THE EDITOR'S GODZILLA

REBOOTING A REBOOTED REBOOT, REBOOTED
or
"Gawd, Is He Going To Hash This Out Again?"

- by Lenard R. Roach

I've found myself in the same position as Dick was in -- I just don't use my Commodore for much anymore. This isn't the fault of the machine but of its user. It seems that everything I need to do on a computer instantly defaults to my laptop PC or the Mac Mini. I'm even publishing our newsletter, "The Interface," on a PC. Just about eight years ago you would see me pounding the springs out of the keyboard of a Commodore, making absolutely sure all my writings and publishings were done on Commodore machines. I think Dick may have archived some of those "all Commodore" published newsletters somewhere on his website. I was even taking all that was sent to me from the Internet by you folk, type it in one word at a time on the Commodore, print some 8-bit graphics, print the text using GeoWrite, cut and paste the newsletter together using scissors and tape, copy those pages while at the same time darkening them, scan them into a .pdf, and send it on to California via the web. If either Dick or Robert see a problem, I have to go into the original text, fix it, and repeat the aforementioned process. All this for our beloved computer and her sisters and cousins. Now, I can do everything

from the convenience of my lounge chair and complete the entire process in a third of the time. Yup, I was getting to that point where I, myself, was about to retire from the world of Commodore. I would finish my last three or four projects I'm working on, tear town my desktop Commodore for its last voyage into permanent storage..

Something, somewhere in me, deep down, said, "Bull****!"

It started out as a quiet evening one day in April. I was going through a serious cleaning spree spending $400 in making my Neon and house look good for visiting dignitaries. After dropping that chunk of change. I started on the computer room, which was half full of dirty clothes and computer parts. I took two bags of trash out of that room alone. Dewey Player, a permanent guest in my home, just acquired a desk from work and wanted to install it. A quick rearrangement of the computer room and Dewey was moved into the now opened space.

One of hardest chores in the cleaning process was moving my Commodore stand from the south wall to the west wall. The Commodore desk held all my writings and disks, not to mention heavy Commodore hardware. I had to move it alone with a bad wrist (diagnosed carpel tunnel) and bad knees (diagnosed osteo-arthritis). The task took me an hour to pull the unit around, all the while I was going about disconnected and reconnecting plugs, wires, and cables.

While I did have the Commodore desk pulled away from the wall I managed to replace a faulty video cable which was causing a glitch in the display on my new HTMI monitor. I also found some missing software that fell behind the desk and out of sight. All in all, with moving my file cabinets and the desk, plus vacuuming and dusting, took about 2 1/2 hours in a small 12 x 16 room.

Once done, though, I surveyed the room. Something wasn't right and strightway I knew it was the printer on top of the Commodore desk. FCUG sold me that printer, a Star NX 1000 Rainbow, for $5.00 plus shipping, but I just couldn't get it to work with the "5 Pak Program Bonus Disk" I've been peddling for the last few years. In fact, some of the programs mutated into some sort of digital anomaly in my effort to try and make them work with it. Now I don't know what they were other than non-functioning malcontents of digital sewage. I cleaned up the computer room and it was time to clean up the Commodore desk. Yes, after about a year or so of inactivity, I was going to do a reboot...

The first thing to go was the inappropriate printer. No offense to those at FCUG, it just wasn't going to work and no manipulation of code was going to make it work. So, disconnecting it from the power strip and unplugging the serial bus cables, I dismounted the Star and put it aside. Reaching into the computer closet I pulled out a nearly new Commodore MPS 802 printer that I acquired on eBay (a tale I will tell in a future issue of "The Interface"), hooked it up, and plugged it in. The printer's internal processor went through the test phase and what I originally used to print "Check it Out" and "TEA 4 2" documents on was alive.

I guess I should apologize here to those who get "The Interface" and have used "Check it Out" as found in the pages of the November/December 1992 issue of RUN Magazine. I stated in my description of the program's functions that it should virtually work with "all Commodore and Commodore related" printers. This was an arrogant statement totally made in my ignorance of the inner workings of Commodore printers. "Check it Out" was originally written with the MPS 802 printer in mind and would work best with that printer. Sure, in the article I gave code on how to make "Check it Out" work with the MPS 803, but that was because I had an MPS 803 on hand and I could run all the spacing and

margin tests I needed. After all the printers I've been through, I finally met a printer I couldn't make "Check it Out" interface with in the Star NX 1000 Rainbow. I offer my apologies to you, dear user, for its failure -- but my apology may be moot with everything going to online bill pay in these days. Still ....

Okay, back to my story: I sat down at the Commodore desk and began to boot up the machine. The HTMI monitor took longer to boot than the standard Commodore 1902, more than likely because the HTMI was trying to figure out how to process the image data from the Commodore 128. The 20th century interfacing with the 21st century. It must have been a doozy of a throwback to both devices.

It took a few minutes of digging to find my personal copy of "The 5 Pak Program Bonus Disk" only to remember that this particular disk was the one I recoded for failure. Even with this slight drawback, I recalled what Commodore Master "Z," who taught me BASIC programming, had said, "Make more than one copy of everything." With that in mind, I started pulling out disk files and searching the contents for any undisturbed copies of "The 5 Pak Program Bonus Disk." In fifteen minutes I found three, of which two had the bogus code in place of the original. Only one that had files dating back to 2015. I booted this disk's "Check it Out" and LISTed the code. This version had all the set up code in the beginning instead of spread throughout the text as it was in the original publication in RUN, but it was the PRINT commands I was concerned about. That's where the damage was done. Getting my copy of that particular RUN magazine off of my bookshelf, I compared the code on the screen with that in the magazine. It looked good, but I still needed to do a physical test with a honest-to-goodness check in the printer. I found my collection of unused checks in a cubby on the stand, inserted one of the checks into the printer, lined it up with the print head as I instructed

myself in the PRINT statements, wrote a check out to my church for $20, and hit RETURN. The printer came alive, moved the print head left to right a couple of times, and coughed out a printed .... check?

Oh my ....

Let me try to explain what happened. It seemed as though I studied hard the PRINT statements in both print and screen display (which controlled the vertical movement of the cylinder), I totally forgot about the null spacing (" ") lines (which controlled the horizontal movement of the print head). So what I got was a check that was vertically correct but horizontally askew. This would have been an easy fix, except, in my zeal to crunch the program down to fit under the 25 block maximum as demanded by the work-for-hire contract I signed with RUN, I had well over twenty string crunches in the program set up that I had to skim through. Locating the exact string was easy since that designation was coded in the program line, but to find that precise one ... yeah. The good news was it was a null string so any printed strings were quickly eliminated. Like a stupe I didn't exactly follow our beloved English alphabet straightforwardly, but went haphazard all over just assigning strings whatever came to mind. I remember when I alpha tested the program I got several TYPE MISMATCH and SYNTAX ERROR messages and went nuts trying to find which strings I gave the same letter assignment to. To my chagrin, all I needed to do was add a couple or three more null spaces to about three strings. After about seven failed attempts I came to this foregone conclusion, after which I put the neatly printed check into a "TEA 4 2" printed envelope, stamped it, and put it aside for mailing.

Yup, I was back to using my Commodore again. It felt good to get all those devices running, but with the heir apparent Kansas City Commodore Cats now occupying the computer room, I may not get a chance to use it much.

Oh boy, I hope that check I printed and mailed to the church clears . Oops.....
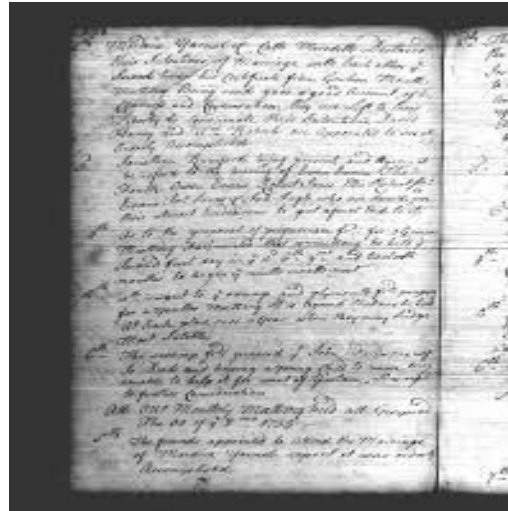
MONTHLY MEETING REPORTS

by Dick Estel & Robert Bernardo

March 2018

For March we had Robert, Roger, Dave, and Brad and son William in attendance. It's a good thing the guys were there to help out Robert. In Robert's car, a five-foot long box had to be carefully removed from the passenger compartment, and this box had the necessary equipment for an Amiga computer demonstration!

In the talk leading up to the demonstrations, Robert spoke about the April 14 Livermore Innovation Fair and how he was going to bring a SX-64 and a classic Amiga to exhibit at the show. Then he spoke about the May 18-20 Maker Faire Bay Area and about bringing the same computers to that show, in addition to a Texas Instruments TI-99/4A.

After lunch, the members couldn't wait to see what was in the five-foot box. Robert opened it and showed the skiboard, skateboard, and short surfboard which went with the Amiga CD32 game, Surf Systems' Biff Boardin' /Urban Surfin' /Biff Select V2.03. Robert had not brought the CD32 game console, but he would do so for the April meeting. Nonetheless, everybody but Dave tried standing on the boards, imagining how the game would play. The members urged Robert not to show the boards at the upcoming shows for fear that children would fall off the boards, injure themselves, and then sue for damages. In the more controlled environment of CommVEx, Robert could show the game and the boards there.

At the request of Robert, Roger brought in Jump Jet for the VIC-20. Unfortunately, it was a .TAP file (cassette tape file), and Roger couldn't run it off his SD2IEC drive which emulates a disk drive. Then Robert tried to run the graphical adventure, Ultima IV Remastered for the C64. This Ultima IV was an improved, bug-fixed version of the original, and Roger had downloaded it from the Internet and transferred it to disk. Again misfortune struck when both Robert and Roger couldn't get it to run. The only thing they could do was look at the original, which Robert had brought -- box, instructions, maps, and all.

In preparation for the the August 11-12 Commodore Vegas Expo, Robert showed the new International Karate Ultimate, which is set for the CommVEx game competition. This improved, bug-fixed version of IK played very smoothly and was great fun.

The members got to hear the music, the Commodore Rap, which was archived on YouTube. Who would have known that such music existed from the mid-1980's?!

Then they got to play with one level of the classic C64 game, Break Dance. William was especially good at moving the joystick to control his break dancer in the game. Back in the day, Break Dance received a low rating from the various Commodore magazines. Seen through our modern eyes, it now seemed a lot of fun.

Robert realized that Break Dance, which Roger had downloaded from the Commodore Scene Database, was not complete; there was supposed to be more than one level of the game. Finding a more complete version was put on the to-do list. Robert said that both the Commodore Rap and clips from Break Dance would be combined to make a commercial for CommVEx.

April 2018

For April's meeting Robert, Roger, Dave, and Brad were in attendance. Brad's kids were not in attendance this month and were missed. Dick Estel was not at the meeting, and he was missed. Nonetheless, the members carried on.

Robert reported on the April 14 Livermore Innovation Fair (LIF), which was a new venue in which to exhibit classic computers. He noted that the booth area was small, and unlike the giant Maker Faire Bay Area which had 100, 000 attendees, LIF had hundreds, and consequently, the number of visitors to the booth was much less. Robert had brought a SX-64 and an Amiga 1200 along with an Atari 800XL while the others in the booth had brought an Apple II clone, a MSX system, and more. The booth was outside in the courtyard of the venue, and though covered by shade, the sunlight was still bright enough to overwhelm the picture of the Dell LCD monitors that Robert used. The visitors could only use the SX-64 comfortably because of its bright, built-in CRT monitor. The lesson learned – bring CRT monitors when using computers outside.

After lunch, Dave showed a video of the new C64 Mini (which was due for eventual release in North America). It was an interesting device with 50

built-in games and HDMI output. However, the consensus was that without a real keyboard, it was more of a toy.

In the last meeting, Robert had brought the skiboard, skateboard, and short surfboard for the Amiga CD32 game, Surf Systems' Biff Boardin'/Urban Surfin'/Biff Select V2.03. This month Robert brought a boxed, Amiga CD32 console, complete with the new, heavy-duty, Ray Carlsen power supply, instead of its wimpy, black, brick power supply. However even with a new, heavy-duty power supply, Robert couldn't get the CD32 game console to boot. Sometimes the CD32 opening screen would show, but the Surf Systems' disc wouldn't run. Robert theorized that because the CD32 was European PAL and not North American NTSC, the disc did not recognize the machine (Surf Systems was California company). Robert would have to come back to a future meeting with a NTSC Amiga CD32.

Robert brought his C128DCR and SuperCPU 128 in order to run the new alpha version of the game, Tempest for the C128. Tempest was a classic, vector-graphics, arcade game, and programmer Robert Willie built this C128, 80-column version. Unfortunately, the DCR would not boot reliably with the SCPU connected. With Roger's help, Robert opened up the computer and checked out the clip-on connections for the SuperMMU board, a board necessary for the SCPU to run in C128 mode. The connections were tight. Not being able to diagnose the problem, Robert realized that the machine would have to go to Ray Carlsen for repair.

Brad and Robert brought in the latest Wi-fi modems for 8-bit Commodores, a pair of StrikeLink modems (two versions) and the WiFi64 modem (from SharewarePlus of England). The StrikeLinks came caseless, and the WiFi64 had a neat, little case. Brad's StrikeLink was an early version, and

Robert's StrikeLink was a later model. In a side-to-side board comparison, the only obvious difference between the two was a rearrangement of the components. The WiFi module used in both was exactly
the same. After Robert opened up the case of the WiFi64, they compared its board with that of the StrikeLinks. Its board looked exactly like the board and WiFi module of the later StrikeLink.

Roger liked how the WiFi64 came with printed instructions and a deck of "playing cards." Called Top Cards: BBS Edition, the cards described every current Bulletin Board System for the Commodore, including the Borderline and Cottonwood BBS's of FCUG member Andrew Wiskow.

Brad attached his StrikeLink to the club's C128, and Roger ran the C64 terminal program, CCGMS. Brad's goal was to connect to the restaurant's Wi-Fi and then cruise to various Internet sites. He was able to get the modem to respond, but he was unable to connect. Robert realized that the CCGMS they were using was version 5 and that version 6 was the latest one. Perhaps the problem was the v5 software; perhaps v6 would have better results. Because Robert had no Wi-Fi at his house, he lent his StrikeLink and his WiFi64 for Roger to try out at his place. (Note: At his apartment, Roger was able to connect successfully with both modems and CCGMS v6.)

The meeting ended with Robert, Roger, and David going through the various C64 and C128 programs on the April, 1988 disk of Compute!'s Gazette magazine. It was a time-travel trip to what was popular 20 years ago! For a simpler time, the disk had simpler games and utilities. The question was would such programs hold the interest of a Commodore user today. Maybe yes, maybe no.

COMBAT GAMES FOR THE COMMODORE 64
BASED ON HISTORICAL CONFLICTS
PART TWO

compiled by Lenard R. Roach

1941 – The Secret Conflict

[**EDITORS NOTE:** There is little data on this game except that it was released on April 26, 2014, for the SEUCK (Shoot 'Em Up Construction Set) Compo. L.]

1942

1942 is a vertically scrolling shoot 'em up made by Capcom that was released for the arcade in 1984. It was the first game in the 19XX series. It was followed by 1943: The Battle of Midway.

1942 is set in the Pacific theater of World War II. The goal is to reach Tokyo and destroy the entire Japanese air fleet. The player pilots a Lockheed P-38 Lightning dubbed the "Super Ace". The player has to shoot down enemy planes; to avoid enemy

fire, the player can perform a roll or vertical loop. During the game the player may collect a series of power-ups, one of them allowing the plane to be escorted by two other smaller fighters in a Tip Tow formation. There were few enemies: Kawasaki Ki-61s, Mitsubishi A6M Zeros and Kawasaki Ki-48s. The boss plane is a Nakajima G8N.

The game was later ported to the Famicom in 1985 in Japan, North America in 1986, (developed by Micronics), MSX, NEC PC-8801, Windows Mobile Professional, and Game Boy Color. It was ported by the European games publisher Elite Systems to the Amstrad CPC, ZX Spectrum and Commodore 64. The game was included as part of Capcom Classics Collection for the Xbox and PlayStation 2 in 2005. The arcade version was released on the Wii Virtual Console in Japan on December 21, 2010, the PAL region on January 21, 2011, and in North America on January 24, 2011.

1942 was one of Capcom's first breakaway hits, eclipsing in popularity the company's preceding three titles: (Vulgus, Sonson, and Pirate Ship Higemaru). In 1987, it was number-one on Euromax's UK arcade chart (followed by Wonder Boyat number-two). While not as popular as some of Capcom's series that would debut later in the 1980s (Street Fighter and Mega Man in particular), 1942 would become one of Capcom's hallmark games throughout the arcade era. Although not the first game to receive a sequel (with Pirate Ship Higemaru receiving a Japan-only console semi-sequel, Higemaru Makaijima in April 1987) 1942 was the first Capcom title to spawn a successful series of sequels, with five titles in the 19XX line released from 1987 to 2000. Additionally, many of Capcom's other vertical shooters featured very similar gameplay to the series such as Varth: Operation Thunderstorm.

1942's longevity has shown through in many re-

releases since its introduction, principally in Capcom Generations 1 for the PlayStation and Saturn consoles. It was featured in the Capcom Classics Collection for the PlayStation 2 and Xbox, as well as Capcom Classics Collection: Reloaded for the PlayStation Portable.
1942: First Strike was released for iOS in 2010. A remake, 1942: Joint Strike is available for Xbox Live Arcade and the PlayStation Network. The Xbox Live Arcade version was released on July 23, 2008, while the PlayStation Network version was released on July 24, 2008.

1943: The Battle of Midway

1943: The Battle of Midway is a 1987 shoot 'em up arcade game developed and published by Capcom. It was the first followup to Capcom's earlier 1942.

The game is set in the Pacific theater of World War II, off the coast of the Midway Atoll. The goal is to attack the Japanese air fleet that bombed the American aircraft carrier, pursue all Japanese air and sea forces, fly through the 16 stagesof play, and make their way to the Japanese battleship Yamato and destroy her. 11 of these stages consist of an air-to-sea battle (with a huge battleship or an aircraft carrier as the stage boss), while 5 stages consist of an all-aerial battle against a squadron of Japanese bombers with a mother bomber at the end.

As in 1942, players pilot a P-38 Lightning. Controls are also similar: button 1 fires main weapons, and button 2 performs two special actions: a loop maneuver like in 1942, or one of three special lightning attacks in exchange for some of the player's fuel. Indeed, players now have only one life, in the form of a large "fuel" meter; constantly depleting, but refillable by collecting various powerups (chiefly "Pow" icons). In 2-player mode, when both players overlap their planes on screen, the energy bar can be transferred from the player with more fuel to the player with less. Destroying a complete formation of red enemy planes will result in a power-up, such as a health boost or a new main weapon.

There are cheat codes, different for every stage, ranging from holding down a fire button or pointing the joystick in a certain direction; player(s) are rewarded with fully upgraded weapons.

Ports

Capcom released their own port for the NES, but the game has also been ported to the Atari ST, the ZX Spectrum, the Amstrad CPC, the Commodore 64 and the Amiga. In 1998 it was rereleased as Capcom Generation 1 for the Sega Saturn and the PlayStation. In 2005 it was re–released for Xbox and PlayStation 2 as part of Capcom Classics Collection, and again in Capcom Classics Collection: Reloaded on the PlayStation Portable. It also included as the initial game in Capcom Arcade Cabinet, a compilation of games released digitally for PlayStation 3 and Xbox 360 on February 19, 2013 in which the games are sold individually or in packs. The overall faithfulness and quality of execution of these third party versions varies greatly.

NES

Released exactly one year after the arcade version, the NES version of 1943 introduced the ability to improve the player's plane by permanently upgrading certain aspects of its abilities. These include the plane's offensive and

defensive powers, the maximum fuel level, and its special weapons and their durations. This somewhat alters the game balance and a different tactic is required to survive the game. For example, initially very few weapons are made available; more can be attained from power-ups by putting statistic points into "special weapons ability".

1943 Kai

Developed and released alongside the Family Computer version, 1943 Kai: Midway Kaisen (1943 改 ミッドウェイ海戦) is an arcade game, an "alternate" version of the original 1943, released in 1987 in Japan. In USA, it was released as 1943: The Battle of Midway Mark II. . Most of the graphics and sounds have been reworked, and the game has been made more "extreme" (laser-firing World War II planes and ships that run on ground). Further, the trademark P-38 has been replaced with a Boeing Stearman E75 N68828. In 1991, this version was converted to the PC Engine as simply 1943 Kai, again exclusively in Japan; this version contains many additional levels and original music.

Although the arcade release was exclusive to Japan, the arcade version itself was included in the 1998 Capcom Generations for the Sega Saturn and the PlayStation and in the 2005 Capcom Classics Collection for PlayStation 2 and Xbox.

Bombard Berlin – 1944
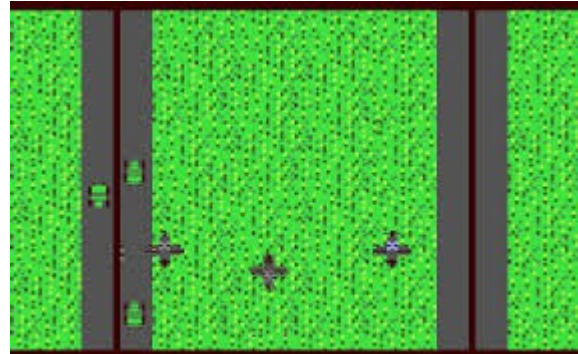
[**Editor's Note:** This is another game published using the Shoot 'Em Up Construction Set that is based on World War II events. I could find no data on gameplay or reviews for this game. L.]
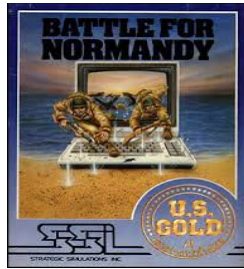
1948

[**Editor's Note:** Chances are likely that this game does not belong in this genre, but I am adding it here just to play it safe. For all I know this could be a Korean War simulation. It was also created using the Shoot 'Em Up Construction Set L.]

Battle For Normandy



LANDING UTAH BEACH BATTALION

Battle for Normandy is a Wargame by SSI from the year 1983, which first appeared for the Apple II and the Atari 8- bit homecomputers and was ported in the same year for the C64. As the name might already suggest, this turn-based strategy-war game thematically revolves around the landing of the Western Allies in Normandy on 6 June 1944, the so-called "D-Day", with the "Overlord" Liberation of Western Europe by the German occupying forces began.

As Commander-in-Chief of the Allied forces, the player must try within 12 turns his troops from the landing beaches against the resistance of the computer player "Rommel" or a team -membered Wehrmacht to lead inland, in order to gain as much space and to occupy several strategically important places , There are ship artillery and air raids available to support ground attacks and hinder enemy troop movements. In addition to the tactical considerations of when and where must be attacked or defended, the Allied player has additionally to conduct a "logistical war" to always provide his troops with enough supplies of fuel, ammunition and provisions. The weather is an uncertain factor, which can be largely eliminated by forward-looking planning. At the end of the last turn, a comparison of the victory points achieved by both sides provides information about the outcome of the game.

In addition to the "complete" game, which runs until the end of the month and over twelve rounds, there is a shortened scenario that only extends over the first two weeks. Furthermore, the game has an editor for changing game parameters.

Patton vs Rommel

You are attacking units that are too strong.
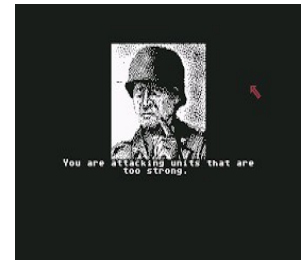
Patton vs. Rommel is a computer war game designed and programmed by Chris Crawford for the Macintosh and published by Electronic Arts in 1987. MS-DOS and Commodore 64 versions were created by Sculptured Software. After the success of Crawford's game Balance of Power EA wanted to work with him, but could not acquire the rights to sequel the game from its publisher, Mindscape. Instead, they suggested he build on the tradition of his seminal Atari title Eastern Front.

Rather than create a derivative game on the Western Front, Crawford elected to focus the game's design on fog of war and the personalities of American general George Patton and the German Field Marshal Erwin Rommel. In real life the two were never involved together in a major confrontation, as Rommel was wounded in 1944 and later forced to commit suicide (due to his association with the anti-Hitler conspirators of the July 20 plot), before Patton had command in large-scale land operations. The game's AI, however, worked to be true to the strategies of each of the two generals.

Patton vs. Rommel is set in and around the Normandy beachhead shortly after the D-Day invasion of June, 1944. American, Canadian and British forces are placed in the correct positions as the Allied advance started to bog down. The

German forces of Rommel are likewise in place defending Caen and other cities.

To win the game, the Allied player must advance farther and faster than the real-life Allied forces. For the Rommel-side player to win, he or she must defend more territory longer than the actual German defenders. If the German side can effectively counter and stall the Allied attacks and prevent a breakthrough, the Rommel player will usually win. This creates a dynamic where the Patton player must look for a way to create a hole in the German lines wide enough to push one or more armored divisions through into the German rear area. Since almost all of the German forces are concentrated at the front, the principle of fog of war means that units that are not within sight of enemy units "disappear" from the game map – and from the thinking of the enemy. When they suddenly reappear in a surprise attack from the rear they have an overwhelming advantage over the units they are attacking. In this way an Allied player can roll up a major element of the German line and achieve a victory. In real history the Allies eventually broke through and surrounded several German panzer and infantry divisions, which were decimated as they attempted to escape through the Falaise Gap. In the game this decisive victory requires practice and skill by the Allied player.

Reception

Computer Gaming World described the game as "very playable", admiring its in-game advisors and simple movement scheme, even allowing units to queue actions that are remembered turn-to-turn. A 1991 survey of strategy and war games, however, gave it two and a half stars out of five, and a 1993 survey of wargames gave the game two stars. Crawford himself did not believe that the game would be popular, describing it in a 1987 interview as "not a great game. It is a good game, it is fun, but I don't feel it has greatness in its bowels ... Balance of Power I did for me [while] Patton Vs. Rommel is a game for the

public" The game was very well received by war game enthusiasts but never became popular in a wider marketplace.

Spitfire Ace

Spitfire Ace is a combat flight simulator video game created and published by then-newly formed MicroProse. It was one of the first video games designed and programmed by Sid Meier. It was originally developed for Atari 8-bit family (1982) and ported to the Commodore 64 (1984) and PC (as a booter, 1984). The PC port was by R. Donald Awalt. The Commodore 64 version was ported by Dale Gray and Ron Verovsky,

Gameplay

The game puts the player in the pilot's seat during World War II. The player defends London during The Blitz while flying the Supermarine Spitfire. The game offers 15 different scenarios that include France, Malta and D-Day.

Reception

Softline in 1984 called Spitfire Ace and Hellcat Ace's graphics "extremely simple". Computer Gaming World in 1993 stated that the game "has been severely wrinkled by age"
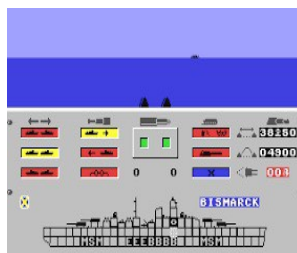
Spitfire '40

Spitfire '40 is a combat flight simulation video game released by Avalon Hill in 1985 on Apple II and Commodore 64. It is then focused on Amstrad CPC , ZX Spectrum and Atari ST. The game takes place during the Second World War and puts the player in command of a Spitfire during the Battle of Britain . It offers three game modes including two for training, flight or combat, and one for air combat. The player controls his plane in first-person view in a three-dimensional environment. The main window of the game displays a brief view of the cockpit, the player having to press the space key to display the instrument panel.

Bismark

Bismarck is a turn-based strategy video game developed by Personal Software Services and published by Mirrorsoft. It was first released for the Commodore 64 and ZX Spectrum in 1987 for the United Kingdom. It was ported to Amiga, Apple II, Atari ST and Atari 8-bit home computers in both the United Kingdom and the United States the following year. The game is the tenth instalment in the Strategic Wargames series. In the game, the player can choose to control either the German battleship Bismarck or command the pursuing fleet of Royal Navy ships.

The game is set during the Last battle of the battleship Bismarck of World War II and revolves around the Bismarck attempting to escape a perusing fleet of Royal Navy ships, who desire to avenge the deaths of 1,412 men in the sinking of the flagship and "pride of the Royal Navy", HMS Hood. The game received positive reviews upon release; critics praised the graphics and presentation, though one reviewer found difficulty with the controls.

The game is a turn-based strategy and takes place during the Last battle of the battleship Bismarck on 27 May 1941. The battle is a sequel to the Battle of the Denmark Strait, in which the Kriegsmarine ships Bismarck and Prinz Eugen sank the Royal Navy flagship, HMS Hood, resulting in the deaths of 1,412 men. Incensed by the loss of the "pride of the Royal Navy", a large British force was dispatched in order to pursue and destroy the Bismarck and its support ship, the Prinz Eugen.

The player has the option to choose which side they wish to command at the beginning of the game. If the German side is picked, the objective of the game is to evade the Royal Navy fleet by either sailing to Iceland or heading to the safety of Nazi occupied France. The player will only have the ability to control the Bismarck itself, and must defend themselves against Royal Navy and Royal Air Force attacks if compromised. If the British side is chosen, then the player must command the hunting Royal Navy fleet in order to search and destroy the Bismarck.   To achieve both these ends, the player will be able to access an in-game command centre, which will give out alerts depending on the side chosen. If controlling the Bismarck, the player will be reported of hostile British U-boat sightings. If controlling the Royal Navy fleet, they will be told of radio intercepts, which will pinpoint the Bismarck's approximate

location

If the Bismarck has been intercepted or compromised by Royal Navy ships, the game will automatically shift to an arcade sequence which will give the player an opportunity to defend the ship against a British attack, or alternatively, if playing as the British, the sequence is utilised in order to destroy the Bismarck.The feature can be displayed at any time, though it is automatically enabled if either side comes into conflict.The interface of the feature is split into three sections; the upper part of the screen shows a view of the ocean in front of the ship and any hostile ship in the vicinity. The middle section contains buttons and icons which are used to control ship movement and to fire weapons. The lower part of the screen displays a diagrammatic representation of the ship from the side chosen (Bismarck or Royal Navy ships); the diagram will change colours once the ship receives damage from shelling.

Once a hostile ship is in range, the player will have the choice to either open fire or outmanoeuvre the enemy. The Bismarckis able to withstand 99 points of damage; internal fires may break out during battle and will risk destroying the ship if the fires are not contained quickly enough or if they reach fuel tanks. If fires occur, the player is given the option to order fire-fighting crews to contain the blaze, although it will cause the ship to disengage from combat. The game proceeds in real time, and has the option to change speed from slow to fast at any time.

Background

Personal Software Services was founded in Coventry, England, by Gary Mays and Richard Cockayne in 1981. The company were known for creating games that revolved around historic war battles and conflicts, such as Theatre Europe, Iwo Jima and Falklands '82. The company had a partnership with French video game developer

ERE Informatique, and published localised versions of their products to the United Kingdom. In 1986, Cockayne took a decision to alter their products for release on 16-bit consoles, as he found that smaller 8-bit consoles such as the ZX Spectrum lacked the processing power for larger strategy games. The decision was falsely interpreted as "pull-out" from the Spectrum market by a video game journalist   Following years of successful sales throughout the mid 1980s, Personal Software Services experienced financial difficulties, in which Cockayne admitted that "he took his eye off the ball". The company was acquired by Mirrorsoft in February 1987,and was later dispossessed by the company due to strains of debt.

Reception

The game received positive reviews upon release. Peter Berlin of Your Sinclair praised the presentation of the game, stating that it was "good to look at" and well organised. Philippa Irving of Crash asserted that the graphics and interface were "rather bland" but "pretty". Despite stating that the map of the game was "unexciting", Irving noted that it was offset by "pretty touches" and new graphical additions.A reviewer of Computer and Video Games stated that the game was "historically good". Their only criticism was the unsuitability of using a joystick for the game, which they deemed "virtually unusable". David Buckingham of Computer Gamer considered Bismarck the best game Personal Software Studios had released at the time, and added that the two genres of strategy and action work "very well"

Gary Rook of Sinclair User heralded the gameplay as an "exciting" blend of strategy and arcade simulation. Berlin suggested that Bismarck was a good introduction for players who were "bored" with the arcade genre and preferred "something a little bit tougher". Irving praised the gameplay as smoothly-presented and

"undemanding", stating that the type of game Personal Software Studios were creating was "successful". She also considered the rules of the game to be detailed in all important respects, well-presented and "helpful", albeit "not voluminous" Regarding the arcade aspect of the game, Rook noted that the level of action in it was sufficient, but was sceptical that it was a "true" wargame.
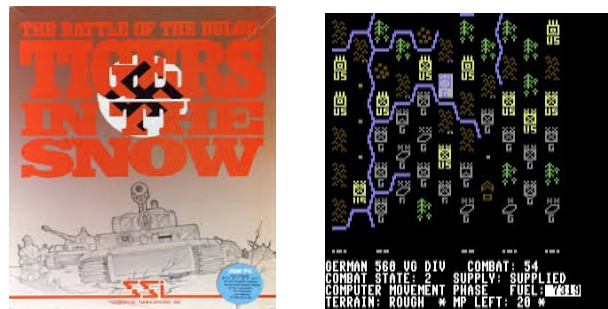
Battle of the Bulge

This early simulation of "The Battle of the Bulge" uses a semi-realtime system for gameplay, consisting of 15 minute time-ticks and will jump to 7:00 AM of the next day as soon as midnight is reached. The game has a pause command, so you can examine the battlefield without pressure of time. Units are displayed as icons and represent a regiment, brigade or even division, each having a certain strength value. At the beginning the units are placed in their historical starting locations of Dec 16th, 1944. Orders are given by selecting an unit and pointing to a target on the map. The unit will then try to move towards the ordered location (or enemy unit), and engage into combat. During the course of the battle each side will receive a number of reinforcements appearing at predefined (historical) positions. Units will fight until completely wiped out. When this happens you will receive a message displayed in a ticker on the top of the screen. This is also the place where you receive information like weather reports, air support and incoming reinforcements.

Victory points are accumulated by destroying enemy units and taking cities (each city has a victory point value). There are some special conditions for the German side, like not taking the city of Spa in time (with intact fuel depot) will result in decreased combat value for all units. The current points are displayed at the bottom of the screen. The game will end on Jan 3rd, 1945, also showing the final points again, along with statements which sides claim victory. You can examine final unit positions and restart the game afterwards.

Battle of the Bulge: Tigers In The Snow

The Battle of the Bulge: Tigers in the Snow is a turn-based strategy video wargame, made in 1981 by Chuck Kroegel, David Landrey, and David Walker for the Apple II, Atari 8-bit, and TRS-80. It was later ported to the IBM PC and Commodore 64.

It was the first video game to feature the Battle of the Bulge of 1944 and 1945, a decisive Allied victory over German forces in World War II, as its subject.   Heavily inspired by board games, the game was played on a hexagonal grid and included such features as a supply, terrain and weather system.

Reception

A 1993 Computer Gaming World survey of war games gave Tigers in the Snow one star out of five, stating that its primitive graphics, play mechanics, and user interface "have been superseded by more recent efforts".

Iwo Jima

Iwo Jima is a turn-based strategy video game developed and published by Personal Software Services for the Commodore 64 and ZX Spectrum in 1986. It is the second instalment to the Strategic Wargames series. The game is set during the Battle of Iwo Jima in the Pacific Ocean theatre of World War II and revolves around the United States Marine Corps' objective to secure the island of Iwo Jima from the Imperial Japanese Army.

The game is a turn-based strategy and focuses on the player using their units to attack Japanese forces in order to capture the island. The player assumes control of the Marine Corps and must eliminate all Japanese forces by ground, air, or naval combat. The game received mixed reviews upon release. Critics praised the game's value for money and easy difficulty for novice gamers; however, many criticised the graphics and mechanics.

The game is a turn-based strategy focuses on the invasion and land battles of Iwo Jima. The player commands the United States Marine Corps against the Imperial Japanese Army, who are occupying the islands as part of the Pacific Ocean theatre of World War II. The game is menu-based and only allows the player to use four command functions; move, attack, land and pass.Depending on the difficulty set, the game lasts 32 to 36 turns

and can only be won by eliminating all Japanese forces from the island before the final turn ends. During the game, the enemy may fortify their positions, launch air strikes against the United States Navy fleet or may perform suicide attacks if their unit is about to be wiped out. The player also has the ability to order air strikes against the enemy, if weather permits.

At the beginning of the game, the player has to allocate a number of American troops in order to establish a beach head on one of the six beaches of the island. However, many of the beaches are scattered with land mines and may provide an initial disadvantage to the assault.Throughout the game, the player may call in air strikes and other assaults, however they are only available after the American forces are attacked or if the enemy retreats to an inaccessible location. At any time in the game, the player is also able to request troop reinforcements from the fleet Furthermore, Japanese air forces may sink American battleships throughout the game, although the player will be given the opportunity to shoot them down.In addition, a Japanese submarine will sink American gunboats at random intervals, and cannot be destroyed in any way. There is no save function in the game.

Background

Personal Software Services was founded in Coventry, England, by Gary Mays and Richard Cockayne in 1981.The company were known for creating games that revolved around historic war battles and conflicts, such as Theatre Europe, Bismark and Falklands '82. The company had a partnership with French video game developer ERE Informatique, and published localised versions of their products to the United Kingdom. In 1986, Cockayne took a decision to alter their products for release on 16-bit consoles, as he found that smaller 8-bit consoles such as the ZX Spectrum lacked the processing power for larger strategy games. The decision was falsely

interpreted as "pulling out" from the Spectrum market by video game journalist Phillipa Irving Following years of successful sales throughout the mid 1980s, Personal Software Services experienced financial difficulties, in what Cockayne admitted in a retrospective interview that "he took his eye off the ball". The company was acquired by Mirrorsoft in February 1987, and was later dispossessed by the company due to strains of debt.

Reception

The game received mixed reviews form critics upon release. Both Gwyn Hughes of Your Sinclair and a reviewer of ZX Computing praised the game's value for money and heralded it as a "good introduction" to the wargaming genre, although Hughes believed that Iwo Jima was unlikely to provide established tacticians with a "major challenge" and the reviewer of ZX Computing was concerned that the game was "too easy". Sean Masterson of Crash criticised the graphics, stating that it was "let down by poor unit markers and terrain features".   Gary Rook of Sinclair User asserted that the game was overall "competent", however he summarised it as "failing to excite". Rook also added that the game was well implemented and "inspiring".

A reviewer of Computer and Video Games criticised the game for having an "awkward mechanism" due to the lack of a save feature and neglecting historic realism. However, he compared the historical accuracy of the Battle of Iwo Jima for being more accurate than Falklands '82's interpretation of the Falklands War. Mark Reed of Computer Gamer stated that the game is "ideal" for novice players and also praised the simplicity of the controls, despite suggesting that experienced gamers of the genre would prefer "something more complex". Masterson similarly criticised the game's suitability for experienced gamers, suggesting that any appeal for a more experienced player is likely to be "very limited".

Battle of Britian

Battle of Britain is a turn-based strategy video game developed and published by Personal Software Services for the Commodore 64 in 1987. It was also ported to the Amstrad CPC and ZX Spectrum later that year. It is the seventh instalment to the Strategic Wargames series. The game is set during the Battle of Britain campaign of the Second World War and revolves around Britain's defence and prevention against a Nazi invasion. In the game, the player commands the Royal Air Force as they must defend key cities against the Luftwaffe.

The game contains elements of first-person shooting; during some sequences the game requires a certain number of aircraft to be shot down. Battle of Britain received mixed to positive reviews from critics upon release. Critics praised the fast pace of the gameplay and features, however, one reviewer was divided over the historical accuracy of the battle.

The game is a turn-based strategy and focuses on air battles during the Battle of Britain campaign of the Second World War. The player commands squadrons of the Royal Air Force and the main objective of the game is to defend key cities and radar installations from the Luftwaffe. Unlike previous games in the series, Battle of Britain is the first to include cursor movement, a scrolling interface and elements of first-person shooter gameplay At the start of the game, the player is given the option of how many RAF squadrons they wish to allocate for offensive and defensive

purposes; a proportionate amount must be sent to attack Luftwaffe squadrons whilst the others will be left to defend key cities from air raids.

The game has three individual scenarios; training mode, Blitzkrieg mode, and campaign mode. Training mode is set on the lowest difficulty and allows the player to finish the game by using any strategy over an indefinite period of time] Blitzkrieg mode only lasts one in-game day and features the Luftwaffe going out for an "all-out" attack simultaneously on every target and city. The campaign mode takes place over a period of 30 days and is set on the highest difficulty. In addition, the campaign mode features historically accurate movements and strategies used by both the RAF and Luftwaffe.

At the start of the game, a wave of Luftwaffe aircraft (in the appearance of Balkenkreuz sprites on the map) will cross the English Channel and proceed to bomb various cities, air bases and radar installations. In response, RAF squadrons are automatically scrambled and will await orders to either engage invading Luftwaffe fighters or to defend key cities from bombers. When a RAF squadron has successfully engaged a Luftwaffe unit on the map, the game will shift to a first-person shooter perspective, in which the point of view is portrayed from a cockpit of either a Spitfire or Messerschmitt Bf 109, depending on the side chosen. During the dogfight sequence, the number of Luftwaffe casualties will depend on how many aircraft the player was able to shoot down.

The game features a changing weather system, which will vary from every hour and will provide obstructions for various forces and installations. For example, fog will close runways whereas storms will temporarily disrupt bombing runs and dogfights Over time, RAF squadrons will run out of ammunition or fuel, and thus must replenish at the nearest RAF station, which will render them vulnerable to a Luftwaffe bombing run.   In

between turns, the player has the opportunity to request reinforcements from RAF reserves, however the longer the campaign progresses, the quality of the reserves will diminish

Background

Personal Software Services was founded in Coventry, England, by Gary Mays and Richard Cockayne in 1981.The   company were known for creating games that revolved around historic war battles and conflicts, such as Theatre Europe, Bismark and Falklands '82. The company had a partnership with French video game developer ERE Informatique, and published localised versions of their products to the United Kingdom. In 1986, Cockayne took a decision to alter their products for release on 16-bit consoles, as he found that smaller 8-bit consoles such as the ZX Spectrum lacked the processing power for larger strategy games. The decision was falsely interpreted as "pull-out" from the Spectrum market by a video game journalist. Following years of successful sales throughout the mid 1980s, Personal Software Services experienced financial difficulties, in what Cockayne admitted in a retrospective interview that "he took his eye off the ball". The company was acquired by Mirrorsoft in February 1987, and was later dispossessed by the company due to strains of debt.

Responses

The game received mixed to positive reviews from critics upon release. Gwyn Hughes of Your Sinclair praised the game's fast pace and tempo of gameplay, stating it to be "fast and furious". However, he criticised the arcade-style flying sequences, referring them as "dodgy" due to the system's lack of processing power. Philippa Irvine of Crash praised the "all-action" theme of the game, and heralded the campaign as "impressive" in both terms of content and length. Gary Rook of

Sinclair User similarly praised the gameplay, suggesting that it had a "workmanship" quality to it, however he noted that it lacked a "certain sparkle". Gordon Hamlett of ZX Computing found some aspects of the gameplay confusing, comparing it to juggling.

A reviewer of Computer and Video Games stated that the game "isn't very good", nor the best Battle of Britain recreation on the market, and criticised on how interceptions were "far too easy" to make. Reviewing the ZX Spectrum version of the game, a critic from Advanced Computer Entertainment cited the game as historically inaccurate due to it lasting only 30 days, whereas the actual Battle of Britain was considerably longer. However, they praised the gameplay as an "enjoyable challenge" and a good value for money.

Operation Iceberg: The Battle Of Okinawa
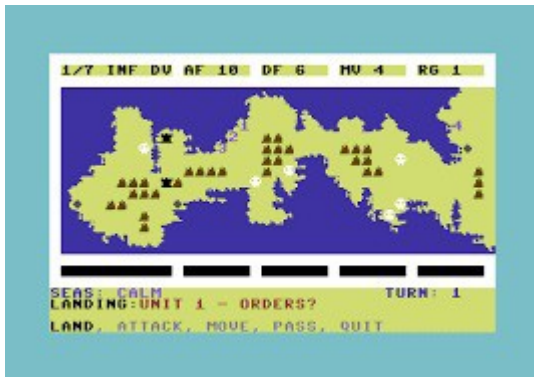
Operation Iceberg: The Battle for Okinawa, better known as Okinawa , is a turn-based strategy videogame on theBattle of Okinawa, published in 1986 for Commodore 64 by Personal Software Services (PSS). It is very similar to Iwo Jima already published by the PSS the same year, so much so as to sometimes be considered a variant with a different scenario; the two titles were also published together in the Conflicts II collection, along with Battle for Midway

Game Mode

The player controls US forces in the invasion of Okinawa Island , defended by computer-controlled forces of Japan . The game system is the same as Iwo Jima , which is similar to the previous Falkland 82 , with a slightly different interface and a wider island, which requires different strategies.

The map of the island extends horizontally on two screens and is divided into invisible square boxes with different types of terrain, which influence movement and defense. At each turn each unit can move or attack an enemy, but not both. Initially each US unit must disembark and can do so at a point chosen from seven available on both halves of the island.

The types of US units are infantry, artillery, and tanks, while the Japanese have infantry, artillery, and stationary bunkers. Each type has a numerical strength value in attack (which also represents the current hit points), defense force, movement and range. There are also forces not directly controlled as units: the US has the artillery support of the fleet, which can reinforce a number of attacks from land units anywhere on the island, Japan has submarines and planes that can weaken the opposing fleet and boxes with minefields. The goal of the game is to find and completely eliminate the Japanese forces. There are 8 possible difficulty levels and the placement of enemies is unknown and variable with each game. Each enemy unit becomes visible only when it comes to shooting one of its own or when it fires.

The interface is based on text menus and runs from one unit to another or between options with the joystick. In attack, a target selection system typical of this series of games automatically frames the nearest enemy unit and asks the player if he wants to attack that, and if he answers "no" he moves to another one. It is also the only time you can view data from the enemy unit.

Russia: The Great War In The East 1941-1945
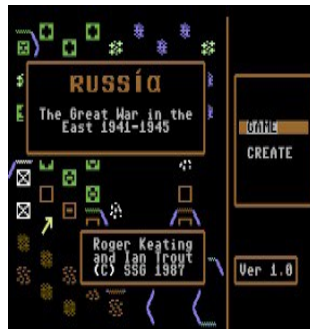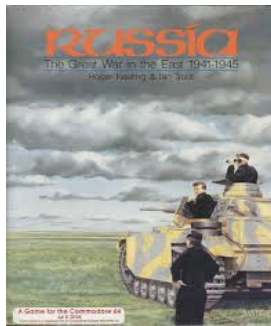
Russia: The Great War in the East 1941-1945 is a war game video game developed and published by Strategic Studies Group in 1987 on Apple II and Commodore 64 . The game simulates the clashes on the Eastern Front during the Second World War .

Operation Whirlwind
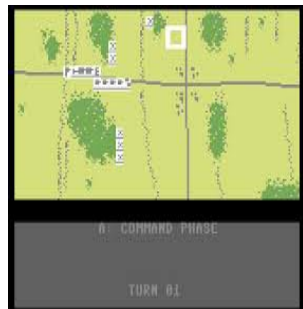
Description: Operation Whirlwind is a tactical scale wargame set during the World War 2. As a battalion commander of an armored task force the player is ordered to capture (within 35 game turns, divided into phases) a city 15 kilometers away, defended by opposing forces. At your disposal are infantry, engineer, recon, tank and artillery units. Dig in your troops, deploy bridges, watch for enemy mines and barrage fire.

The player's task is to maneuver over open ground on a battle grid three screens five separate parts:

1.Unit placement and disposition phase: Dug in and defending, or In motion on recon.

2.Forces Movement phase: vertically or horizontally on the grid map, using the joystick. When in motion, firing is not possible. Enemy units are invisible until they fire on you, and mine fields are not visible until you hit them.

3.Combat phase: Here you are engaged by artillery and small arms fire.

4.Assault Order phase: . In this phase you are able to advance and maneuver your units that have not exhausted their ammunition in the prior operations against enemy formations, utilizing head on assaults, or fast flanking armored attacks. Enemy units will be dislodged and will move, using their own firepower to attempt to break up your attacks. The player will need to engage his engineer units to bridge river crossings while in action.

5.Final assault phase: The orders given in the prior phase become a mixed bag in the fog of war, and the gamer must react to circumstances that naturally occur as previously undetected enemy units deploy against the assaults as they unfold. With the conclusion of each turn of five phases, the player will be assessed of his success or failure, and will be offered the opportunity to save or delete the prior game action before continuing to the next turn. There are four increasingly difficult levels of engagement, each of which will result in five levels of outcome, from total victory, through stalemate, to abject defeat.

Operation Market Garden
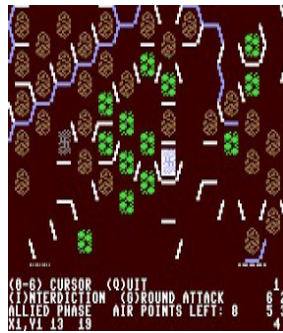
Operation Market Garden is a recreation of the largest daylight airborne operation in history on September 17, 1944. As commander of the Allied forces you will direct the American 82nd and 101st Airborne Divisions, the British 1st Airborne Division and the 30th Corps to their historical objectives. The Allied player earns points for controlling and keeping supply objective hexes. They lose points for overrun airborne supply hexes and German controlled town/city hexes. The level of victory (5 levels) is determined by Allied points at the end of the game. The game can be played by 2 people or solitaire (computer as German), has four levels of difficulty and can be played as either intermediate level or advanced. Playing time is 10 hours.

Falklands '82

Falklands '82 (released as Malvinas '82 in Spanish markets) is a 1986 turn-based strategy video game developed and published by Personal Software

Services for the ZX Spectrum and Commodore 64. It is the fifth instalment of the Strategic Wargames series. The game is set during the 1982 Falklands War and revolves around the Argentine occupation and subsequent British re-capture of the Falkland Islands. The player controls the British Task Force as they must either defeat all Argentine forces on the archipelago or re-capture every settlement.

A port for the Amstrad CPC was advertised but never released. During development, the developers obtained information and statistics of the war from NATO. The game met with mixed reviews and controversy: critics praised the detailed graphics, but some were divided over the gameplay and authenticity; others criticised the in-game potential of an Argentine "victory".

Gameplay

Falklands '82 is a turn-based strategy game focusing on land battles during the Falklands War. The player commands the British Task Force against the Argentine ground forces, who are occupying the islands. The game begins by allocating fifteen Royal Navy ships for the task force; a proportionate amount must be devoted for attack and defence purposes. The player must then choose four landing spots in northern East Falkland to begin the invasion: Port Stanley, Berkeley Sound, Cow Bay and San Carlos Bay. The SAS or SBS are available throughout the game to provide intelligence on Argentine movements; however, intelligence is limited and may only be collected a certain number of times At any time, the player may request reinforcements from either one of the two aircraft carriers, HMS Hermes or HMS Invincible. The main objective of the game is to either defeat all occupying Argentine forces in the archipelago, or to capture and hold all ten settlements of the Falklands simultaneously. Depending on the difficulty setting, the game lasts 25 or 30 turns; if every settlement has not been occupied or any

Argentine forces remain by the end of the last turn, the game will end. The capital of the Falklands, Stanley, has the highest concentration of Argentine forces and is usually the last settlement to be captured.There are a total of four choices for combat: attack, move, pass, and "recce". The game includes a weather system that changes from every turn and provides obstructions for various forces. For example, stormy seas will temporarily render naval vessels and troop reinforcements unavailable, while fog will render both naval and air forces unavailable. During the course of the game, Argentine airstrikes will frequently sink Royal Navy ships, depending on how many of them were initially allocated to defensive positions. In addition, Argentine air forces will occasionally bomb and destroy British forces on the ground, which are represented as animated sprites on the map. The map also displays terrain details, including rivers and mountains. If troops are situated on top of a mountain, they will receive a defensive bonus once attacked; however, due to the steep terrain, they will move more slowly. If the player chooses to enter an enemy-controlled zone, the move will instantly end, leaving the unit vulnerable to an Argentine attack.

Background and Release

In Falklands '82, we were attacked for having a game where the Argies could win - but it could have happened.

Richard Cockayne in a interview with Your Computer magazine in 1986
Personal Software Services was founded in Coventry, England, by Gary Mays and Richard Cockayne in November 1981. The company was known for creating games that revolved around historic war battles and conflicts, such as Theatre Europe, Bismarck and Battle of Britain. The company had a partnership with French video game developer ERE Informatique and published localised versions of their products to the United

Kingdom The Strategic Wargames series was conceptualised in 1984 by software designer Alan Steel; during development of these titles, Steel would often research the upcoming game's topic and pass on his findings to associates in Coventry and London. In 1983, the company was recognised as "one of the top software houses" in the United Kingdom, and was a finalist for BBC Radio 4's New Business Enterprise Award. During development of both games, Cockayne and Mays obtained statistics for both the Cold War and Falklands War from NATO and the Soviet embassy in London. In an interview with Your Computer magazine, Richard Cockayne stated that both Theatre Europe and Falklands '82 received heavy criticism from the Campaign for Nuclear Disarmament and The Sun newspaper, respectively. An editor from The Sunday Press suggested that Falklands '82 was "distasteful" because of the game's possibility of an Argentine victory. The game was planned for an Amstrad CPC port, but was never released for that computer.   In Spanish markets, the game was released as Malvinas '82 (the Spanish name for the Falkland Islands) and included a manual which was never translated into English.
In 1986, Cockayne decided to alter products for release on 16-bit consoles, since smaller 8-bit consoles, such as the ZX Spectrum, lacked the processing power for larger strategy games. The decision was falsely interpreted by video game journalist Phillipa Irving as "pulling out" from the Spectrum market. Following years of successful sales throughout the mid-1980s, Personal Software Services experienced financial difficulties, and Cockayne admitted in a retrospective interview that "he took his eye off the ball". The company was acquired by Mirrorsoft in February 1987, and was later dispossessed due to debt.

Reception

The Sun newspaper criticised Falklands '82 for including a scenario where "Argentina could

win," but Cockayne maintained that his company's video games did not trivialise the war. The game received mostly positive reviews from critics upon release. Rachael Smith of Your Sinclair praised the overall experience of the gameplay, stating that it was "ideal" for newcomers and plays "smooth"; however, she criticised it for being "annoyingly slow" at times. Sean Masterson of Crash criticised the gameplay, stating that it fails to "offer a serious challenge" and prohibits the player from experimenting with choices the real commanders never had, such as planning tactical air strikes.A reviewer from Sinclair User praised the gameplay, stating that it was "swift" and had "nice touches" for beginners to the wargame genre. He sarcastically remarked that the inability to play on the Argentine side would help improve Anglo-Argentinian relations. A reviewer from Zzap!64 criticised the game's lack of authenticity and strategy, stating that the developer's previous games had more credence if the player "played them with their eyes shut".

A reviewer from ZX Computing heralded the graphics and details of the map but suggested that "hardened wargamers" would not be interested in graphical advancements.A reviewer from Computer Gamer praised its simplicity, stating that it was a "simple game" and would prove to be an "excellent" introduction to the wargame strategy genre. In a 1994 survey of wargames Computer Gaming World gave the title one star out of five, stating that "it has aged poorly".

In a retrospective review, Tim Stone of Rock, Paper, Shotgun praised the game's ability to display the war in a neutral manner; however, he questioned the inability to play on the Argentine side. Stone concluded that the game had "greater significance" over other war strategy games at the time and had an "undeniable quality".

Conclusion

Commodore is a very special machine and has

many things to offer even to us here in the 21st century. Not only can you learn history, but you can have fun while you're doing it. If I missed anything on this list, then please contact me and we will do a Part 3. I didn't add games like Ikari Warriors or Commando because they are more like shoot 'em ups than anything else.

Sources

Wikipedia
Moby Games
My Abandonware
You Tube
Lemon 64

Club Officers

>>--> Officers and Keypersons <--<<

-The Small Print-

The Fresno Commodore User Group is a club whose members share an interest in Commodore 8-bit and Amiga computers. Our mailing address is 185 W. Pilgrim Lane, Clovis, CA 93612. We meet monthly in the meeting room of Bobby Salazar's Restaurant, 2839 North Blackstone Ave., Fresno, CA. The meetings generally include demonstrations, discussion, and individual help.

Dues are $12 for 12 months. New members receive a "New Member Disk" containing a

number of useful Commodore 8-bit utilities.
Members receive a subscription to The Interface
newsletter, access to the public domain
disk library, technical assistance, and reduced
prices on selected software/hardware.

Permission to reproduce content of The Interface
is granted provided credit is given to the source,
and when identified, the author. Club members
are encouraged to submit articles, tips, or ideas
for articles.

Disclaimer – The club, its officers, members, and
authors are not responsible for the accuracy of the
contents of The Interface or the results of actions
based on its contents.

Our disk library contains over 3,000 public
domain programs for the C64 and C128.
Members are entitled to copies of these disks at
no cost if a blank disk is provided. We do not
deal with pirated, copyrighted, violent, or obscene
programs. Please call our attention to any
programs found in our library which may violate
these standards.

NEXT
issue

If All Plans Out Well, Then The Next Issue Of "The Interface" Should Be Out Sometime On Or Around –

June 30, 2018