they receive a 30 minute penalty. In addition, if a player is hit five times, a “timeslip” occurs, which is a de-synchronisation of all clocks. Sections are played one at a time and the player can switch zones at will, leaving the other two frozen in time.

A new Commodore 64 version was just released by Blazon. You can download it here: [Timeslip \[BLZ\].d64](#)



BURGERTIME, Commodore 64

Posted by [CommodoreBlog](#)



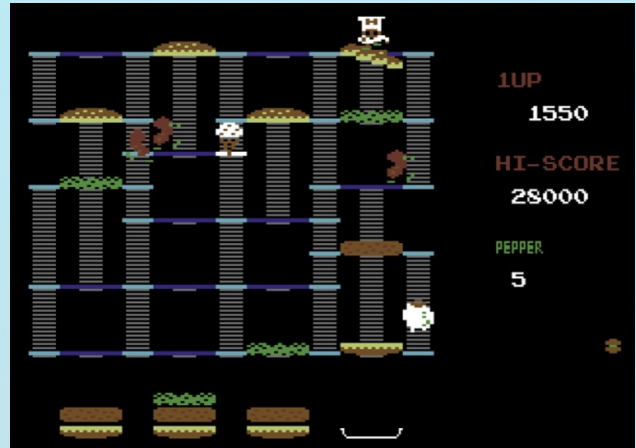
BurgerTime, originally released as Hamburger in Japan, is a 1982 Arcade video game developed by Data East, initially for its [DECO Cassette System](#).

The object of the game is to build a number of hamburgers while avoiding enemy foods. The player controls the protagonist, chef Peter Pepper, with a four-position joystick and a “pepper” button.

Each level is a maze of platforms and ladders in which giant burger ingredients (bun, meat patty, tomato, lettuce) are arranged. When Peter walks the full length of an ingredient, it falls to the level below, knocking down any ingredient that happens to be there. A burger is completed when all of its vertically aligned ingredients have been dropped out of the maze

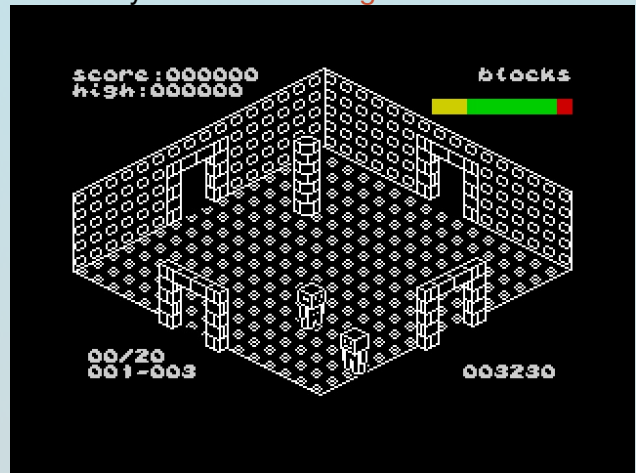
and onto a waiting plate. The player must complete all burgers to finish the board.

While there is already a C64 version of [Burger Time](#) from 1984, Arlasoft’s new version is much more faithful to the [Arcade original](#). Download it here: [burger_FH.d64](#)



ZX Robots by Skult, ZX Spectrum 48K

Posted by [CommodoreBlog](#)



ZX Robots by Skult was released a few hours ago. Not much info available about the game so far, looking over the screen shots, it seems to be a new isometric adventure much in the same vein as Speccy classics Fairlight, Batman and Head over Heels. There is a video you can watch, provided by the excellent YouTube account [Modern ZX-Retro Gaming](#), check it out below. Download the game here: [ZX Robots](#)

Invasion of the Zombie Monsters, MSX, ZX Spectrum and Amstrad

Posted by [CommodoreBlog](#)



Finally, Ned and Linda can enjoy a little time together. After an amazing day, in which their institute club has obtained for the fourth time in a row the Science Olympiad 1st award, the happy couple can at least relax in the city cliff, looking at a great star-filled night sky. But the happiness will not last as much as they expected...

Suddenly, a thunderbolt fell from the sky and hit Ned's car. When Ned managed to react, he saw a horrible image: a huge evil shadow had fallen over the city and kidnapped Linda. With an evil laugh, the demonic entity slipped through the windows of the school, taking his girlfriend inside and plunging the city into chaos and darkness. Ned, still stunned by the lightning strike, believed that the end was near for all...

But when the evil forces rise over the good ones, the moon cast its spell on the hero, the chosen one, the one designed to save us all. And the moon threw its power beam on Ned, he felt strange and full of power again! Now, with his new powers, he will start his quest to save his girlfriend and destroy the Evil One. Are you brave enough to face your destiny?

Download: [Invasion of the Zombie Monsters](#)



The Cult, ZX Spectrum 128K

Posted by [CommodoreBlog](#)



In a dark and hidden place, hidden between imposing mountains and dense forests, lie the secrets of a silent village that pulses with terror. Its people, shrouded in an oppressive mystery, live immersed in the constant fear that has taken over their lives. Every alley, every corner, whispers macabre stories that would shake even the bravest heart. Download: [The Cult.tap](#)



Paulina's Potions, Amstrad CPC

Posted by [CommodoreBlog](#)



Paulina Calderón is a friendly witch with two passions: Brewing magic potions and Retro Computing. And she just found out that at a garage sale just around the corner, someone sells the very last CPC 646 that was produced in 1993. Help her to buy this precious antiquity! Download: [Paulina Disk.dsk](#)

Alloy Box, Amstrad CPC

Posted by [CommodoreBlog](#)

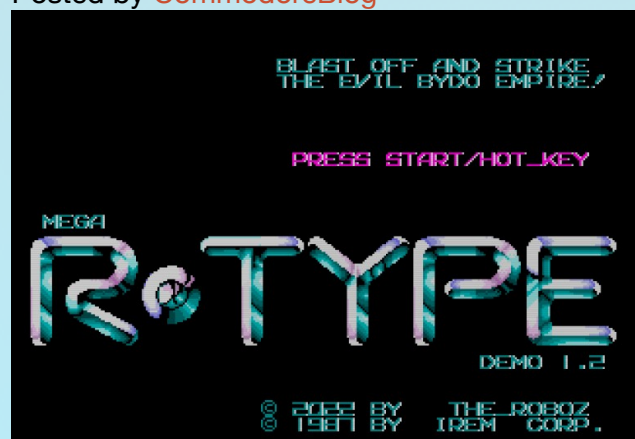


An enemy nation has acquired a valuable secret and has hidden it in the depths of a military compound. An expert in explosives shall sneak into said compound, blow the safe box made of special alloys and return alive and healthy... and you are this expert.

The player takes the role of a soldier whose goal is to successfully creep into the military compound, destroy the safe box with explosives to retake the secret and return to the surface alive. Download the game here: [alloybox-20231103-2030.dsk](#)

Mega R-Type Coming to the Sega Mega Drive!

Posted by [CommodoreBlog](#)



It's R-TYPE arcade action for your SEGA 16-bit System!

The galaxy is in deep peril: foul creatures from the evil Bydo Empire have warped across space to invade and conquer our planet! There is only one hope for victory. The Earth Defense League has chosen you to pilot R-9, a nuclear-powered space fighter that can cut through invading aliens faster than a light saber through butter.

Fly R-9 through eight exciting levels of high-powered action. Use your plasma gun to rip through armies of nasty creatures and their deadly machines. And when the going gets really tough, pick up Droid Units to make your ship even harder hitting.

You'll be up against creatures so mean and ugly they'll make your hair stand on end. But Earth is depending on you. So strap yourself into the cockpit, put your fingers on the triggers, and blast 'em out of the skies!

Features:

- 3 Stages
- Arcade and Remixed Soundtracks
- 2 Difficulty levels
- Music Player
- Tons of Mega Options

Download: [R-Type DEMO 1.2.zip](#)

Sugar City, Amstrad CPC

Posted by [CommodoreBlog](#)



After having problems in Colombia with her father's coffee business, Sarah has to flee the country and travel with her mother and brother to Sugar City, where she will help her family with the sugar business. Sugar imports have become scarce and humanity is so accustomed to its daily dose of sugar that this is starting to be a big problem. It has caused

sugar to be the most expensive and precious item in Sugar City. The problem has reached the streets and gangs are being created to take control of sugar in the city. All of the residents will make your stay in Sugar City an entertaining one. Your objective is simple, accompany Sarah and her family so that they can control all the sugar in the city.

Download: [SugarCityEng.dsk](#)

ZauberBall'23, Atari XL/XE

Posted by [CommodoreBlog](#)



Zauberball is a reinterpretation of the game Wizball, a well known game on the [Commodore 64](#), with new gameplay, graphical and acoustic elements, such as new background graphics, additional parallax effects, many extra colours of the Atari palette, countless moving objects and enemy sprites. Filters and alternative POKEY clock rates were used for the sound effects, which makes the sound effects sound more transparent.

Compared to the original version of Wizball, the game flow of Zauberball was slightly revised to allow for an easier start difficulty level. The game is not a complete copy of the original, but rather an independent variant with its own charms.

Download NTSC: [zBall23\(NTSC\).xex](#)

Download PAL: [zBall23\(PAL\).xex](#)

Source: [atariage.com](#)



Fantasy World Dizzy 2023 Extended Edition, ZX Spectrum!

Posted by [CommodoreBlog](#)



Dizzy and Daisy strolled through the enchanted forest without a care in the world. But suddenly, the Evil King's trolls snared poor Daisy! She was sent to Wizard Weird's Tallest Tower, while Dizzy was dragged away and thrown into the deepest, darkest, dankest of the King's Dungeons in the bowels of Fantasy World. Dizzy was frightened. Who knew what fate awaited him? And he still hadn't done this week's homework!

But then he remembered that he had a fresh green apple that he had planned to give to his teacher to escape detention, and he cheered up. And there was some bread and water on the table! A cunning plan began to brew in his mind... But Dizzy can't do everything on his own... you must help him!

IMPROVEMENTS:

- * Screens and texts are now packed.
- * Added two levels of attribute brightness, like in the previous games. In addition, the game now allows for hidden solid surfaces, and hidden transparent ones.
- * Fixed the graphic for the small clump of leaves, and redrawn many trees, with reduced colour clash and other artefacts.
- * Improved colouring of the forest.
- * The fire sprite is now taken from Dizzy 6 and looks nicer.
- * Daggers have been replaced with thorns and redrawn, also the thick rug has been redrawn (partially taken from Dizzy-6).
- * Music can be toggled on/off by pressing 'M'.
- * Now, when the 30th coin is collected, a different, previously unused melody plays.
- * The scene with spinning hearts can now be skipped by pressing a key.
- * Added the sound of pouring water in the fireplace and the sound of the hawk swooping.
- * Restored lost tunes for 48K mode with improved player.
- * Added sound effects for the beeper.
- * Russian translation made.
- * Added Easter eggs.
- * Added several screens.
- * Added a few items and some other graphics.

FIXES:

- * After the pickaxe and door knocker events, they are removed and cannot be used again.
- * The apple can no longer be given to the empty spot that the troll has escaped from.
- * The rat now reacts specifically to the presence of the bread in its path, and not to the trace of the previously dropped bread.
- * Now the dragon egg cannot be taken from the nest until another egg has been given. If you pick it up, then after Dizzy dies, the egg returns to the nest.
- * The broken bridge can no longer be crossed by throwing only two stones.
- * Four of the lift roofs can no longer be exploited to go through screens or walls.
- * The torch in "Denzil's Pad" has been moved lower to patch a sequence break.
- * The sound of the dragon's fire and hawk swooping is no longer interrupted by Dizzy's footsteps and other effects.
- * You cannot grow the bean without first planting it in the ground.
- * Daisy's lift switch no longer flickers.
- * Fixed getting stuck in the lift in "Daisy's Prison".

- * Now the game music does not restart after collecting a coin or losing a life.
- * Voice player no longer uses the I-register (previously this could lead to a 'snow' effect or other glitches on some models).
- * Corrected some typos in English texts.
- * The dragon fire flame does not disappear when exiting/entering the screen or opening inventory.
- * The hawk can now fly up and cannot be tricked with the inventory menu.
- * Fixed the life counter (previously showed one less life).

Download: [Dizzy 2023 Extended.zip](#)

Source: [yolkfolk.com](#)



Boulder Dash Junior Halloween Edition, Commodore 64

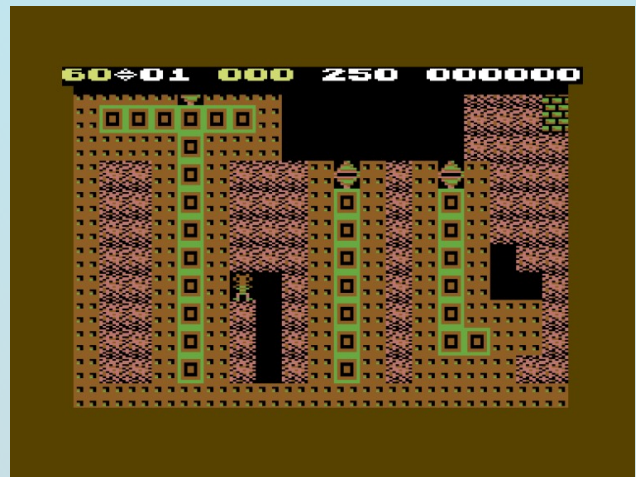
Posted by [CommodoreBlog](#)



Boulder Dash is a 2D maze-puzzle video game released in 1984 by First Star Software for Atari 8-bit computers. It was created by Canadian developers Peter Liepa and Chris Gray. The player controls Rockford, who collects treasures while evading hazards.

Boulder Dash was ported to many 8-bit and 16-bit systems and turned into a coin-operated Arcade game. It was followed by multiple sequels and re-releases and influenced games such as Repton and direct clones such as Emerald Mine.

[Raiders of the Lost Empire](#) recently released a new Halloween Edition of Boulder Dash for the Commodore 64, titled Boulder Dash Junior. You can download the game here: [bdj8-5.d64](#)
Source: [CSDb](#)



Roberto El Gorras, A Strange Mario inspired Platformer, Amstrad

Posted by [CommodoreBlog](#)



Roberto “El Gorras” makes a living collecting belongings from old buildings that are going to be demolished, with the aim of giving them a second life. Roberto has been notified to examine an old warehouse in case he finds anything there interesting, since it will be demolished due to the construction of a pumping station for irrigation.

Once in the place, Roberto begins to observe strange events, the insects are the size of dogs and certain objects seem to have come to life, in addition to the jewellery scattered along the road. He will soon realize that the wineries connects to some 7th century Visigothic catacombs that have apparently recently been desecrated.

The thieves released a curse and left all the loot behind after their escape. Now Roberto must undo the curse by collecting all the jewellery to get the staff of command and finally he must decide what to do with the loot, keep it or report his archaeological discovery to the administration. Download the game here:

[Roberto elgorras amstradCPC.rar](#)



Pirate Captain Creed: Adventure on Halloween Island! ZX Spectrum

Posted by [CommodoreBlog](#)



Pirate Captain Creed: Adventure on Halloween Island!”, a colourful platformer game homage to the classic pirate treasure island movies for the ZX Spectrum 48K.

In the distant corners of the ocean, where legends meld with the dancing waves, emerges Halloween Island, a realm shrouded in mist and secrets. In this magical place, the brave young Captain Creed confronts the ancient curse of Captain Miller, a daring pirate whose soul was imprisoned in pumpkins by Halloween’s spell. The story begins when Creed, determined and fearless, lands on the haunted island, guided by the wisdom of Lolo, Miller’s loyal old companion.

Together, Captain Creed and Lolo embark on an epic quest: to find the 18 pumpkins housing

Captain Miller's soul fragments and uncover the 18 treasures that this legendary corsair hid on the island. However, their journey is fraught with perils. Pirate crabs, crazy snakes, and the terrifying winged creatures called cocopiñas lurk in the shadows, while ancient temples filled with deadly traps challenge their wit and courage.

To break free from the island's curse, Creed must vanquish the 97 little monsters infesting every corner. Each victory brings him closer to his goal: finding the lost treasures and the enchanted pumpkins. Every defeated foe is a step toward freedom, and every trap avoided is a triumph over the dark fate lurking on the haunted island. With the roaring sea as their soundtrack and determination shining in their eyes, Creed and Lolo venture into this realm of darkness and wonder. Once their mission is complete, Creed and Lolo must seek the pirate flag marking the spot from where they can escape the island.

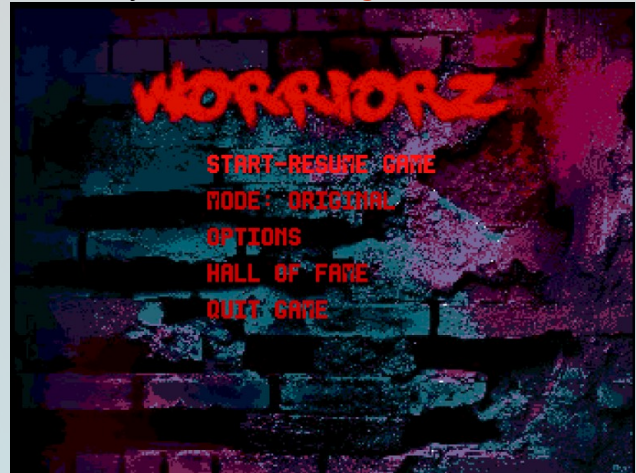
Download the game here:

[PirateCaptainCreed_Furillo_2023_EN.tap](#)



Worriorz Coming to Amiga

Posted by [CommodoreBlog](#)



Worriorz is a remake of the C64 Version of Wizard of Wor for the Amiga. It provides the original gameplay, based on the C64 sources, also a 4 player-mode with original rules. Additional 3 new modes are implemented, for massive multi-player action. A playable demo is now available here: [worriorz_demo2.adf](#) All sources will be published after development.



The Last Brew, Amstrad CPC

Posted by [CommodoreBlog](#)



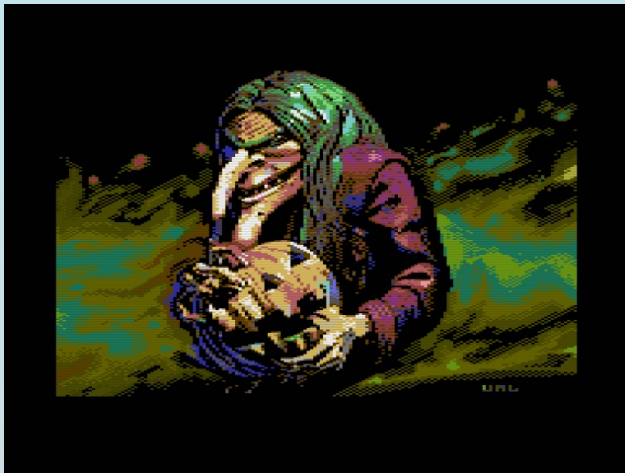
The Last Brew is an action game where your goal is to help and protect Zmira while she prepares a potion. Each level becomes progressively more challenging, with increasingly powerful enemies to overcome.

As you embark on this mystical journey, the fate of the final brew lies in your hands. Stand by Zmira's side, fend off the relentless hordes, and ensure the completion of the potion that holds the key to confronting a looming threat.

Will you rise to the occasion ? Refine your magical prowess and secure a triumphant outcome for Zmira and her last and most crucial brew! Download the game here: [TLB.dsk](#)

Cauldron II: The Pumpkin Strikes Back, Commodore Plus/4

Posted by [CommodoreBlog](#)



Coders [TCFS](#) and Murphy along with Csabo (Music) and Unreal (additional graphics) have released a Commodore Plus/4 version of the classic game [Cauldron II](#). I am a big fan of the [first game](#), and the second one although not as well known, is still a lot of fun to play.

Cauldron II: The Pumpkin Strikes Back was developed and published by Palace Software as a sequel to their 1985 game Cauldron. The platformer was released in 1986 for the ZX Spectrum, Commodore 64, and Amstrad CPC home computers. Players control a bouncing pumpkin that is on a quest of vengeance against the "Witch Queen". The roles of the two were reversed from the first game, in which the

witch defeated a monstrous pumpkin.

"This time the player takes on the role of Bouncey – what a fun name for a pumpkin – who does, in fact, bounce, constantly. Your quest is to guide him through Witch's castle (more than 120 screens!) to enact his revenge. There are six magical items – a Chalice, Axe, Shield, Crown, Scissors, and Book of Spells – scattered throughout, and Bouncey must collect them in order to complete the game. Avoid all the baddies – some of which Bouncey can shoot down, if he collects the "spark". It won't be easy!"

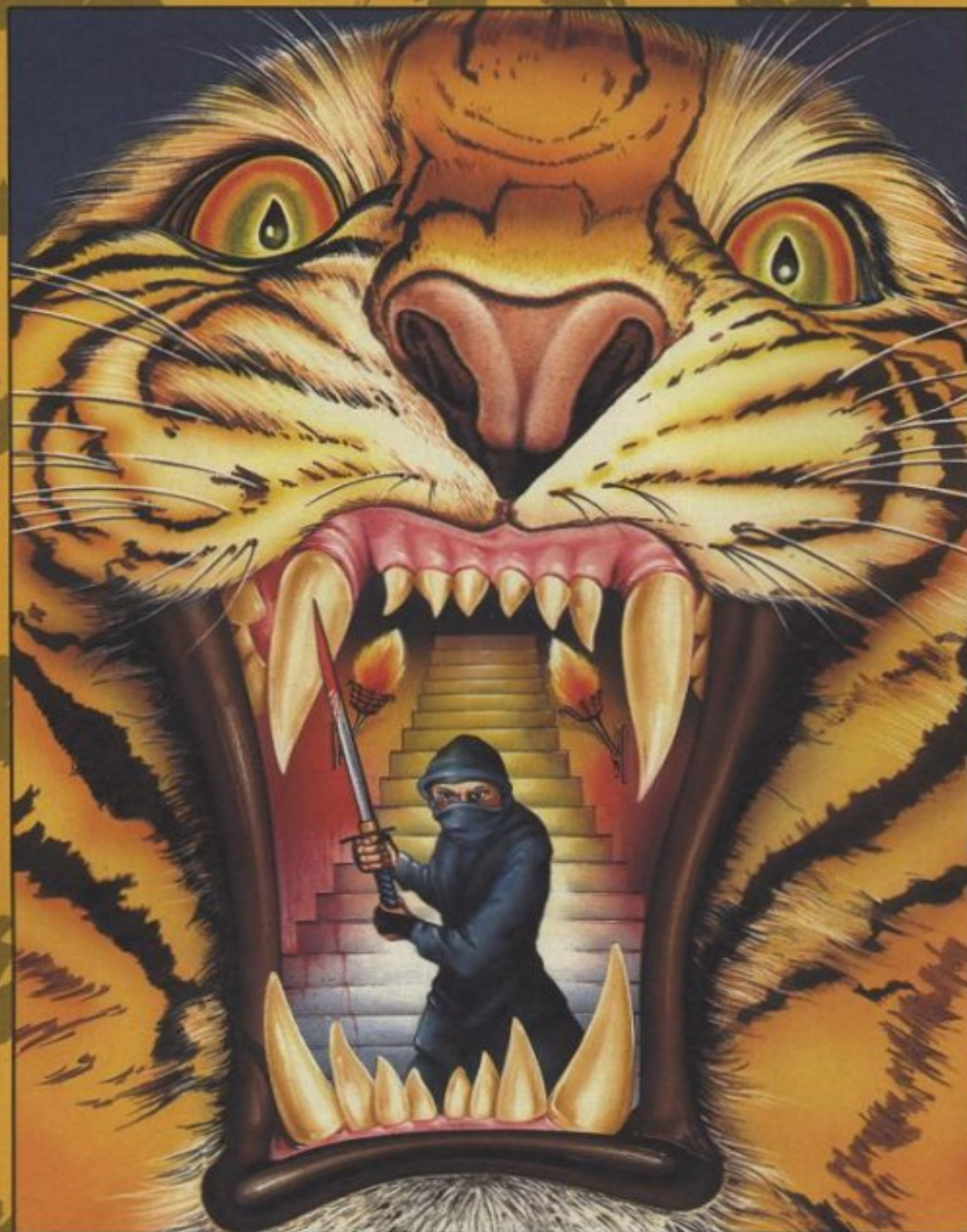
Download: [cauldron_ii.prg](#)

Source: [plus4world.powweb.com](#)

Video: Coming Soon!



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Screenshots from Spectrum 48K

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Stunt Car Racer for Apple II: Porting the C64 Classic

Posted by Bill Martens



Apple II enthusiasts now have the opportunity to relive the thrill of old school high-speed racing with the port of the Commodore 64 classic, Stunt Car Racer. This technical feat, executed by Patai Gergely, brings the adrenaline-pumping action of the original game to the Apple II platform. The machine requirement is any Apple II computer with at least 48K of RAM.

Streamlined for Performance

Adapting Stunt Car Racer for the Apple II required strategic choices to fit within the hardware constraints of these vintage machines. To ensure smooth gameplay on systems with 48K RAM, non-essential features from the original were omitted, including:

Graphical Menu: The elaborate graphical menu has been removed in favor of a text based menu for memory usage efficiency.

Hot-seat Multiplayer Championship: Multiplayer capabilities have been sacrificed to focus on the single-player game experience.

Disk-Based Saves: Due to space limitations, saving seasons or track records on disk is not supported.

Player Name Entry: Players will not be able to enter their names, making for a more streamlined default player experience.

Visible Wheels: The in-game representation of wheels has not been included.

Despite these necessary sacrifices, the heart of Stunt Car Racer remains intact, offering a completely immersive single-player experience. Players can still enjoy seasons and face AI drivers, maintaining the competitive spirit originally included in the C64 version. Furthermore, all major graphical elements from the original have been faithfully recreated to the fullest extent allowed by the Apple II platform, allowing players to immerse themselves in the high-speed world of Stunt Car Racer.



Playability and Controls

Stunt Car Racer for the Apple II fully embraces the joystick as the primary input method. This ensures that players can navigate the challenging tracks with ease and precision. In emulated Apple II platforms such as Virtual II and Applewin, the emulated keyboard based joystick replacement can be used in lieu of the joystick. For convenience, the game offers the following additional control options:



Game Pause: Players can pause the race at any time using the Esc key.

Performance Enhancement: The S key allows players to disable the rendering of the sky, potentially increasing the frame rate used for a bit smoother gameplay.

Direct Selection: In the menu, players can use number keys to directly choose their desired options.



For comprehensive instructions and additional details on gameplay, players can consult the original Stunt Car Racer game manual, providing a nostalgic link to the classic C64 game experience.

The port of Stunt Car Racer for Apple II is another real world example that showcases the ingenuity of some members of the retro gaming community. Patai Gergely's technical achievement brings a piece of gaming history to a new audience while paying homage to the original C64 masterpiece.

If you would like to try out Patai's port of Stunt Car Racer, you can download the latest version of the game from <http://cobppg.github.io/assets/media/StuntCarRacer-AppleII.zip>



In the meantime, you can enjoy a run through of Stunt Car Racer with Patai's video on YouTube below:

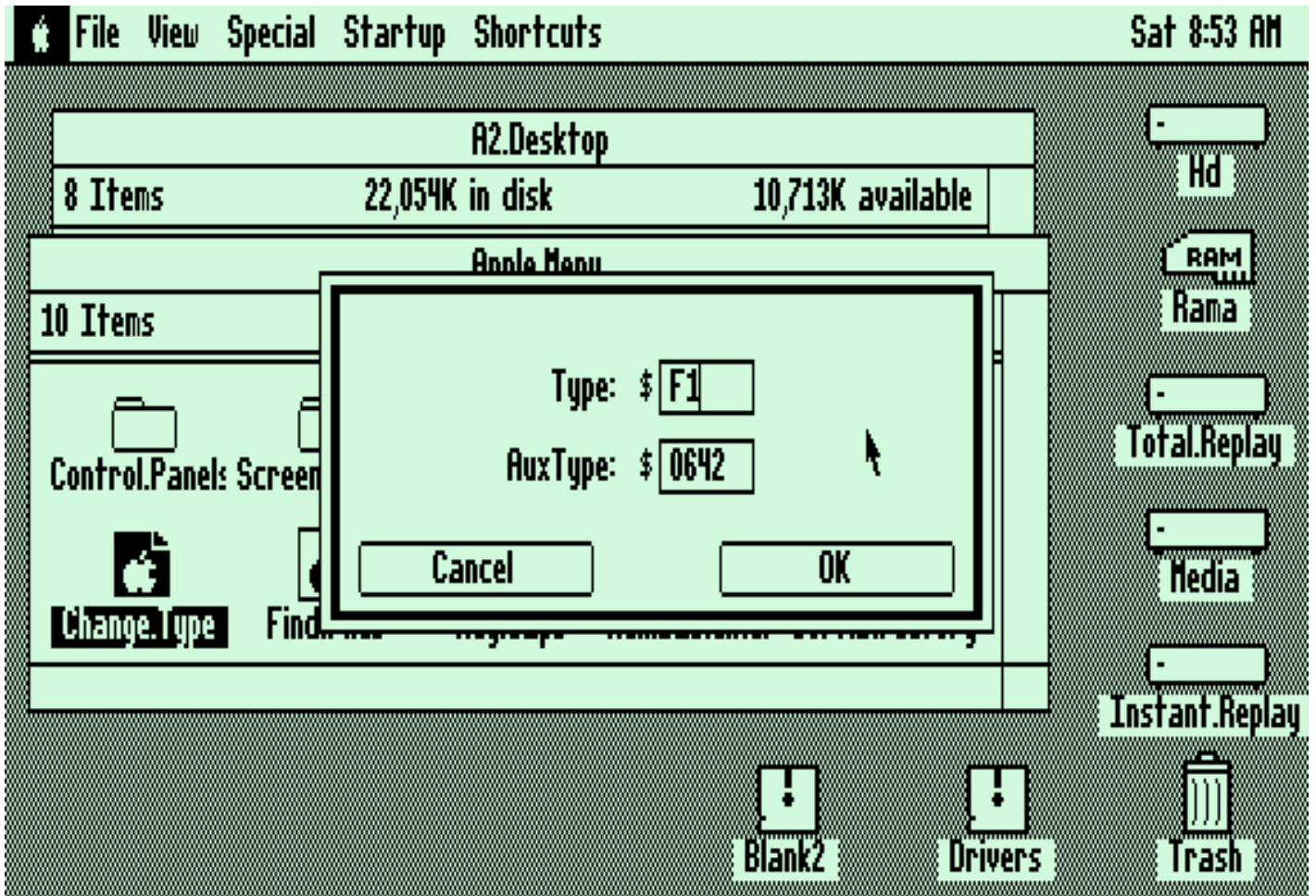
<https://www.youtube.com/watch?v=N2uZCSflqR4&t=3s>

Patai Gergely is on X (Twitter) at <https://twitter.com/cobppg>



Apple II Desktop Version 1.4 Alpha 3: A Window into the Future

Posted by Bill Martens



As Apple II computing continues to evolve, it is the efforts of enthusiasts like Joshua Bell who continue to breathe new life into the classic machines, pushing the real world boundaries of what these vintage computers can achieve. The past few years have introduced the full scope of Joshua's ongoing development of the Apple II Desktop, which is a testament to this desire to not only push the limits of the Apple II's capabilities but to make the computer a mainstay of every retro fan's daily life.

The release of Apple II Desktop version 1.4 Alpha 3 offers users a look into the future of what is now possible with the Apple II Desktop graphical user interface. Not only do these changes enhance the environment but they totally change the way in which users look at the Apple II computer. Once again, Joshua has introduced an alpha release of his next iteration of Apple II desktop with a slew

of new additions and changes included in the program.

Alpha Release Disclaimer

Before diving into the details, it's important to note, as Joshua has cautioned each time, that this release is labeled as "Alpha." This means it's a pre-release version, and users should not expect absolute perfection and are advised to exercise caution when trying it out. Do not use it on a production system with important data on board. The Alpha releases of the Apple II desktop often contain experimental features and may not be as stable as the official 1.x releases.

What's New in Alpha 3

The Apple II Desktop 1.4 Alpha 3 package introduces a host of improvements and features across various aspects of the desktop environment. Here's a glimpse of what you can expect:

DeskTop

- Fix dimming effect when opening folder icons.
- Add checkbox to lock/unlock file in Get Info dialog.
- Remove Special > Lock and Special > Unlock commands.
- Allow selection to remain in inactive windows.
- Fix off-by-one in used/free values in window headers.
- Fix updating of window headers following File > New Folder.
- Select new file after File > Duplicate...

Disk Copy

- Hide "Select Quit..." once menu is not accessible.

Desk Accessories

- This Apple: Detect ZIP CHIP accelerator.
- New DA: Change Type - allows changing the type and auxtype of files.
- Sounds: Show shortcut key for Cancel button (if that option is enabled).
- Map: Show shortcut key for Find button (if that option is enabled).
- Control Panel: Show shortcut keys for buttons (if that option is enabled).
- Date & Time: Show shortcut keys for buttons (if that option is enabled).

Misc

- Add additional MGTK fonts Fairfax, Magdalena, McMillen, Mischke, and Monterey, c/o RebeccaRGB.

Trying Out Apple II Desktop 1.4 Alpha 3

For those eager to explore the Alpha 3 release of Apple II Desktop, it's available for download on GitHub. The package includes disk images suitable for use with a real Apple II or emulators, offering both authenticity and accessibility. You can also try out the [full package in the English Environment](#) on Will Scullin's Apple IIjse emulator

Comprehensive Documentation

To help users make the most of Apple II Desktop 1.4 Alpha 3, comprehensive documentation is available at a2desktop.com/docs. This resource provides valuable insights and guidance, ensuring that Apple II users of all level can navigate the new features and enhancements seamlessly.

Future Developments

As with any pre-release version, the Alpha 3 release of Apple II Desktop is being released to provide a brief glimpse into what's coming next. Users can look forward to even more improvements and refinements as the development process continues towards the official release of Apple II Desktop version 1.4.

If you're an Apple II enthusiast or simply curious about the possibilities of Apple II Desktop, Version 1.4 Alpha 3 is an exciting step into the future. Feel free to explore its new features, provide feedback, and be sure and stay tuned for the official release that promises an even richer Apple II experience.

You can download the latest release as well as other releases of the Apple II Desktop from the Github page of Joshua Bell' Apple II Destop project page at <https://github.com/a2stuff/a2d>.



VITNO Plays: Project – Quest Chapter I to IV (Commodore AMIGA)

Posted by [Louie Dimovski](#)



Do you love medieval/fantasy themes? Are you a fan of the classic Chaos Engine? If so, then the team at Electric Black Sheep are in the middle of developing an Amiga title that will be right up your alley, **Project – Quest**. And the best thing of all is that you don't have to wait for the game to be fully complete for you to try out the game, as Electric Black Sheep has been releasing fully playable levels as they have been completed.



Project – Quest is a top-down fantasy based shooter featuring 8-way scrolling. While the plan for the game is for it to feature 8 different levels, each level (or chapter) has been released to the public as they have been completed. The first chapter was made available back in 2021, receiving a most positive reaction from the Amiga community, with the second and third chapters being pushed soon after. Following the recent

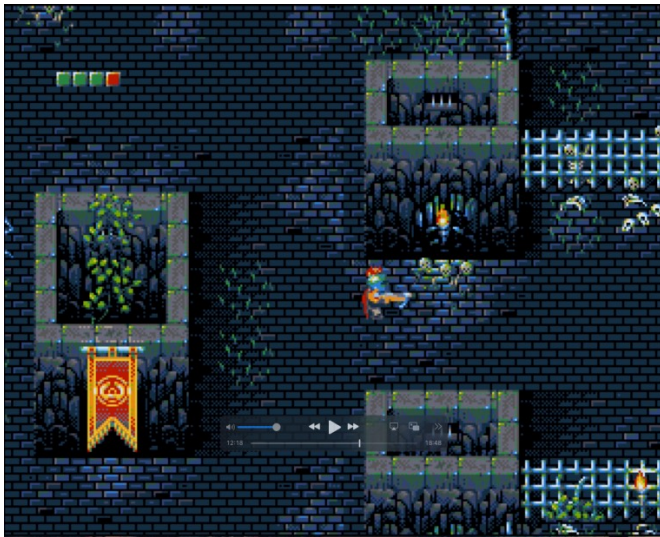
release of the fourth chapter, we hear at VITNO thought that it was probably a good time to see what the game was all about.

When you load up the first chapter, there is no narrative as to the backstory to the game. You simply start moving your crossbow carrying warrior around the windswept landscape without much of an idea as to what you are supposed to do. That is, until you come across a scroll which reveals that you've probably just come back from some battle and are hoping that your wife has a nice hot meal waiting for you. The use of locating scrolls is the main mechanism that drive the story forward throughout the game, and as I progress through the game, I find that this mechanism works very well.



As you head off to find where your wife is at, it is hard not to be impressed with the strikingly attractive graphics. Not only are they detailed and vibrant but you instantly appreciate the little touches, like the blowing of loose leaves across the landscape. Up to this point, the pacing of the game is quite pedestrian with not much taking place. It is only when you discover that your wife has been murdered do things go up a notch as monsters start to come out to play. There is limited guidance on where you are supposed to go as you explore across the first chapter game world. Eventually, you will come across a building containing a prisoner who reveals that it was an army of monsters that killed your wife, along with other people from your village. As you learn that some villagers were taken as prisoners, you set off to find and free them all.

So as you seek out the remaining captives, you will come across many monsters for you to vanquish. By no means does **Project – Quest** feature waves upon waves of enemies to kill. Instead, you can expect to take on monsters, skeletons, wizards, warriors and other hateful entities one or two at a time, which is really more right up my alley to be honest as it allows me to be tactical as to how I approach enemy combatants. Killing off a monster will typically require more than one shot and seeing them off is made a little more difficult as their AI is programmed to deviate away from a straight path towards you whenever they take a hit. Once again, it is this type of little nuance that I grow to appreciate about **Project – Quest**. The game feels like it tests your cognitive skills in addition to your general dexterity with a joystick. To help you with your quest, you will find many pick ups to collect such as health points, weapon upgrades, temporary shields and additional arrows for your crossbow.



Eventually, I came across a locked gate which had me stumped for a little while as I was certain that I had not come across a key anywhere during my travels. It took a bit of backtracking, but I eventually found there was a captive that I had missed earlier and it was only when I had freed the last prisoner did he give me the elusive key I was after. If I was to criticise **Project – Quest** in anyway it would be that there is a general lack of disclosure around your status within the game. You have no idea how many prisoners you need to free or have been freed, what weapon you are carrying, nor do you know how many arrows you have left. The additional of this type of information

would go along way to giving the player a sense of they are faring.



With chapter one completed, I was looking forward to seeing what the next level would have in store. Upon commencing it, I notice that all of health and weapon status had reset and I realise that the levels within **Project – Quest** are somewhat isolated chapters. In fact, as each chapter is accessed via a pass code, it is actually possible to play any of the chapters without necessarily completing the other levels. I personally don't mind this approach, especially if it means that we get a new chapter/level every 6 or so months.

Chapters 2 to 4 play in a similar vein to the first chapter in that you essentially need to go around locating all the prisoners (female this time – though they are somewhat ogreish in appearance) while taking on enemies one or two at a time. But Chapter 2 does stand out from the game as you locate an enemy assassin who has betrayed the king responsible for the slaughter of your people and agrees to help with your quest. Here you have the computer controlled assassin follow you around and will shoot at whatever you are shooting, effectively providing double the fire power. At times, this works really well as you can distract enemies to focus on you while your new friend unleashes death upon them. However, the computer controlled assassin will only follow you around while both of you are within screen view. The moment you head off too far ahead, he stops following...and this can happen a lot as the computer assassin moves quite slowly. This gets a little frustrating but you do have the option to proceed with this level alone if you want to – it's just beneficial having the computer assassin when

it comes to clearing some of the more stubborn enemies. If the coders can revisit the logic behind this co-op mechanism so as to have the computer assassin continue to follow when they are off screen then it will go a long way to making Chapter 2 a stand out level.

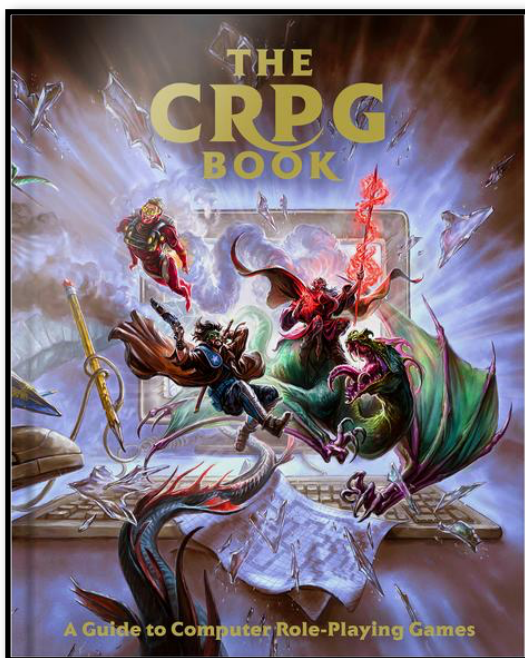


Chapters 3 and 4 see you working through dungeons alone. For me, a good game is one that ramps up the difficulty curve slowly as you progress and I think **Project – Quest** nails this aspect of its game design. Introducing incrementally more difficult enemies (I love the Mages in particular) and add in subtle changes to features within a level (like the introduction

of tele-portal doorways in Chapter 4) and what you have is a game adventure that feels highly progressive.

I thoroughly enjoyed my time with **Project – Quest**. I would not say it is an overly difficult game. Yes, you will come to terms with the game over screen a few times but understanding the importance of planning how to take on enemy combatants so as to avoid having to deal with more than one at a time whenever you can will go a long way to success. The game's production levels are of a high standard and while the tone of the tongue-in-cheek story narrative may offend those of you who are far more 'woke' than myself, I like how it provides a sense of our warrior's attitude slowly becoming more mature and empathetic as he progresses through his quest. I may have had a late introduction to **Project – Quest** but I am hooked and can't wait for the next chapter.

Project – Quest: Chapter I to IV is currently a free digital download from itch.io. Note that the system requirements for the game are a ECS or AGA Amiga with 2.0Mb chipRam, of which at least 1.5Mb free. I played Project – Quest via the FS-UAE emulator and was only able to get the game to successfully load up using an Amiga 4000 configuration.



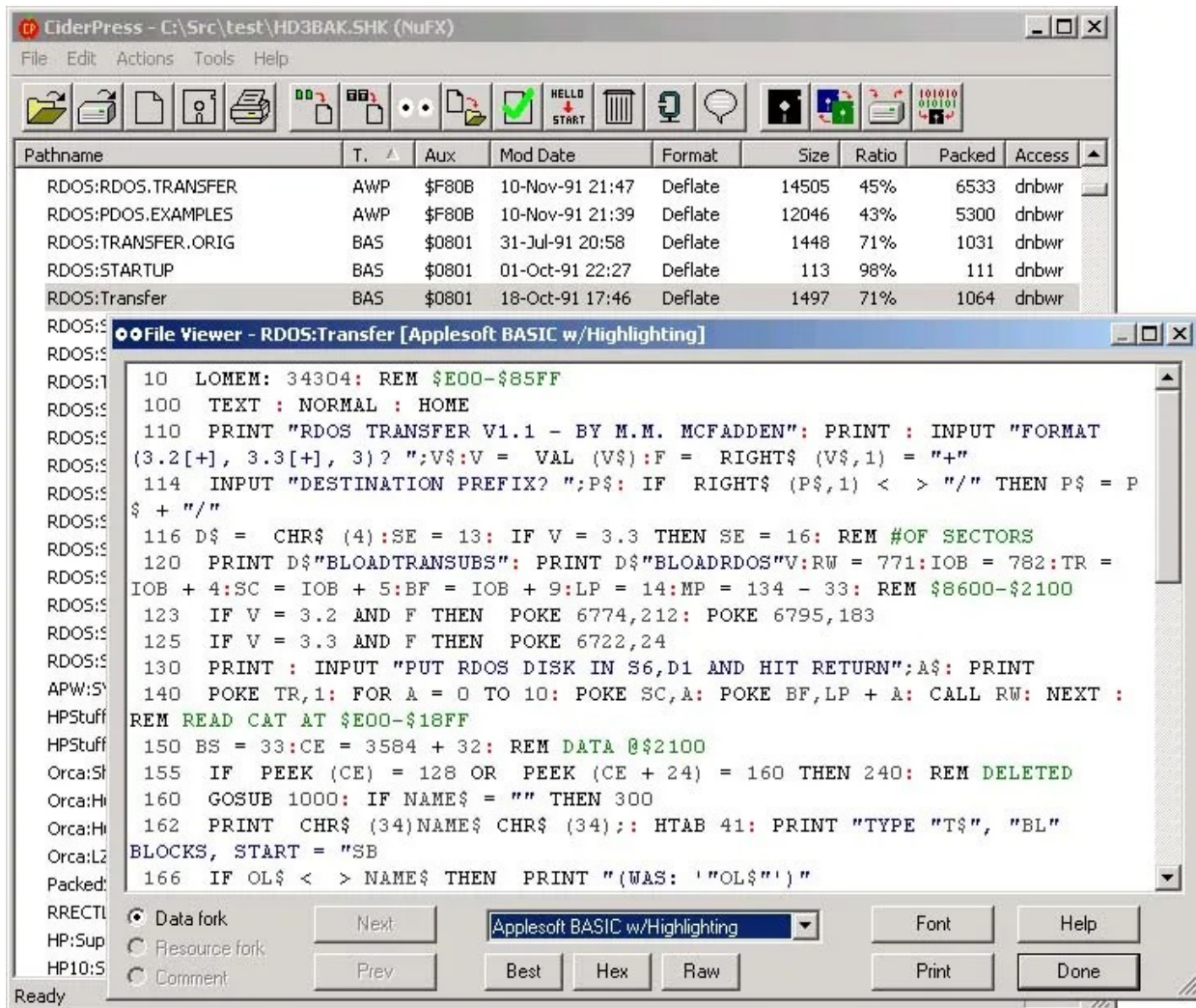
Spread over more than 500 pages, *The CRPG Book: A Guide to Computer Role-Playing Games* reviews over 400 seminal games from 1975 to 2015, covering the role-playing classics we all know and love, such as *Ultima*, *Wizardry*, *Fallout* and *Mass Effect* – all brought to life with vibrant and engaging in-game images.

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CiderPress II v0.3.0-dev1 Now Accessible

Posted by A.P.P.L.E.



CiderPress II, a specialized software tool tailored for managing disk images and file archives related to vintage Apple computers such as the Apple II series and early Macintoshes, is now available in its v0.3.0-dev1 iteration. This application is designed to run seamlessly on contemporary desktop and embedded systems.

Key Functionalities:

CiderPress II empowers users with a comprehensive suite of file operations for disk images and file archives, including but not limited to: listing, adding, extracting, importing, exporting, copying, renaming, moving, deleting, testing, printing, and setting attributes. Users can generate new disk images in various formats and sizes, retrieve metadata, manipulate metadata,

copy blocks or sectors, edit blocks or sectors, and visualize raw tracks.

Current Status:

The command-line tool is presently in alpha quality, with a feature-complete command set for v1.0. However, support for some essential formats is still under development. Refer to the manual for an exhaustive overview of commands and features.

The GUI tool is functional but not yet complete, and is exclusively available for Windows at this time. Additional details can be found in the GUI Tool Development notes.

Video Demonstrations:

Explore the application's capabilities through the following video demonstrations:

v0.3 Disk Handling: <https://youtu.be/5tE07owhcCc>

v0.2 New GUI: <https://www.youtube.com/watch?v=esEHP6Bo8GI>

v0.1 CLI/GUI: <https://www.youtube.com/watch?v=jDVdC6-eoA>

Pre-Release Development Snapshot:

Please note that this version is a “pre-release” development snapshot, and its stability may be subject to variations.

Changes Since v0.2:

Added commands: create disk image, create file archive.

Introduced actions: test files, scan disk, save as disk, replace partition with disk image, import, export, defragment.

Expanded disk image formats: Trackstar, DiskCopy 4.2.

Added multi-partition disk formats: MicroDrive, FocusDrive.

Included filesystems: CP/M, Apple Pascal, Gutenberg (read-only), MFS (read-only), RDOS (read-only).

Added file archive format: MacBinary (read-only).

Enabled access to removable media (with Admin privilege escalation).

Introduced import/export conversion options editor.

Included metadata editing.

Updated sector editor.

Various GUI enhancements.

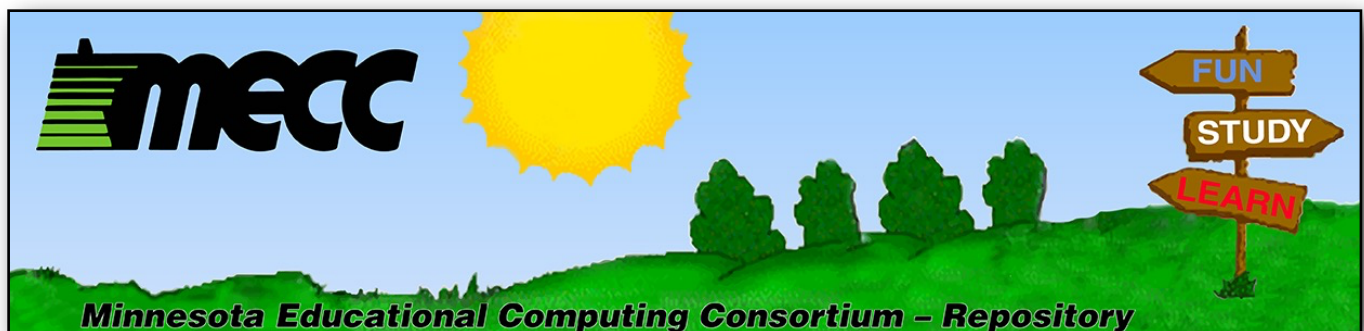
For detailed installation instructions, refer to the [install guide](#).

Installation:

Pre-built binaries are available for 32-bit Windows, 64-bit Windows, 64-bit Mac OS, and 64-bit Linux. Downloads with “_fd” are framework-dependent, requiring .NET Core 6 or later. Versions with “_sc” in the names are self-contained and do not require a separate runtime download. Simply download the appropriate file and unzip it. On Mac, use **xattr -d comp.apple.quarantine *** from a Terminal window to authorize execution.

To explore more about CiderPress II or download the latest experimental release, visit the Github page: <https://github.com/fadden/CiderPress2>

Note from the author, Andy McFadden: This is a Use at Your Own Risk application at this point.





VIC-20

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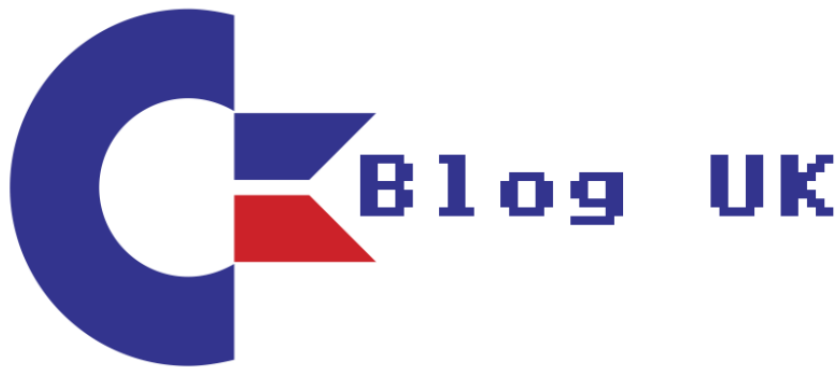
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