

COMMODORE FREE

Commodore Free Magazine
<http://www.commodorefree.com/>

Issue 97

Free to download magazine
dedicated to Commodore computers Available as PDF, ePUB, MOBI, HTML,
TXT, SEQ and D64 disk image



TMR Signs out

JASON KELK Passed but always remembered

After recovering from my illness the first thing I read was that Jason Kelk had passed away after a long battle with Covid. I was lucky to meet Jason a number of times and he kindly acted as a technical consultant for Commodore Free (although he didn't want to be named), I presume to distance himself from the general tat I manage to write each issue. Or, it could be he didn't want to be face up at the bottom of some budgie cage after being printed out and read and discarded.



Jason was truly a unique person, a fellow Doctor Who fan who was most knowledgeable and a truly great programmer.

He was affectionately known as TMR he referred to this as *The Magic Roundabout*. Jason left a number of great games for us to play.

Still REST in peace, Jason

<https://www.theguardian.com/world/2021/jun/19/britains-longest-known-coronavirus-patient-dies-aged-49>

You can find some of his programming works here:
[Cosine Systems \(cosine-systems.com\)](http://cosine-systems.com)

Editorial

It is with gracious thanks to SCOOPERDIVE Ltd. for the support, free webhosting, and recovery of the regional Commodore Free website. The original site was hacked via a PHP script. According to my original ISP, something that wasn't possible, but still did happen, and they removed all the files to "clean up" the directories for me. However, Scopperdive LTD took over my account and not only recovered the original website but has, of this issue, updated the rather dated site to work better with mobile devices and on smaller screens. A button allows you to switch to legacy mode if so desired.

So after that and the countless emails asking me to revive the magazine, I am once again back. Along the way, friends and family had passed and Covid has had its toll on the world, though my fascination with Commodore machines hasn't wavered and I have still been busy playing and working on my beloved machines. This issue is another mixed bag and I may not be sticking to a strict deadline like previous issues, but will keep some sort of momentum going.

During all of this period I have managed to retire, although I am busier than ever now. Whoever said retirement was easy is a total liar. When you're retired everyone wants your help with some project. Speaking of projects, I was in a band called *Oscillating Electric Fish*, but have now taken over ownership and advertise this within Commodore Free. Although not really SID or computer music it does take its roots in Commodore by using Commodore machines for sound production and sequencing and has a nod to the EDM world. Have a listen and please feel free to comment on this music if you feel so inclined.

Lets start this issue with the News section and move into a feature on retro collection and shops that are available in Morcambe area. While not exclusive and thorough, it does see me looking at some of the main players in this area.

Thanks for reading!

Regards,
Nigel
www.commodorefree.com

CONTENTS

Edotorial	Page 2
Morcambe and Retro	Page 4
CEX <small>Complete Entainment Exchange</small>	Page 8
Vic 20 news	Page 10
General News	Page 14
Amiga News	Page 15
C64 News	Page 16
Amiga and pet News	Page 17
Why did we use tape	Page 18
SID software	Page 18
Vic games review	Page 19
Amok Vic 20	Page 25
Super Amok	Page 26
Bezerk 2010	Page 26
Soundpaint	Page 27
Alternitaves to soundpaint	Page 29

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HELP NEEDED

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Nigel Parker

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Articles are always wanted for the magazine. Contact us for details. We can't pay you for your efforts but you are safe in the knowledge that you have passed on details that will interest other Commodore enthusiasts.

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MORECAMBE RETRO

One of the highlights is to see the statue of Eric Morcombe from Morecambe and Wise (assuming you're old enough to remember) this is situated on the sea front and you are free to take pictures.

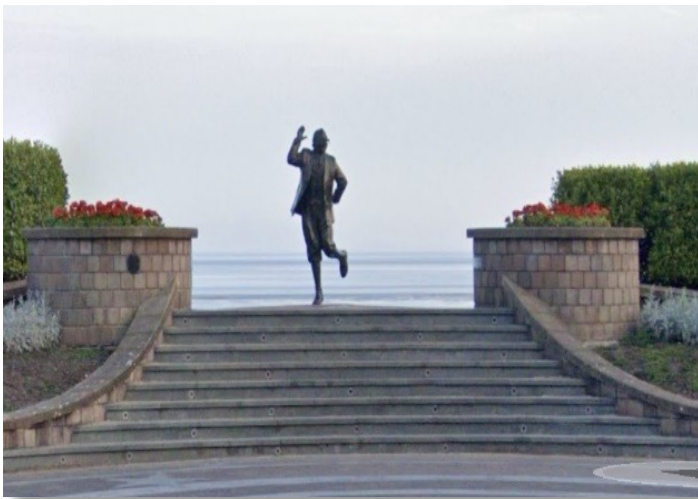
On arrival and after parking up I took in the sights of the lovely Midland hotel,
<https://midlandhotelmorcambe.com/>

the coastline and some of the usual rock shops and purveyors of classic plastic tat and moved my way down the front to arrive at my first place of contact for the day.

With spare cash in hand and the promise of a lovely day, I set out to Morecambe to check out what

arcade style shops, was my first visit. It's a blink and you miss it shop, very small so that 4 people would be enough to call it packed, but the games were neatly packed from floor to ceiling and arranged in console order. This was not a shop for true old-style retro but your NES, Famicom, and playstation Xbox fans would find it a welcome stop. The games were all in really good condition and yes, credit cards were taken. Some nice gems and a few collectables but for Commodore users it's not a shop we need to visit. Nice neat and very pleasant owners, chatty, and deals were there to be had. My purchases were rounded down, so that was a pleasant surprise from such a small shop.

Walking down the front we eventually arrive at

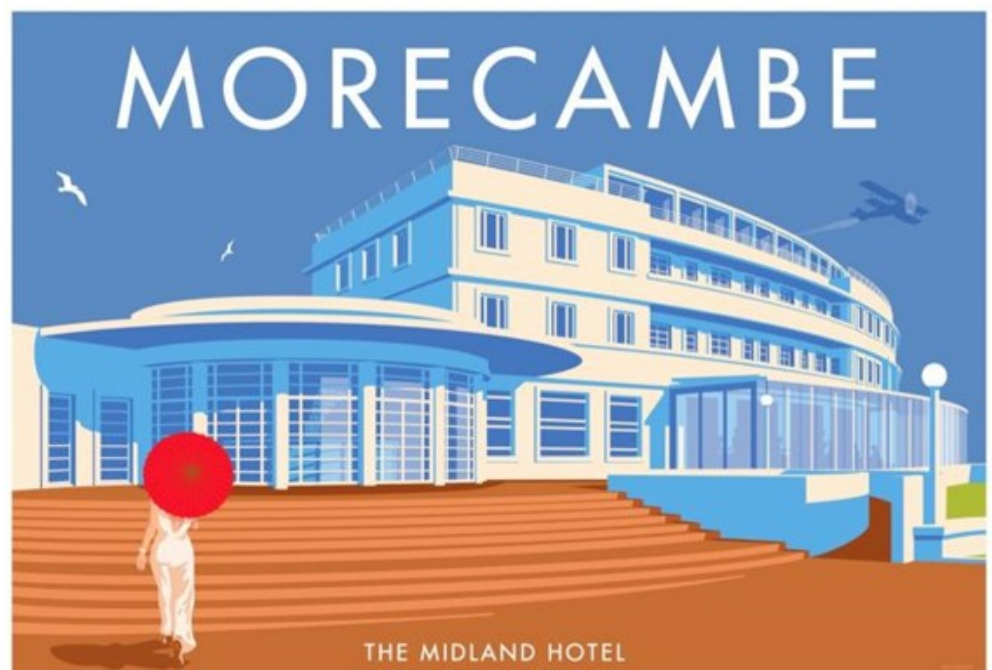


Google had informed me were the main shops for retro gaming in the area. So, with the excuse of a day out at a lovely seaside town I packed some cash and the dog and set off along the motorway.

MEGAGAMES

This claims to be Morcombe's oldest games shop. Although Google Street View doesn't have it listed and various passers buy claim they have never seen it before, I guess it may have moved from whatever its original location was, but I didn't really delve into details to find out more.

The shop is just down from the Midland Hotel, and nestled in-between amusement



Lees Games

www.leesgamesltd.co.uk

280 Marine Road Central, Morecambe LA4 5BY
01524 425404

Days of week Open hours

Monday	Closed
Tuesday	10:30 - 17:00
Wednesday	Closed
Thursday	10:30 - 17:00
Friday	10:30 - 17:00
Saturday	10:30 - 17:00
Sunday	10:30 - 16:00

Signage wants changing as it still says open 7 days ! I had to visit the place on 3 separate occasions to be honest, as Google listed them open on Monday and they haven't apparently been open on Monday in over 20 years, and then I went back on Wednesday, but the owner had decided he would close on Wednesdays, so ..

They only open Tuesday, Thursday, Friday, Saturday, and Sunday (at this moment). Maybe phone to check so you don't waste time like I did. Although another store listed as all your classic retro needs, it's one of those newer retro users, Nes, PlayStation, Xbox etc. I spoke to the owner and he does get offered cassette games but doesn't seem to want to deal with them. A small bag near the door had an assortment of Spectrum and Commodore games dumped in. I guess it's one of those where you need to be friends to get real classic retro games; I was offered to "make me an offer" for the bag of cassette games but declined.

The store is set out spacious and who knew the original PlayStation had so many titles! Again, as is usual all the

consoles are catered for with separate areas. Some posters and collectables were in the shop and displayed behind glass cases games and seemed to be good condition. I purchased some with no real scratches but I didn't really ask about warranty periods. My day of choice was rather busy and the owner was dealing with regular customers, so again, it's who you know. But the shop is pleasant enough and nicely set out. There was a large pile of PC games from various years priced from a pound each and I bought a few of these, purely for collection purposes.



RETRO dreams

The shop is open every day

from 10am-5.30pm (10am-3pm Sundays).

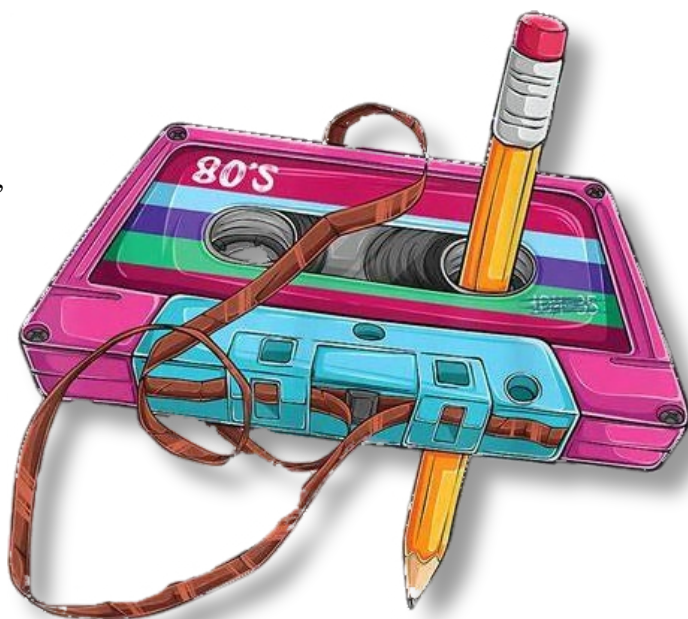
<https://www.facebook.com/RetrodreamsUK>

Next was a walk down away from the sea front situated in what looked like an old bank. Nestled between charity shops and the 99 pence shops was a really pleasant treat. Now, this is a real retro shop selling memorabilia, VIC 20 games, C64 games, Spectrum, Amstrad, and the usual NES Famicom Xbox and PlayStation, but the shop also does a trade of musical instruments and records, tapes and even VHS tapes. When you enter it has that really musty smell and you're in for a real treat as a Commodore user.

As soon as you entered and looked in there in pride of place was a boxed Commodore 64 gamers compendium pack, in really good condition, and looking at prices on Ebay was marked to sell. In fact, I was offered a deal when I asked if I could look the item over, but declined as I already have far too many packs in my loft space gathering dust. There were old game and watch items and even old Philips plug-into tv units to play pong, the place is very pleasant and relaxed and has just opened a coffee area so you can sit and chat. Every one that entered paused and you could see, if not hear the WOW as they entered and felt the buzz from times gone by. Commodore games:

There were about 30 games from mastertronic, to boxed cartridge games, games for the VIC were about 20, some items were even on disk. I looked in awe at the Atari 2600 and a massive collection of games gathered around it, all for sale. Stock: I was told arrives all the time and collectables seemed to be snapped up very quickly, I even found a fellow Commodore fan, so we chatted and lost track of time with my dog (yes it's the first shop that was dog friendly) pulling me to go walkies.

After a walk with the dog back towards the Midland Hotel I went into the market hall, where I was met with the usual clothing and shoes retailers, but just down from the entrance was another games fest called



Morcambe Games

<https://morecambe-games.business.site/>



Again, this is another NES and upwards stall, but what collectables they had, and the prices were really keen for sales, I had to bundle some items together and cheekily ask for a deal. To my amazement I was offered a really good

discount, told tht if I take them now today they would give me a deal of a lifetime, so I took the items for my collection. Nothing here to really excite Commodore users, there were a few of the newer style Commodore mini systems that emulate the C64 with a list of built-in games (maybe that's a review I should do at a later date because someone bought me one, but that's another story).

If it's collectables then this is the shop. They also have a sister shop in Fleetwood cunningly called "Fleetwood Games"

Stall 6/7 Festival Market
Marine Road Central
Morecambe
LA4 4DW UK

Mon: Closed
Tue: 9:00 AM – 4:00 PM
Wed: Closed
Thu: 9:00 AM – 4:00 PM
Fri: Closed
Sat: 9:00 AM – 4:00 PM
Sun: 9:00 AM – 4:00 PM

Yes, we have the usual charity shops but they seemed to have been cleaned out of games by all the

retro shops. Indeed, asking at a couple they said they usually use the local shops to sell off anything retro.

Indeed, while on my day out I noticed a number of antique and brick-a-brack shops, also retro clothing shops, and an ex-army supplies shop. I may not have covered every single games hop, but...



CEX (Computer Entertainment Exchange)



CeX Ltd (Complete Entertainment eXchange)

<https://uk.webuy.com/>

The first cex was opened in London's Whitfield Street, near Tottenham Court Road in 1992.

Now, more than 380 shops exist in the UK that are a mix of franchise and centrally owned, with over 230 abroad. "CeX" name has changed from "Computer eXchange" into "Complete Entertainment eXchange", and the company lists as "CeX LTD" and is trading as "CeX Entertainment Exchange". CeX is a privately owned company

CeX began issuing licences for franchising in 2005.

So CEX is now an entertainment brand stocking anything new and exchanged, not only games and hardware related item but watches, mobile phones, memory cards, hard disks, monitors, etc. Both new and user-exchanged items and games. They also sell Blue-Ray and DVD disks.

The normal premise to this is that you would enter a CEX store with some games to sell, and after they had been inspected and tested CEX would offer you two prices: one for exchange or token and one for cash. Of course the exchange or trade token is more than the cash price. Armed with your trade you then peruse the store looking for anything interesting. I recently purchased a second-hand PC keyboard that would list new as £100 but CEX had the item for £20, and to be honest it looked and behaved like new.

CEX offer a very generous warranty and items are tested at trade so that both parties know if an item is working or not. They will not accept items where a warranty seal had been broken so don't think you can fudge up your old Xbox and sell it on, as once opened they will not entertain you.

Items are usually cleaned then priced, bagged if needed, and placed on display. All the franchises I have entered are very friendly and of course full of like-minded people. I have noticed the odd vinyl for sale (that's a record if you're not old enough to know) although they need to be of collectable notoriety, like maybe a rare Doctor Who vinyl unopened that I saw for £100. Some of the shops also have the odd VHS cassette sitting on shelves. Again, they need to be collectable for the item to be stocked.

The shop will advise on exchange prices and seem very fair but normally your mound of DVDs you have at home will yield a lot less than you think, unless you have a special item. My fair of exchanges ranged from

1 penny to £4 for a special edition new sealed DVD so you won't get rich.

Items are priced so they are cheaper than most eBay finds so buying and selling on eBay isn't something you will make money from. They log all serial numbers so re-selling back isn't a way to make cash quick either. Items are graded good, fair but the games seems to be more hit and miss, so buyer beware.

I have had lots of bad luck on mail order items, where the items are listed and sold as Good and arrived missing even basic things like the actual disk to play the game. But fear not -- they can be taken to any CEX for an immediate exchange or refund if you are not happy.

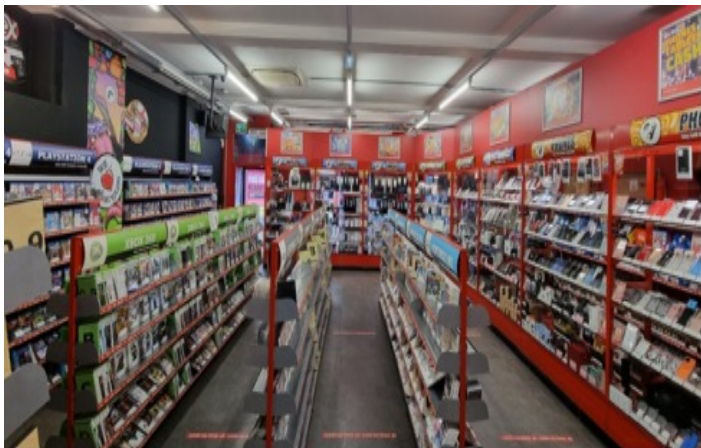
Yes, it's a franchise so some shops are better and more thorough than others. I suggest you make yourself known to the manager. It's amazing some of the items he put to one side for me on the off-chance I would return as he knew my likes and preferences, so that's a real plus if you're a collector.

Sadly if you are after Spectrum, Commodore, Dragon, and BBC items they seem to have none, although I am told items do pop up on the website, and my local shop sold me a job lot of C64 tapes for a "sold as seen one-off price", but only because the manager knew I would want them.

I bagged a carrier bag of c64 games for 10 p each which I didn't think was a bad deal. If however you're a Dreamcast, PS 1, 2, 3, 4, 5, or Xbox fan then you can find some real gems. People will play the games then sell them, that's your time to pick up a bargain as a 50 pound game can now (a couple of months after release) be bought for 5 pounds if you can wait.

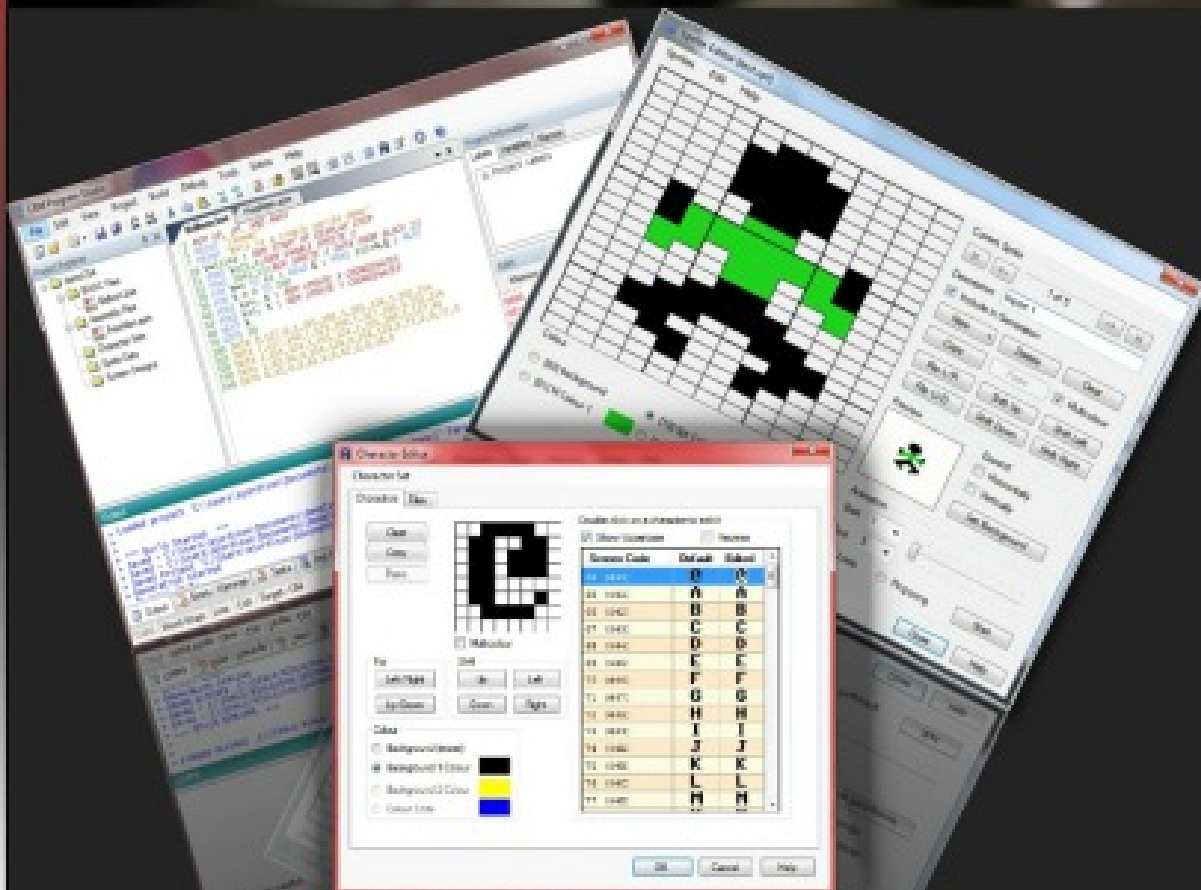
Real die hard retro fans like you and me aren't really catered to but your standard retro uses are. Maybe we need another genre that describes the 8-bit years like classic retro and your PlayStation 1 and onward fans are just retro, I don't know.

Still, you may find an obscure Blue-Ray or DVD with watching.



CBM .prg Studio

A handy Commodore 8-bit program development utility for Windows



CBM .prg Studio is a Windows IDE which allows you to type a BASIC or machine code program and convert it to a '.prg' file, which you can run on an emulator or the real hardware. It also includes character, sprite and screen editors and a fully featured 6510/65816 debugger.

The following machines can be developed for:

- Commodore 64 (and SuperCPU)
- Commodore 128
- Commodore VIC 20
- Commodore 16
- Commodore Plus/4
- Commodore PET BASIC 2 machines, e.g. PET 2001
- Commodore PET BASIC 4 machines, e.g. PET 4000/9000

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

NEWS VIC 20

VIC 20 software releases

I am so glad to see (after my return from illness) so many Vic 20 games and utilities still being released. Not only was the Vic 20 my first computer it's my favorite, when I was given the machine one Christmas, I just couldn't believe such a machine could exist, colour, sound and so many games available for the machine, If your reading this as another commodore user, Amiga, C64 whatever I advise you to get a Vic 20 and start to get some love from this machine. Such as vibrant community exists and as these show some amazing programmers' as still finding their ways round the hardware.

The Vixen415 synthesizer

Requirements

Platform: Commodore VIC-20 +16kb memory expansion

Media: Floppy disk only

Video: PAL/NTSC

Interface: Joystick + Keyboard

Software type: Software synthesizer

Written by: W E de Villiers

Vx415 is a music synthesizer for your Commodore VIC-20. The software says

Most users will find that they can figure out the workings of the software in a very short time, but for those having trouble please consult the user manual which accompanies this software

<https://huffelduff.itch.io/the-vixen415>



Targ for the Vic 20

Author: Pedro Bermejo

Genre: Maze

Code: Assembler

Requirements: VIC-20 + 8k, Joystick

The author says

This is my version of Exidy's Targ game. Drive your car shooting to the arrows and avoiding crashing with them. Requires 8k expansion and a Joystick. To start the game, use any key (or Joystick button). After a few seconds in the presentation screen, game will enter into 'Attract Mode'. Hit a key (or JoyStick button), to go back to the presentation screen.

Screen can be centered (only from the presentation screen), by using the cursor keys.

<http://sleepingelephant.com/ipw-web/bulletin/bb/download/file.php?id=6237>



VICSTRIP

Post by Mike » Tue Apr 11, 2023 1:41 am

Name: VICSTRIP

Author: tokra (Support: Mike)

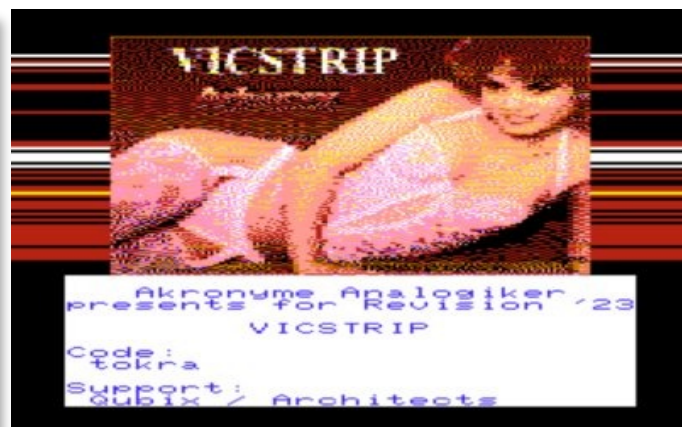
Released: April 9th, 2023 on the Revision 2023 party (3rd place in the Games competition)

Requirements: PAL VIC-20, +24K RAM expansion, Disk Drive

Description: Card Game

Blimey don't let the kids get hold of this !

<https://www.tokra.de/vic/vicstrip/vicstrip.zip>



NEWS VIC 20

Murderlize All Humans

Platform: Commodore VIC-20 +16kb memory expansion

Media: Floppy disk / Tape

Video: PAL/NTSC

Interface: Joystick

Genre: Arcade Language: Assembler

Written by: W E de Villiers

This is what was posted with the game

Berserk! the video arcade game was released in 1980 by Stern Electronics. It was one of the first arcade games to feature synthesized speech. This was at a time when memory costs were at a premium. 'Murdelize all humans' uses Berserk! as inspiration but does not attempt to copy it.

Joystick left/right/up/down with the fire button to discharge the plasma gun.



Fire at levers to alter their state (The unlock symbol at the bottom right will light up on achieving the correct combination). Just run over the exit key to pick it up. As for the Lovebot - avoidance means life.

<https://huffelduff.itch.io/murderlize>

The eXimietas VIC-20 Chip-8 emulator

Platform: Commodore VIC-20 +16kb memory expansion

Media: Floppy disk only

Video: PAL/NTSC

Interface: Joystick + VIC keyboard

Software type: Emulation

Written by: W E de Villiers

Written in: Assembler

The well known Chip-8 system for the Vic-20. The package includes over 30+ games and programs. Two Chip-8 archives are also included.

<https://huffelduff.itch.io/vic20-chip-8>

Bad Apple VIC-20 Final Expansion

Author: Javier Gonzalez

Released: July 1st, 2023, Posadas Party

Requirements: PAL VIC-20 + Final Expansion

Description: a conversion of Touhou's Bad Apple

Instructions:

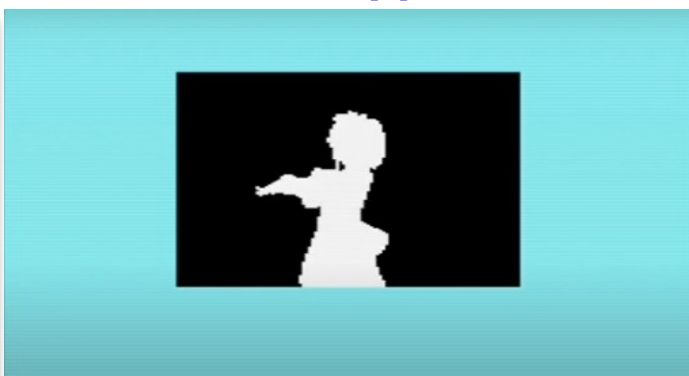
* to play on a real VIC20 with a Final Expansion, use badram7.5.d81. It's a d81 image, place it on a SD card for a SD2IEC drive or burn a real 3.5" disk for 1581 (in this case, better use JiffyDOS or the load will be slow). Tested on a Final Expansion Alpha.

* to play on VICE emulator, first add fe3badas7.5.prg as a Final Expansion cartridge. Then attach badrom7.5.d64 as a 1541 disk image.

* load "badas", then run

Thanks to Mike and the forum for help with the Final Expansion programming

<http://sleepingelephant.com/ipw-web/bulletin/bb/download/file.php?id=6364>



NEWS VIC 20

Tomato Worm

Author: Javier Gonzalez

Genre: Puzzle

Code: cc65 / ca65

Interface: Keyboard

Requirements: VIC-20 and 16k RAM expansion, SD2IEC or disk drive
CORRECTION: it's actually +24kB memory, not + 16kB

Description: It's a conversion of Pico 8 original puzzle game from Jose Guerra. It has 65 levels.

The last level completed is kept on disk. You can turn off the computer and resume the game in another moment.

Instructions

The worm has to eat all the tomatoes to go to the next level. To guide it use QAOP or cursor keys.

Other keys: Press x or X to reload the current level (typically when becomes unsolvable because the worm blocks itself).

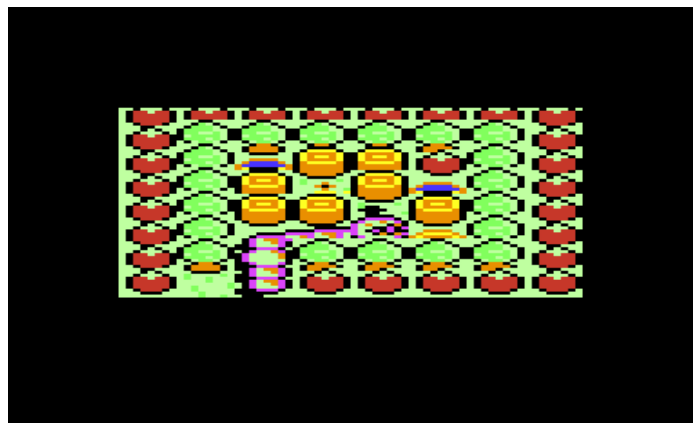
IMPORTANT: when the worm grows long it can take time for the movements to complete from the head to the tail. Don't rush to press x.

Press R to restart from the first level

Press e or E to exit the program

Press N to skip to the next level (but then the last level completed won't be kept in disk and if you shut down you won't be able to resume the session).

<http://sleepingelephant.com/ipw-web/bulletin/bb/download/file.php?id=6367>



Midnight Crimes

Platform: Commodore VIC-20 +24kb memory expansion

Media: Floppy Disk / Tape

Video: PAL/NTSC

Interface: Joystick

Software type: Arcade game - FPS - Empire City Clone

Written by: W E de Villiers

Language: Assembler

Release date: September 2023

It is 1933 and prohibition is about to end. Organized crime syndicates are flooding the black market with their product and it is making them exorbitant profits one last time. At the very same moment Eliot Ness and his Untouchables find themselves in a battle of survival in the city. You are one of these untouchables and you have to get to the criminals before they get to you. So strap on both your holsters because you're shooting it out every night.

<https://huffelduff.itch.io/midnight-crimes>

Super Monza GP 2

Author: AJ Layden

Genre: Racing

Code: ML

Requirements: VIC-20 with 32K expansion. Joystick

Description: Race around Monza, Monaco, Spa and Interlagos.

<https://aj-layden.itch.io/super-monza-gp-2>





Hosting

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MINI BOX

While this isn't really Commodore news, I did find this website while storing some of my non-Commodore game collections, I wanted to protect the boxes from damage whilst still using the cartridges or disks.

So when I found this site where you can download a MINI version of the box or game cartridge, not only were my storage needs met but also my way of preserving or protecting boxes. It's also great if you don't own the original packing, maybe just a card or cartridge, not free or cheap, but if you're a collector...

Original box at bottom and mini box version onto just bigger than the cartridge

<https://miniboxgaming.com/>

**Jim butterfields diary on youtube****The excellent 8bit-show and tell YouTube channel**

presents a look at Jim Butterfield's Diary, a standard diary for the Commodore enthusiast from 1986, filled with Commodore technical details and also acted as a diary to record your daily details and meetings
From the YouTube Comments

We take a look at Jim Butterfield's Diary - not his personal diary, but his Commodore Reference Diary which was published in the UK so Commodore fans could have a combination day planner and Commodore reference book with them at all times. This particular book was signed by Jim and contains a large collection of POKEs and other notes by the previous owner - who through a MUPET side quest (a disk drive multiplexing system for Commodore PETs that I got from Jim many years ago) and some hand-writing analysis we determine spoiler was not Jim Butterfield.

Contains a brief look at the pet networking or disk sharing hardware called MUPET by CMD (no its s different one) Canadian micro distributors, it connected Pet/CBM computers so a single floppy disk, no software was needed hardware connections only

The diary signed by Jim himself (possibly) starts with a hex to decimal conversion chart and a RANGE of Commodore computers, lists a brief description of Commodore machine from the time.

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Become a patron: <https://patreon.com/8BitShowAndTell>

One-time donation: <https://paypal.me/8BitShowAndTell>

2nd channel: / @8-bitshowandtell247

Index:

0:00 Diary?

2:15 MUPET: in search of Jim Butterfield's signature

4:17 A letter from Jim: yes, Jim signed it

6:26 Back to the diary

8:01 The Commodore Range of Computers & Peripherals

10:48 Important Keys, BASIC, Disk Commands

13:45 Simple Techniques and Handy Locations

19:23 Memory Architectures & Maps

24:30 Useful Programs, Sound, Machine Language, Glossary, Normal People Stuff

27:28 POKE collection - by Jim?

30:49 POKEs demonstrated

36:39 The rest

38:15 Conclusion and thanks!

https://www.youtube.com/watch?v=Xk_4Cv460DA



Caste of Illusion CD32

'Forest of Illusion' : A game inspired by the Castle of Illusion, World of Illusion and Mickey Mania series. Has some Commodore Amiga CD32 footage! A new Scorpion engine developed game by DomKid, which has seen multiple improvements and additions to the amazing graphics.

The game is still in a beta state but as the video shows this has amazing graphics, some great sound Parallax backgrounds, great animations, multiple enemies. The game truly looks stunning with some great attention to detail, like if you stop moving for too long Mickey looks at his watch

<https://youtu.be/im2UlWzInTc?si=-CybeZlwzaltlexc>

<https://www.indieretronews.com/2023/09/forest-of-illusion-mickey-is-still.html>



Flying Shark Amiga game

Flying Shark - WIP Flying Shark remake for the Commodore Amiga gets a graphical overhaul! The excellent website Indi retro news recently reported that

They recently found out through the EAB forums, <https://eab.abime.net/showthread.php?t=110252&page=7>

Flying Shark; Has recently been teased with a new look at the first level of the game with new graphics! A game which is being remade by Magnus T together with JMD and John Tsakiris(GFX). Although the main creator does state, "This is a test of level 1 with new graphics by John Tsakiris:"

The site also says:

"People felt the Amiga version that was released in 1988 by Firebird was not only a bad conversion of a great Arcade game, but many people also felt that it had repetitive gameplay, the port was lazy."

<https://www.indieretronews.com/2023/08/flying-shark-wip-flying-shark-remake.html>



Roguecraft for the Amiga has been updated!

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.

<https://badgerpunch.itch.io/roguecraft/devlog/578557/roguecraft-updated>



NEWS COMMODORE 64

Deadhead c64

Gamesthatweren't recently found Deadhead
 Heres what Games that wernt wrote about the project
 Coding: Anthony Wilder
 Graphics: Wayne Billingham
 Sound: N/A
 Last updated: August 28, 2023 by fgasking

A new finding for GTW, and a neat looking preview of a sooped up Defender style of game. Deadhead was done as a small project whilst Wayne and Anthony were working on another project. Wayne originally posted all of his disks across, which is when we found Deadhead.

The other good news is that one of the Amiga disks supplied actually contained an Amiga version of the game (Thanks to Adrian from aGTW for the porting!) An entry for this can be found at <https://amiga.abime.net/games/view/deadhead>

The game was almost completed, and features a standard Defender style of game, an asteroid belt sub level and an end of level guardian. There was also to be a Paradroid style level integrated, but this seems to have been dropped for reasons unknown.

We did, however, recover a preview which shows an early test scroll for the lost level and some block graphics from some Amiga disks. I'm not sure how complete the game is, but it seems to go on for a long while. The game contains no music, which we doubt was ever started.

The game seems to have been cancelled as the C64 started to die out... the machine was not really profitable any longer. It asks questions about why the Amiga version was

not released... but I guess now it is time to try and find Anthony to find out more.

Wayne suggests that they didn't approach any publishers for the game at the time. He moved to Manchester, and the coder went to University in Swansea – and that was that, sadly.

It isn't anything fantastic or ground-breaking, but it is a nice finding with some good techniques and effects used throughout.

More soon on this game we hope...

<https://www.gamesthatwerent.com/gtw64/deadhead/>

link to downloadable commodore 64 preview

https://www.gamesthatwerent.com/wp-content/uploads/gtw64/d/deadhead/Preview_Deadhead.zip



C64 online

<https://c64online.com/about-us/>

The website says:

To Preserve and to Serve the C64 Software Library via online emulation to Preserve and to Share – that's the main goal of C64online.com, a site dedicated to Commodore 64 games, SID music, utils, applications and more. Our mission is to preserve as many C64 disk, tape & prg files as we can and serve them in the form of online emulation for free on desktop computers, mobile phones and tablets. You only need a modern browser to enjoy what Commodore 64 has to offer, you don't have to download and install anything to access this legendary 8-bit game and application library.

According to the DMCA, we publish content solely for preservation purposes and do not make any software available for download. If you believe that any of our

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Future plans

C64online.com primarily focus on the Commodore 64 software preservation but we are planning to add Commodore 16 / Commodore Plus / 4, Commodore VIC-20, and also Commodore PET games and software library in the near future.

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C64  **ONLINE**

NEWS AMIGA AND PET

Terrible Fire | Evolution of an Amiga Accelerator
with Stephen Leary | Legends in The Cave

I recently found this video while looking on YouTube. Here is the YouTube listing:

Terrible Fire accelerators for Amiga computers have become a staple of any modern Amigan's diet. From A500 to CD32, Stephen Leary has been designing these boards to make our lives easier for some years now, so I thought it was an ideal time to learn all about the evolution of his project from inception to the present day.

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https://youtu.be/-hxpphHBzk?si=JPYnbBJ_XLxmDW-Y

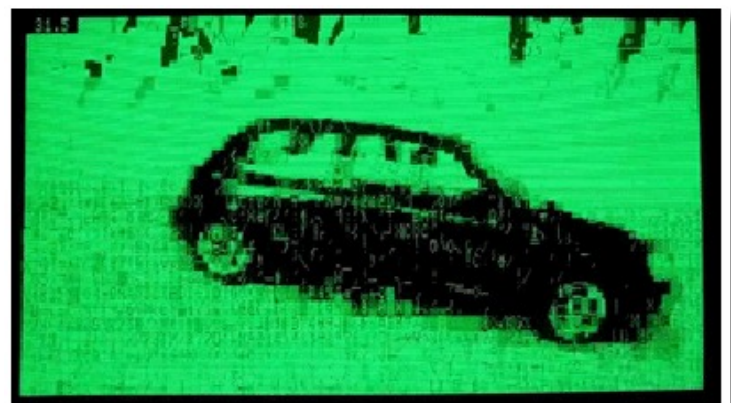
**Commodore PET plays YouTube videos with Raspberry Pi Zero**

This project is totally in keeping with the spirit of things around here. Thorbjörn Jemander did what any self-respecting tinkerer should do after securing a prized piece of retro tech: hack it with a Raspberry Pi to make it do something elaborately pointless. The Commodore PET was released in 1977, and this one came back from the dead to fulfill the important task of playing videos from YouTube, a platform launched in 2005.

Make sure you watch this excellent detailed description of how the maker pulled this off.

What could be a better use of your time than watching fail videos from 2018? Watching them jerking around on a wibbly green and black screen, that's what.

<https://www.raspberrypi.com/news/commodore-pet-plays-youtube-videos-with-raspberry-pi-zero/>



Why did some old computer use tape for storage

Well if you got this website you can find out more Basically tape was cheap and easily available, the programme was stored as an audio file (if you have ever played a tape in a Walkman you will know the screeching sounds)

Its downside was that tape was and still is slow, but ... I still love

https://youtu.be/-hxpphHBz-k?si=JPYnbBJ_XLxmDW-Y

<https://www.howtogeek.com/why-did-some-old-computers-use-cassette-tapes-for-storage/>



SID VST SOFTWARE

<https://www.rhythmicrobot.com/product/c64>

Above free SID chip emulation kontakt instrument

The website says: “This library is different from our usual products in that it’s a collaboration. All our other instruments are sampled right here in the lab, by us; but we made an exception in this case because it’s fun to join forces in a freeware competition!”

The kontakt player is basically a program wrapper that allows the playback of sampled sounds. You can customize the front end. Added various other features such as effects (reverb, Delay etc) and also ADSR or the Attack, Decay, Sustain, and Release of the sample, (the Commodore 64 manual has a section all about ADSR, so no point repeating it again here) we have here the added ability to change various characteristics of the sample played back, so the sounds are from real Commodore 64 machines.

There are 30 patches in the library, and these have all been sampled from three different iterations of the Commodore 64 home computer. The sound is very SID-like and of course, being free adds another plus to its sound.

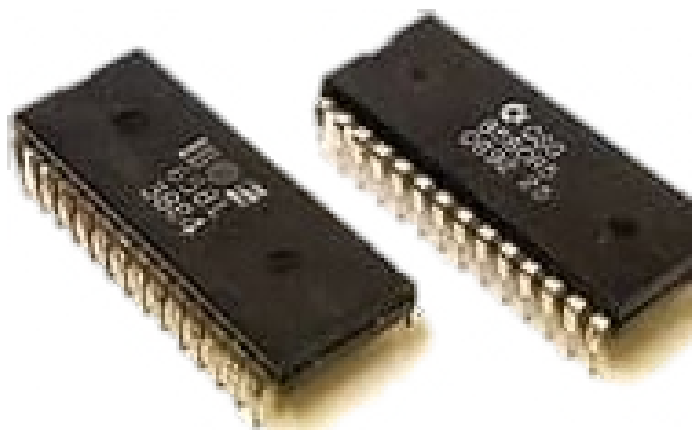
Of course, other emulation or sample players are available but I haven’t seen a true code emulation of the Commodore SID chip as a virtual instrument (not to say one doesn’t exist, but...)

SID BOXES or C64 machines changed to be musical instruments

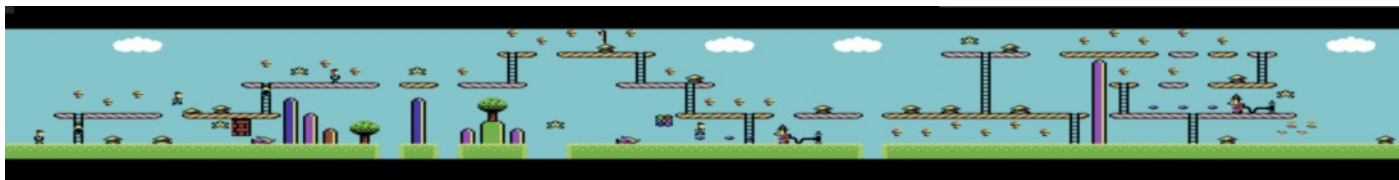
https://www.instructables.com/The-Commodore-64-Synthesiser-Build-Aka-Cyanodore-6/?utm_source=newsletter&utm_medium=email

<https://gavinlyons.photography/cyanotype-commodore-64-midi-synthesiser/>

<https://www.instructables.com/Commodore-64-MOS6581-SID-Based-Synth-Sequencer/>



VIC 20 Games review



I am going to close out the issue by looking at some games from this website

<https://huffelduff.itch.io/>

Midnight Crimes - Vic20 +24k

It is 1933 and prohibition is about to end. Organized crime syndicates are flooding the black market with their product and it is making them exorbitant profits one last time. At the very same moment Eliot Ness and his Untouchables find themselves in a battle of survival in the city. You are one of these untouchables and you have to get to the criminals before they get to you. So strap on both your holsters because you're shooting it out every night.

Requirements, loading and running the game:

A Commodore VIC with 24k RAM expansion minimum

A joystick plugged into the joystick port

A good dose of courage and fortitude to take on organized crime

Disk: load "*",8,1 press return. Then type: run and press return

Tape: load "*",1,1 press return. Then type: run and press return

Greetings Huffelduff (User handle on the VIC-20 Denial forum)

This is a pay-what-it's-worth honesty system, and yes, I did pay to play and review!

So, you have to kill the enemies that are coloured blue; they appear in the windows of some building, you have a site to help you and move around this site. Once on a baddie you press fire to kill, the download

comes with 3 files a T64 a D64 and the PRG. I would say the memory requirements seem a little high but the quality of the game is great, on the main screen you see the title screen with MIDNIGHT CRIMES, this is a neon sign and you hear the neon fuzz as faulty signs do and the letters light up white then fade out back to blue simulating faulty neon to great effect, the sound effect relay works well on this

You have around 8 seconds to kill the enemy, if you fil (??) they will kill you, only one seems to appear at a time and running out of bullets requires a reload. You can fire the heart shape (coloured white) to enable your shield but it lasts only seconds so beware. The game is really fast. Some great details



SCORE

Graphics	7/10	some really nice touches
Sound	8/10	the neon and music are great
Gameplay	7/10	its fast
Overall	7/10	



Really worth the price (whatever you pay)

Wait there is a bonus game included !

Bonus game (included with the download)

Title: Flappy Toasters

Platform: Commodore Unexpanded VIC-20

Video: PAL/NTSC

Interface: Joystick

Software type: Flappy birds clone

Written by: W E de Villiers

The Story:

Ah another version of flappy birds...but now its a Microsoft flying toaster instead. Press the joystick fire button to flap. Avoid the obstacles. That's it. Version 1 and 2 of this software has a small extra feature. If you fly low enough one gets a score bonus.

Footnotes:

The motivation for this software was a desire to experiment with different graphics and scrolling styles.

Four versions of this software exist:

01 vflappyt-unxp.prg - 1-bit scroller using hires graphics.

02 v-fpegassi-unxp.prg - 1-bit scroller using hires graphics. The big difference is that instead of a toaster now it's Pegassus.

03 vfpc-petscii-unxp.prg - 2-bit scroller using PETSCII graphics. Also testing a parallax scrolling effect.

04 vft-multiclr-unxp.prg - 2-bit scroller using multi-color graphics. Also testing a parallax scrolling effect

So you know the score:

Press the fire button to keep the flying toaster in the air. You must pass through the openings or gaps in the walls, touching the walls, floor or ceiling results in your toaster's death. I liked the idea of the different graphics modes (separate versions to load) if you liked Flappy Bird then this will be a tick on your wish list. To be honest, I am rubbish at this game type but

it does get your heart rate pumping, the screen scrolls from right to left in a constant flow

Ahhh... my toaster has just flown out of the window

Both games have instruction files, history, and front and back cassette cover art, and it's nicely drawn as well, so that's another bonus.



SCORE	
Graphics	5/10 some nice modes experiments
Sound	5/10 does its job
Gameplay	5/10 just press fire at the right time
Overall	5.5/10 extra but good in its own right

COMMODORE



FREE

The eXimietas VIC-20 Chip-8 emulator

The VIC-20 +16k Chip-8 emulator

Title: The eXimietas VIC-20 Chip-8 emulator

Platform: CBM VIC-20 +16kb memory expansion

Media: Floppy disk only

Video: PAL/NTSC

Interface: Joystick + VIC keyboard

Software type: Emulation

Version: 1.11

In the late 1970s when Commodore PET and was still new and Atari released their first gaming console, a virtual machine dedicated to game programming was created by Joseph Weisbecker to support the line of personal computers made by the RCA company. This system was dubbed the Chip-8 and today many versions of it exist on many different hardware platforms. Now, there is also a Chip-8 for the VIC-20 personal computer, and here it is.

Two additional documents are bundled with this package:

1. zz Manual - The VIC-20 Chip-8 emulator.pdf
2. zz Readme - Chip8-Game disk.pdf

For loading and running the emulator and games, see the Manual. Two floppy disk images are bundled with this package:

1. 01 Chip8 - Program disk.d64 (It contains the VIC-20 Chip-8 emulator)
2. 02 Chip8 - Game disk.d64 (A collection of Chip-8 software)

The original archives that the Chip-8 software is sourced from is also attached to this package. Greetings Huffelduff (User handle on the VIC-20 Denial forum)

With the download is a PDF that goes into details about the Chip 8 and its history, so that's worth a read on its own. Inside the Zip file there is also an instruction manual and front and back tape covers. The manual lists the games in the pack. I think the first paragraph of the manual describes the completion really well:

Below is the list of games that come with the eXimietas Vic-20 Chip-8 emulator v1.1. The program compilation comes on a separate disk [02 Chip8 - Game disk.d64]. So why was the decision made to ship a collection of games with the emulator when Chip-8 collections exist independently and can be obtained by a user when they want or need them?

1. The Internet is very impermanent when it comes to smaller projects. Project owners may decide to close

down their websites/project pages due to pressures such as financial, health, lack of time and so on. So a curated collection may be here today and gone tomorrow. To mitigate this low but tangible risk some Chip-8 software has been included with this emulator for demonstration purposes.

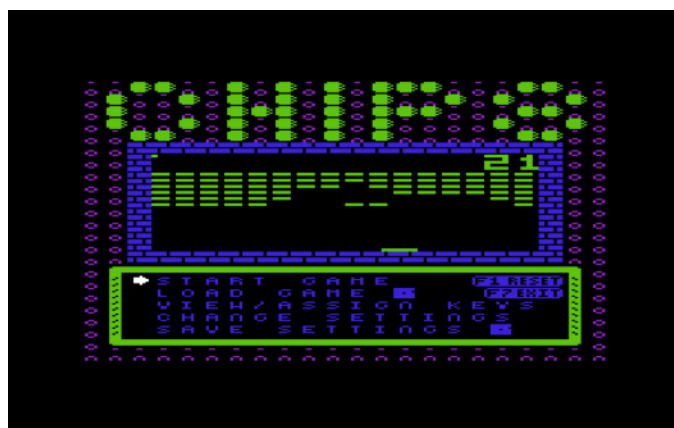
2. This emulator is primarily a Vic-20 project which means that it's going to find its way into Vic-20 software collections. As interest in 8-bit platforms ebb and flow this software may languish for long periods of time without much attention. So the intent is to demonstrate the Vic's Chip-8 capabilities straight out of the box without needing to download or to obtain other software.

3. To demonstrate the variable cosmetic configurations that could be achieved by using the Vic Chip-8. Also some minor modification of program files are required for them to be used on this emulator [A two byte header needs to be added]. So by giving a program disk with examples it can be shown that the emulator works and is useful from the start. 4. To immediately generate interest in Chip-8 software within the Vic-20 community

Title: Brix Year of release: 1990 Programmed by: Andreas Gustafsson Game Description: Breakout clone
VIC-2 emulator notes: The game had to be slowed down speedwise through the CPU delay setting. Controls on the VIC-20: Joystick left/right + F1 to restart the game

Brix-Pro. Tapeworm Cave Tetris Blitz Blinky VBrix. Flight Runner Chipquarium IBM logo Particle Kaleidoscope. Outlaw Slippery slope 1D cellular automata Trip8 Zero Demo Merlin Pong Pong2 Syzygy UFO Wipe off PetOctojam SubmarineWorm V4 Astro Dodge Rocket Rocket Launch

So this is an emulator. As such it does the job its intended to do, has some nice graphics effects. I cant really score it, although all the programs I tried worked as expected



MURDERISE ALL HUMANS

Title: Murderize All Humans

Platform: Commodore VIC-20 +16kb memory expansion

Media: Floppy disk / Tape

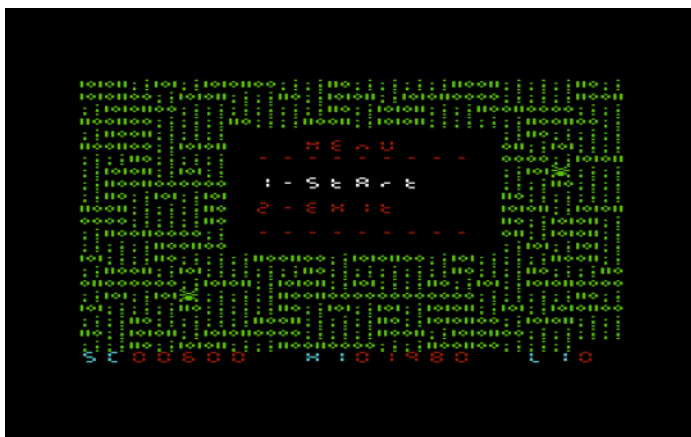
Video: PAL/NTSC

Interface: Joystick

Genre: Arcade

Language: Assembler

Written by: W E de Villiers



This game rightly or wrongly reminds me of Bezerk one of my all-time favourite VIC games, I used to love the arcade version as well, anyway I am going of track here.

Loading up and the title screen is great I love the animation on this and the odd characters looking like a cross between the matrix and binary code. The game itself need s joystick and you can move and fire, your shoved into a screen with lovely scrolling background and the sampled sounds of “Kill all humans” and “Ha Ha Ha” upon your death just work so well. In fact, the sound effects through the game are superb.

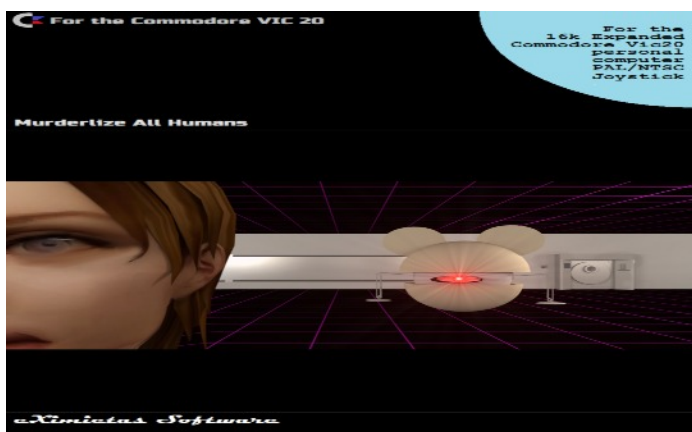
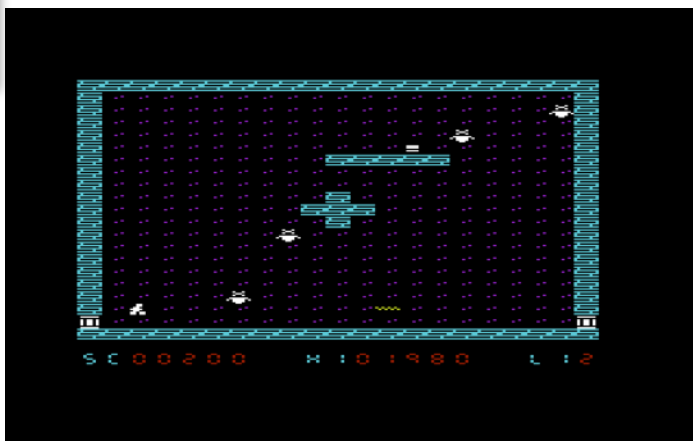
So you’re pushed into the screen and have to kill the robots before they get you, you collect a key and must escape to the next level before the boss robot comes to kill you. All sounds good, I did however find that I couldn’t move and shoot diagonally, and also couldn’t shoot up and down. I presume this is via design as I tried 3 joysticks and it was the same, I suppose it adds to the frustration of the gameplay, but ... Anyway, kill the robots, collect the key, and head for the exit.

The animation of the little man is so good being shoved on screen, running around, and then grabbed off screen when you go to the exit. The game is simple enough to pick up and has that frustrating “one

more go” to it. There are some documentation and posters with the download that all adds to the game. The download contains various documentation, dosiers, and notes, and has D64 T64 and PRG disk, tape, and program file

Notes from the author:

Berserk! the video arcade game was released in 1980 by Stern Electronics. It was one of the first arcade games to feature synthesized speech. This was at a time when memory costs were at a premium. 'Murdelize all humans' uses Berserk! as inspiration but does not attempt to copy it. I only used a couple of samples, instead of a whole menagerie which was featured in the original, and for those samples I used the SAM speech synthesizer. I want to use this game as a framework for a later project and I would like to add many more game mechanics and a ton of new levels. Lastly I do not quite understand why I constructed such an elaborate backstory for this game but it seemed to be the right thing to do at the time.



SCORE	
Graphics	8.5/10 Great animation and title screen
Sound	9/10 Sampled sounds and good effects
Gameplay	8/10 Can you put it down?
Overall	8.5/10 Really good

VIC Strip Poker

Name: VICSTRIP

Author: tokra (Support: Mike)

Released: April 9th, 2023 on the Revision 2023 party
(3rd place in the Games competition)

Requirements: PAL VIC-20, +24K RAM expansion,
Disk Drive

Description: Card Game

Starting up and a warning to the faint-hearted!

We get to choose between a few lady players or the
VIC itself



And I have fuzzed out the naughty bits. After all, we
don't know who is reading and this is a family maga-
zine, so.....

Sadly the VIC doesn't uncover itself bit goes from
boxed to unboxed, then datasette to joystick, so for
anyone with that sort of urge -- you're sadly going to
be disappointed.

The game itself (I presume) follows the poker rules,
although I had to keep checking online as I am not a
poker player, but with the online help I was able to
win a few hands. The game has, as you will realise,
fully digitized screens and a nice layout for the cards
and input handling from the user. I did find the game
laggy, the game says it's based on a BASIC version
of strip poker and that may account for the speed.

But, nice music intro and some amusing coming-
soon screens (if you press "C" on the main page). I



would love to see Mario Cart but as it's not April I
think I may have some time to wait.

Acknowledgements:

Draw Poker based on Poker

*by A. Christopher Hall from the book: 101 BASIC
Computer Games from 1973.*

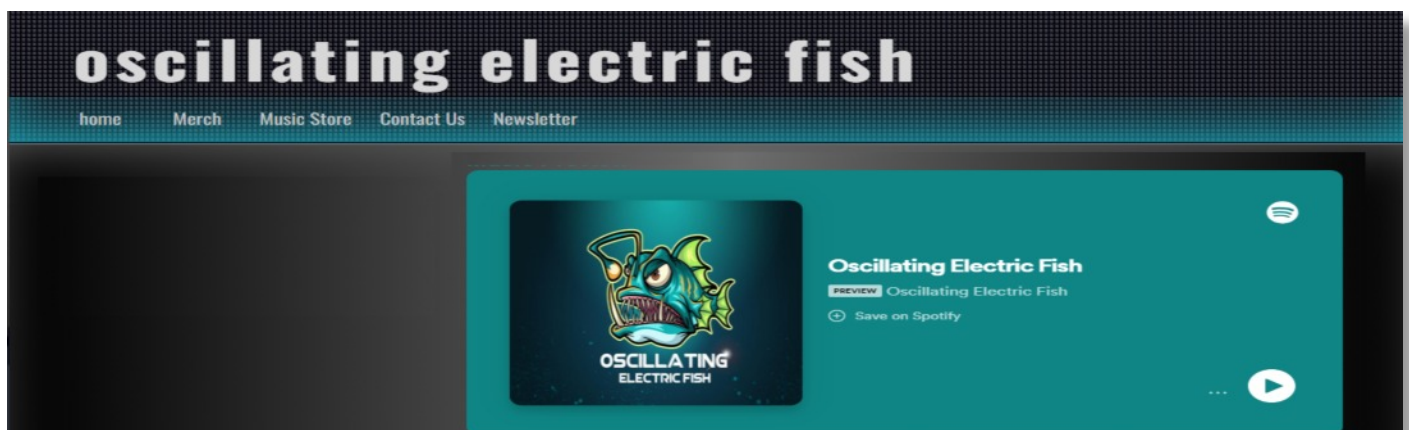
*Suzi and Melissa graphics based on Amiga-version
of Strip Poker II from Artworx.*

*Music partly based on Strip Poker by Artworx on
C64.*

SCORE

Graphics	7/10 Nice digitized and asci cards
Sound	5/10 Title tune spot effects
Gameplay	5/10 It's sluggish
Overall	5.5 / 10 It does what it set out to do

Decent graphics, some music, but not much in the
game apart from some spot effects



Super Monza GP 2 Vic

Name: Super Monza GP 2

Author: AJ Layden

Genre: Racing

Code: ML

Requirements: VIC-20 with 32K expansion. Joystick

Description: Race around Monza, Monaco, Spa and Interlagos.

Anyway, after being shown the controls and selecting a course, you wait for the lights and you're off. It's an interesting animation system used in the game. Okay, the perspective isn't true (the distance stays in the distance and moves left and right). However, items and check markers in the road do scroll towards you, as obviously do the cars. The wheels turn with just enough white spots to give an impression of the tyres moving and the steering loves when you turn.

The in-game sound is the usual car noise and skids from other cars and blips for passing over various stages and the finish line.



Nice animation on the title screen but no sound or music, I found that a little disappointing

SCORE

Graphics	7/10 Interesting design
Sound	5/10 Would have liked more
Gameplay	7/10 It's addictive
Overall	7/10 I think it deserves at least this

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CBM PET - VIC-20 - COMMODORE 16 - COMMODORE 64

AMOK VIC 20

I'm going to finish off with a look back at a Bezerk clone for the VIC called "Amok". I haven't played for some time and wondered if the charm was still in the game.

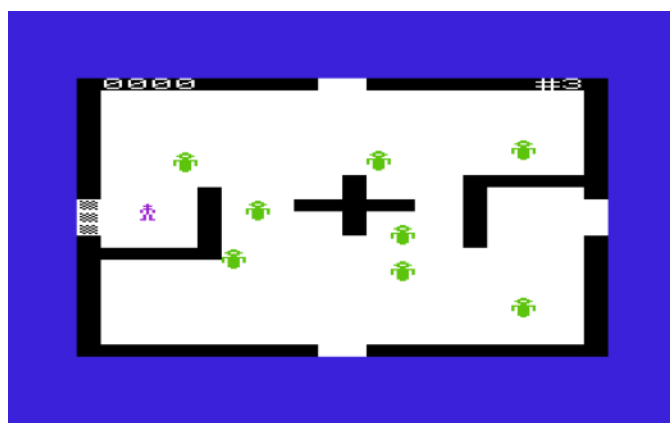
Booting up, we have the option to change levels and then to start .

One thing that still looks cool is the way these robots move around the screen its like one of those Chinese theatres where they have paper cutouts on a stick and move them showing a silhouette on screen. The robots just glide too smoothly around the screen, and if we dare to call it in-game AI, really gets you as you try to guess which way the robots move, only to find they have honed in on you and have you surrounded. The game stands up today as well as it did when I first purchased the cassette version all those years back. Although the title screen is a little underwhelming and the in-game sound is just blips (no samples here), the graphics just look so good, the game play is so exciting, and the AI is just good enough to fool you into a false sense of security as to where you're going to move.

If you haven't seen or played this game: You have various rooms full of killer robots. Your mission is to clear the room by killing the robots and move to the next room. Robots have various powers depending on their colour and can be so clever in their AI strategy (or random movements) that you don't know which way to turn -- you can run in any direction and fire in the direction you are running.

Okay, there are some glitches in the animation but not many. The smoothness of the movements and the main character's movement is slick. Sometimes you would be forgiven in thinking this was a newer machine that you are playing on.

I don't like saying it's a classic but its definitely a must have VIC game



SCORE

Graphics	8/10 Great animation
Sound	5/10 Beep
Gameplay	9/10 As good today as it was then
Overall	8/10 Super Amok?

How did I not know this? There was an updated version called Super Amok: see it being played here. But, to be honest, it doesn't actually look as good as the first version. The graphics and sound have been revamped, but it feels sluggish and I don't think the graphics work as well as the original version.

I reviewed Bezerk for the C64 and also the VIC 20 Amok version here. I also gave Amok an 8/10, but it is interesting how my review changed but the final score was the same

<https://www.commodorefree.com/legacy/magazine/vol7/issue72.html#ARTICLE4>

Super Amok

<https://www.youtube.com/watch?v=H1XHzNn7aQs>

Should you feel inclined you can read more about the release here:

<https://www.vic-20.it/super-amok/>

Want to know some Berzerk / Amok history well its here:

https://en.wikipedia.org/wiki/Berzerk_%28video_game%29

To me it feels like a different game (very different). Of course I am looking at this with rose-tinted glasses and ... However, we have scrolling rooms (as you exit) and the robots actually walk around, but the sluggishness of the game makes it feel different to the fast paced earlier version Amok. Still, I am going to keep an eye out for the cartridge. It's a nice game but is let down by the pace. But... it does have a title screen !

**BEZERK 2010**

Robert Hurst 8k expansion and Joystick

Okay, so I couldn't just end there. You're all screaming BEZERK from Robert Hurst. This 2010 Berzerk MMX is thought by many to be the greatest version of the game on the VIC 20

<https://sleepingelephant.com/~sleeping/ipw-web/bulletin/bb/viewtopic.php?t=8500>

Game download

<https://sleepingelephant.com/~sleeping/ipw-web/bulletin/bb/download/file.php?id=1419&sid=1f04c94a11457080fcc667372aa3e74e>

This is a remake of Amok/Berzerk You can't deny this is a slick production. We have a great opening screen, and the gameplay is more representative of the arcade game than a stylised version like Amok And yes, it does feature sampled sounds, and the missing attacking creature that comes for you if you stay in the room too long..

Although it's removed from the Amok release of the game it does feature some really good animation and sound effects, taking you back to those sweaty arcade shops where you would gladly feed a machine with your money, just to try and get on the high-score screen.

It feels a little sluggish compared to the version of Amok on the VIC I grew up with, but the extras make up for this. Animation is as slick as you're going to get, but it feels a very difficult game, not where you don't want to play, but you have to act fast on each screen. As you move between screens the screen scrolls in the direction you exit, very slick. But I needed an 8k video expansion to play the game, All that sampled sounds and title screen (I presume) ate up the VIC's memory

**SCORE**

Graphics	9/10 Slick
Sound	9/10 Samples and blips
Gameplay	9/10 It's faster-paced than Amok
Overall	9/10 Does it get any better?

Soundpaint <https://soundpaint.com/>

Commodore 64 UHD

Follow this link to hear some examples

<https://soundpaint.com/products/c64?variant=41144567890091>

SAMPLE TECHNOLOGY DESIGNED BY ARTISTS FOR ARTISTS

Soundpaint™ 2.5 is a free and advanced music technology designed to offer the highest degree of fidelity and realism possible for digital music instruments.

Soundpaint™ uses a proprietary audio format (Real-Time Samples™) which render instruments in real-time. All instruments can have 127 discrete dynamic velocity layers.

Soundpaint features our new H.A.L II (Hyper Acoustic Legato) Technology, which offers limitless polyphonic legato with a degree of playability never heard before.

Soundpaint supports up to 8 Instrument Parts and Advanced Keyswitching. It comes with new Rack Modules and Keyboard labels. It is fluid and effortless. Like water. So not only is the core playback software free, but you can import your own samples and the software has a few free instruments to get you started on your creative journey.

At this time of writing there are a number of retro add-ons to the system.

Oh! Before I get too involved, what is Soundpaint? Soundpaint is a sample replay system with various filter and the usual ADSR functionality. It is available as a free-standing application for Mac and PC users but its real versatility is when used as a VST or Virtual Synthesis Technology instrument via your DAW or Digital Audio Workstation, you go to your DAW then add an instrument and select

SOUNDPAINT COMMODORE C64 UDS

The 1982 4-Bit Wonder.

There is also a spectrum UDS version of samples
ZX SPECTRUM UDS

1-Bit Full Spectrum Chiptune

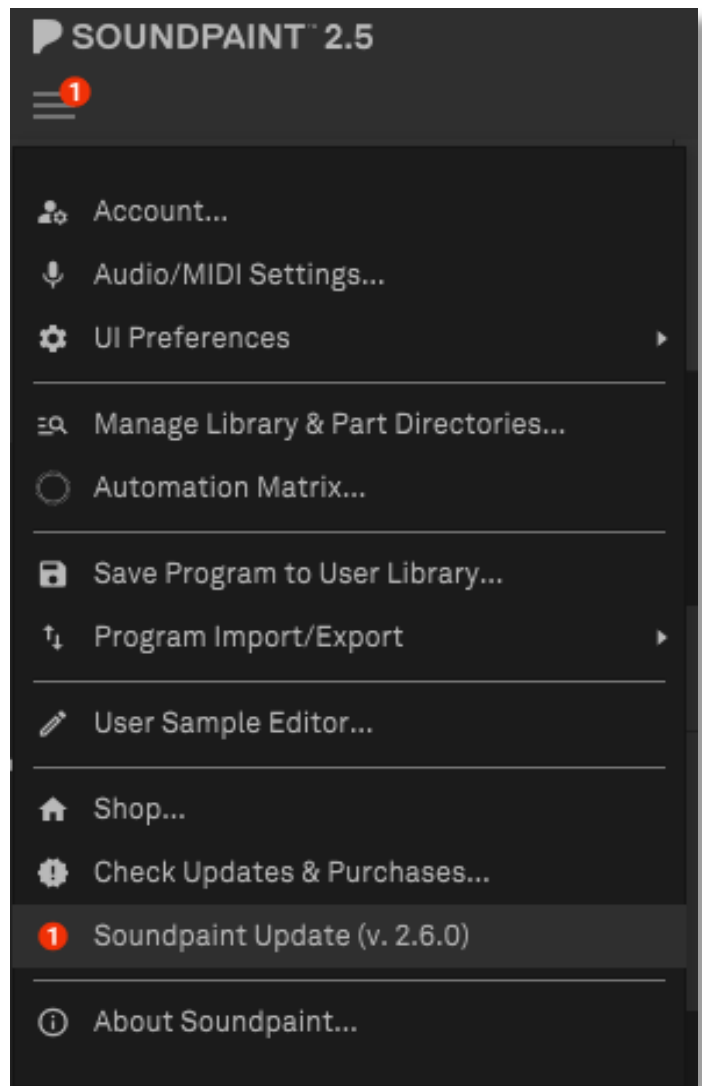
And how about the Game boy selection

GAMEBOI UDS

8-Bit Blast From The Past

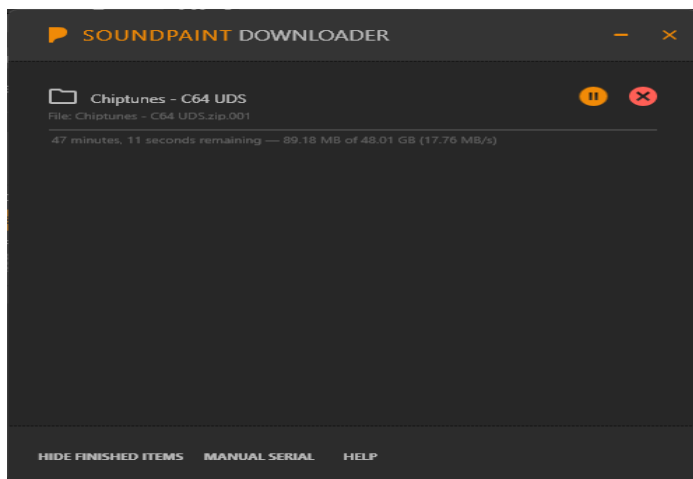
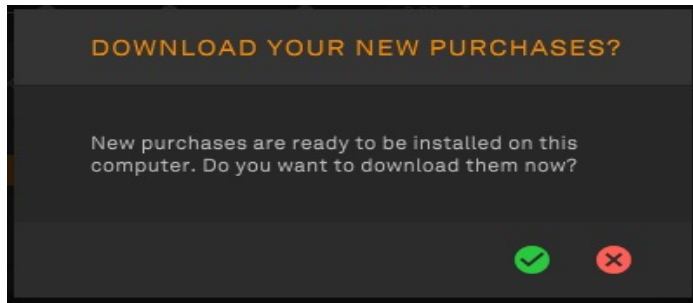
STARTING \$20

The Commodore UDS or ultra-digitized samples are higher quality samples, hence the UDS, but of course cost more in their case. \$40 worked out at £35 here in the UK, once added to my cart and then extracted every inch of computing power of my brain to fill out the Captcha (click the bus) I was into my cart. Paying via PayPal on the website is easy, you can of course purchase through and via the website is the soundpaint application itself, but if like me you only have a mobile to-hand then painless enough. PayPal confirmed I was still human and it really was me by sending me a code on my mobile. Now, when you're ready just run the application. Once logged in you are told you have an update and it flags your attention to the top left.



Okay, so update now installed. You need to close the application for the install to update the software.

That's why I usually check the application rather than in my DAW, but that could just be me -- I don't want any Fan and Dirt to be aligned when I start composing.

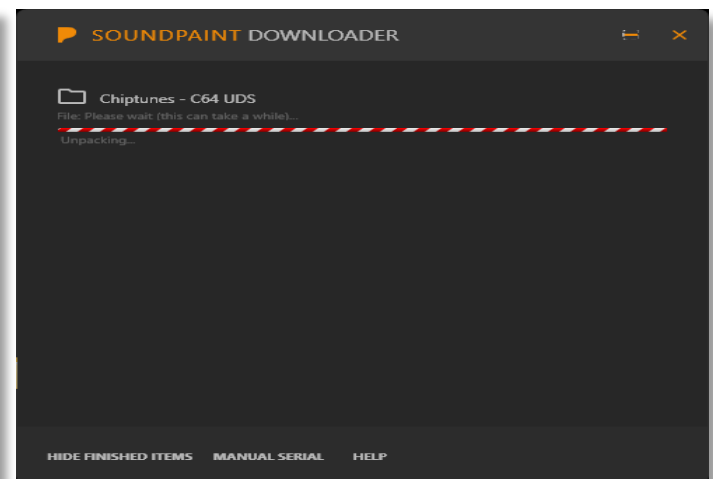


Now the software has seen my purchase and flagged this

Click on the tick and the sounds will be downloaded. You are given a rough estimate as to how long this will take:

and you're notified of their file size: 48 GB! Wow, that's some samples.

Then, once the files are unpacked



Soundpaint Information:

The Commodore 64 is a highly unique machine and we had to cover every possible angle of sampling. Including a massive assortment of classic SID Arp sounds with extensive round-robin, Basses, Leads, Oscillators from each Chipset, Pads and Plucked sounds.

In addition to Ultra Deep-Sampling the raw state of the unit - we also did additional recordings using a massive amount of analog gear, including Roland 501 Tape Machine, Strymon and Meris Pedals, GameChanger Audio Distortion, Elektron Devices, Bricasti, NEVE, ToneBeasts and several other devices to heat the signal.

UDS and Standard editions contains identical programs and parts. \$20

UDS (Ultra Deep-Sampled) features all the natural variations that occur when you retrigger the same key. Designed for professionals. \$40

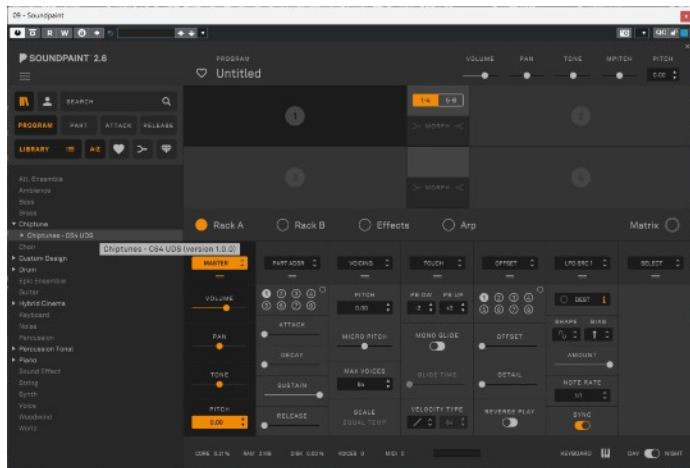
I would have preferred real Commodore machines than boxes with SID chips as I still feel the other circuitry adds something to the SID sound, am I right? Or, do I just imagine that the other circuitry affects the SID chip?

Anyway, purist aside -- at least it's a real SID chip that used (well, it *might* be).

I am a great fan of this software. I think the ease of use and flexibility is great, especially as the core engine is free, and if you want to use your own samples you need pay nothing!

They have some great tutorials on YouTube and if you sign up for the newsletter, they have the usual hints and tips, plus signing up gives a 15% discount on your first order, so its a bit of a no-brainer.

Once downloaded you can start the application or the virtual instrument and your C64 will be under Chiptunes here it's "Chiptunes – c64 UDS



From this submenu are the list of presets:

The menu at the top allows the user to add up to 4 presets to combine them into a super preset, and while the software adds things like distortion, reverb, and equalization, it's really down to the quality of the sounds.

The samples are crystal-clear and there is my problem! My real C64 machines don't have crystal-clear output and have some noise, so although the Commodore is ultra-sampled I presume some cleaning of the samples has been performed.

But this is more an effect of a real C64. If you wanted the real C64 sound then I would go for using the real machine and sampling it yourself, but the customisation and the fact the core is free make this a compelling piece of software. I also own some of the sampled drum machines; they also sound too pristine in my opinion, but you could always add distortion.

SCORE	
Graphics	7/10 Slick
Sound	7/10 (sounds a bit too clinical)
presentation	10/10 (software is great)
Overall	9/10 The sid sound set is a bargain and the software corse is free so

Ok, I want something a little less expensive but still sounding SID-like

BPB 64 is a freeware virtual instrument by Bedroom Producers Blog. It uses multi-samples to recreate the sound of the Commodore 64 home computer.

BPB 64 includes 30 presets, covering bass sounds, pads, leads, and the inevitable fast-paced arpeggios that make the SID chip so legendary. All sounds were captured raw, directly from the SID chip, so you're getting the same infamous grit and lo-fi crunch that you'd get if you hooked up a C64 directly to your audio interface

BPB 64 includes 37 multi-sampled patches, covering bass sounds, pads, leads, and the inevitable fast-paced arpeggios that make the SID chip so legendary. All sounds were captured raw, directly from the SID chip, so you're getting the same infamous grit and lo-fi crunch that you'd get if you hooked up a C64 directly to your audio interface.

More info:

<https://bedroomproducersblog.com/2022/12/21/bpb-64/>



OR

BPB Commodore 64 Synthesizer Sessions DELUXE (FREE Sample Pack)

BY TOMISLAV ZLATIC // UPDATED ON
NOVEMBER 26, 2020BPB SAMPLES

Commodore 64 Synthesizer Sessions DELUXE It comes with 30 multi-sampled instruments that were recorded directly from three different versions of the Commodore 64 home computer.

Kontakt interface with on-screen controls.

In order to make the library accessible to virtually everyone, I've included SFZ and Zampler patches for all 30 instruments. All patches (including the Kontakt ones) are designed to alter the original sounds as little as possible so that the original character of the SID chip is preserved as much as

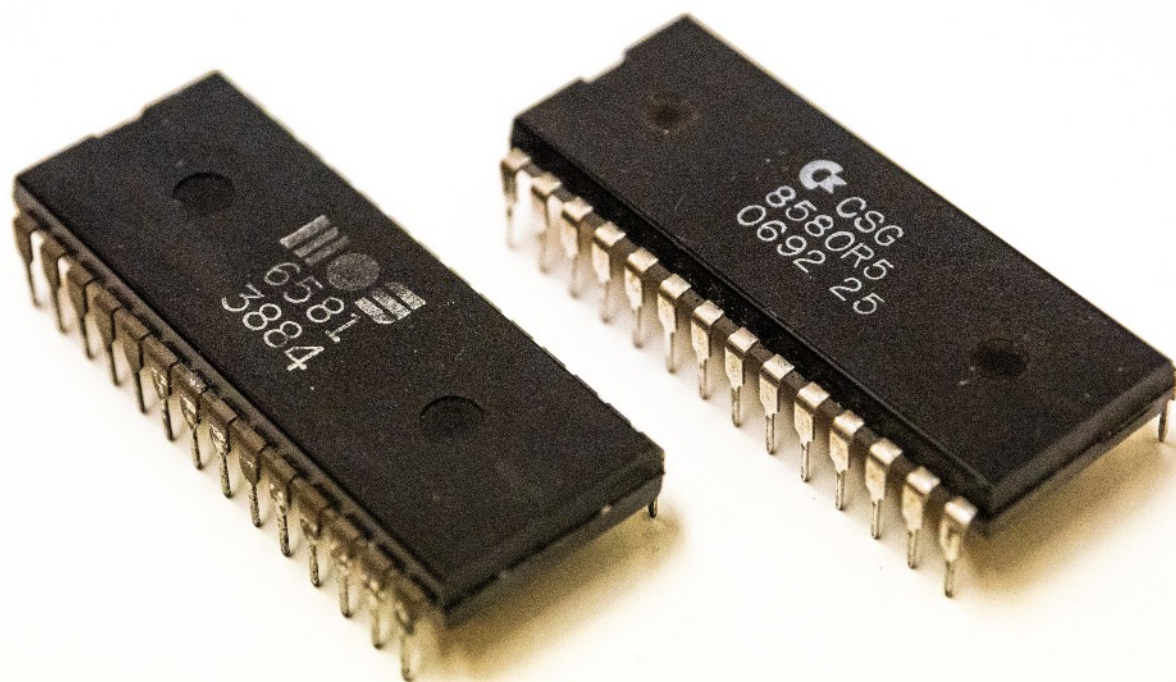
possible.

The sounds were designed from scratch using the fantastic MSSIAH cartridge and recorded directly to my M-Audio Delta 1010LT audio interface. There's no EQ or noise reduction here, so everything you hear in the pack is 100% genuine SID chip output.

<https://bedroomproducersblog.sellfy.store/p/commodore-64-synthesizer-sessions-deluxe/>

64 Synthesizer Sessions DELUXE (203 MB download size, ZIP archive, contains 30 multi-sampled instruments for Kontakt, Zampler, WAV)

While this isn't an extensive list you are free to Google the rest. But, these I have tried and find them the most SID-like in sound output.



*** COMMODORE FREE ***

64K RAM SYSTEM 38911 BASIC BYTES FREE

READY.
LOAD

PRESS PLAY ON TAPE
LOADING...
READY.
RUN