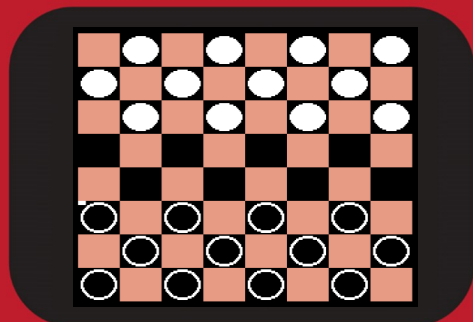




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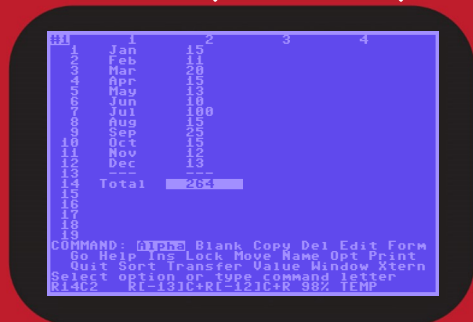
SPECIAL UTILITIES and GAMES for C64/C128



Dama (Checkers)



Flight 64



Microsoft Multiplan



Kato Shiki



Le Prigioni di Davide

**An exclusive
partnership with**



**Dump
Club 64**
Preservare e Condividere

RetroMagazine
future days are back

World

**Special BASIC and LOGO
programming**

**FAST DOWNLOADING
"BI-TURBO"**



SPECIAL

Press PLAY Again



Press Play Again issue number 10

Were you afraid that **Press Play Again** had disappeared from the scene? No way!

It was just a pause, just a bit longer than usual. Even the editors, after all, have a life outside of editorial productions, and sometimes this life asks us to redirect our energies elsewhere...

But don't worry, this time PPA returns with issue 10, fitter, richer, more "Italian," and more "retro" than ever! In short, a special issue!

Of course, our collaboration with DumpClub 64 continues, allowing us to make increasingly interesting and forgotten software available to you, but always worthy of being recovered and rediscovered.

In this issue, you'll find games and applications for the Commodore 64 that, needless to say, will spark your curiosity (a flight simulator written in BASIC!) and the desire to fire up the real machine or the emulator to dive headfirst into the hidden treasures that DumpClub 64 has managed to bring to light. This is the case with **Multiplan 1.06**, the predecessor of Microsoft Excel, or the **LOGO per il Commodore 64**, an Italian port for the classic educational programming language. Special mention goes to **Flight 64**, one of the first flight simulators (what a grand title!) developed for the C64, and **DAMA**, a digital version of the famous board game.

So what are you waiting for? Download the programs that we and DumpClub 64 have made available to you and keep the retro-fun alive with your "breadbin"!

If you have also created games and/or have material that you would like to see published in this section, do not hesitate any longer and contact us at our email address:

retromagazine.redazione@gmail.com

Graphic layout: Flavio Soldani - **Back cover image:** Giuseppe Mangini

Cover, texts, and images : Francesco Fiorentini

Editing: Redazione di RetroMagazine World

Dumps made by: Roberto Lanciotti - Redazione Dumpclub64

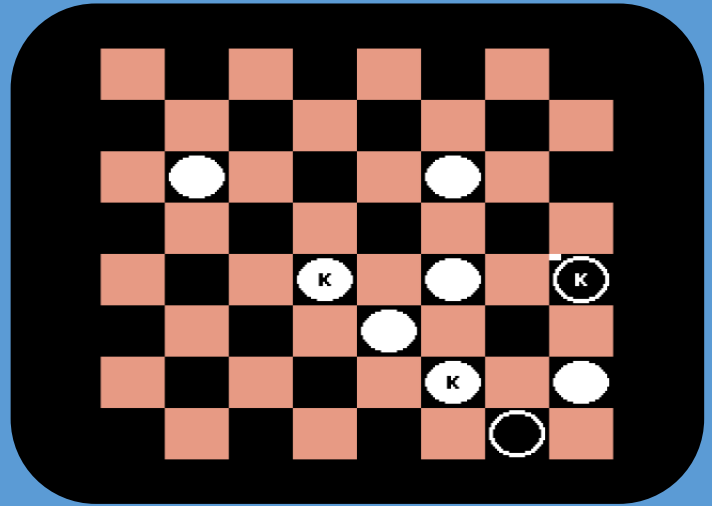
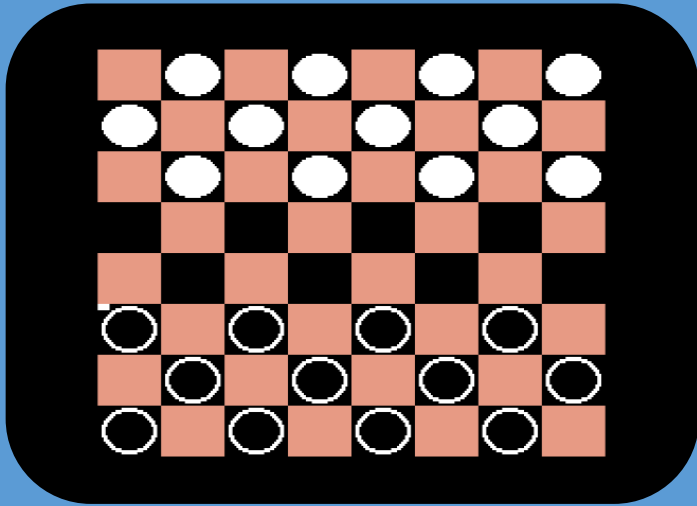


SPECIAL

Press PLAY Again



DAMA (CHECKERS)



CHECKERS is a board game for two players played on a checkerboard, called a **DRAUGHTS BOARD**, with 8×8 squares.

GAME RULES

- Pieces move forward diagonally by one square on the dark squares.
- When a piece encounters an opponent's piece with an empty square on its diagonal beyond it, it is mandatory to capture it.
- When a piece reaches the top or bottom of the board (depending on its direction), it becomes a **King**. In the game, the King is marked with the letter K. The King can move in all directions.
- In Italian checkers, normal pieces cannot capture Kings, but in this game it is possible to do so. (In this case the rules of English Draughts are followed).

INSTRUCTIONS

Press the asterisk key "*" to switch between the board-moving the pieces with the cursor keys and the Return key-and the option to enter move coordinates manually.

Suggested emulator: VICE, CCS64

Series: N/A

Dumped by: DumpClub 64

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SPECIAL

Press PLAY Again



FLIGHT 64



FANTASY COMPUTERWARE PRESENTS:

FLIGHT 64

BY

BRIAN LAWLER

COPYRIGHT 1982

DO YOU NEED INSTRUCTIONS? (Y/N)



FLIGHT CONTROLS:

> - RIGHT
< - LEFT
A - DESCEND
Z - CLIMB
+ - THROTTLE UP
- - THROTTLE DOWN

-----OR-----
JOYSTICK
PORT 2

DESCEND

LEFT - [joystick diagram] - RIGHT

CLIMB

+ THROTTLE -
PRESS A KEY

PLANE SPECS:

*CEILING 2000 FT.
*MAX SPEED 300 MPH
*STALL SPEED 75 MPH

CRASH!!!

DO YOU WISH TO TRY AGAIN? (Y/N)

You have just been hired by **AIRSIK FLIGHT SERVICE** to pick up a patient from a nearby airport and bring him/her back here safely for emergency treatment. It is 2:00 a.m., so you will have to rely on the instrument panel for all information. The radar map, in the center of the panel, shows your position (flashing dot) in relation to the airports (blue squares) and the mountains.

Use the joystick in port 2, or use the keyboard.

Suggested emulator: **VICE**, **CCS64**Series: **N/A**Dumped by: **DumpClub 64**

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SPECIAL

Press PLAY Again



MICROSOFT MULTIPLAN V. 1.06



MICROSOFT MULTIPLAN
Version 1.06

(C) Copyright Microsoft Corp., 1981,83

	1	2	3	4
1	Jan	15		
2	Feb	11		
3	Mar	20		
4	Apr	15		
5	May	13		
6	Jun	10		
7	Jul	100		
8	Aug	15		
9	Sep	25		
10	Oct	15		
11	Nov	12		
12	Dec	13		
13	---	---		
14	Total	264		

COMMAND: Blank Copy Del Edit Form
Go Help Ins Lock Move Name Opt Print
Quit Sort Transfer Value Window Xtern
Select option or type command letter
R14C2 RL-13JC+RL-12JC+R 98% TEMP

Microsoft Excel was not the first spreadsheet developed by Microsoft. The first electronic spreadsheet created by Bill Gates' software company was in fact **Multiplan** (here you can find version 1.06).

This spreadsheet was initially developed for the **CP/M** system, but thanks to the fact that it was written using a C compiler in p-code, it was possible to port it to other platforms. Obviously, among these, the Commodore 64 could not be left out.

Microsoft's strategy was to compete with the then widely popular **Lotus 1-2-3**, but unfortunately things did not go very well for Multiplan. The reason was probably, as Bill Gates himself stated, that the company focused on covering the 8-bit computer market instead of targeting the emerging 16-bit market directly. The intrinsic limitations of 8-bit machines (memory, video resolution, etc.), although reasonably well supported by Multiplan, eventually led to the demise of software that had been born already obsolete. Multiplan was definitively abandoned by the Redmond-based company in 1985, when it was replaced by the first version of **Microsoft Excel** for the Apple Macintosh, and later by the Windows version in 1987.

Multiplan for the Commodore 64 remains, however, an interesting, versatile, and powerful piece of software. It definitely deserves your attention and a hands-on try.

You can download the manual for the CP/M version (compatible with C64 commands) here :

<https://winworldpc.com/product/multiplan/106>

Suggested emulator: VICE, CCS64

Series: N/A

Dumped by: DumpClub 64

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SPECIAL

Press PLAY Again



KATO SHIKI



Sei all'interno della grande scuola di arti marziali del maestro Rohto Fhuji, e lui ti è di fronte. Devi partire alla volta della città di Tayama, ove dovrai cercare il maestro Sukury Sahto per consegnargli questa lettera. Ma non leggerla!



Uno stretto sentiero costeggiato da magnolie, attraversa la foresta verso ovest.



Sei nella piazza di Otsu, qui fra le tante case c'è il bianco edificio dell'antica Scuola Fuhji.



Questa scritta non ti farà molto piacere perché ti dice che hai fallito. Per tua fortuna però puoi riprovare.

Lo vuoi? (s/n)

"You are inside the great martial arts school of Master Rohto Fhuji, and he is standing before you. You must set out for the city of Tayama, where you will need to seek out Master Sukury Sahto to deliver this letter to him. But do not read it!"

Thus begins this adventure that will take you on a journey through feudal Japan. Explore every corner of the game, but be careful where you step! Death is always lurking around the corner.

Some commands:

g: look, i: inventory, r: restart, esci: exit, n: north, s: south, e: east, o: west, s-o: southwest...

It's up to you to discover the others and complete the game!

Software in Italian language.

Suggested emulator: VICE, CCS64

Series: N/A

Dumped by: DumpClub 64

DOWNLOAD

Broken link? [Let us know](#)

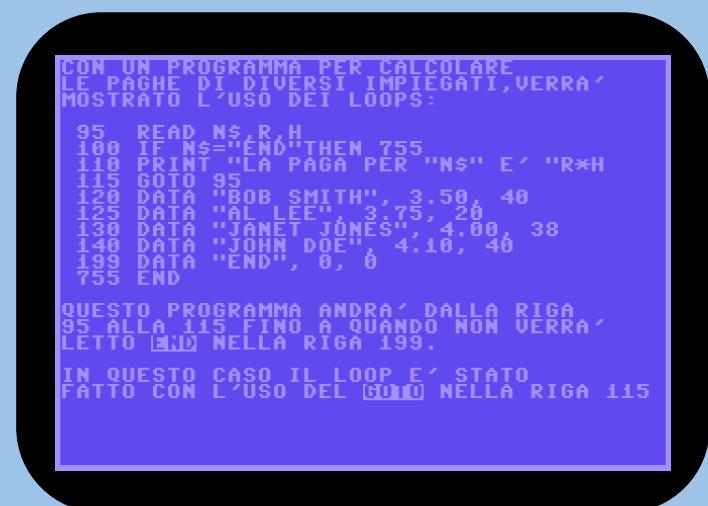


SPECIAL

Press PLAY Again



PRINCIPI DI BASIC



"I will have to learn BASIC if I want to talk to my CBM."

With this sentence begins the course "**Principles of BASIC for the CBM 64**", a true interactive journey that will open the doors to BASIC programming on the Commodore 64.

Starting from scratch - from line numbering - then moving on to **IF/THEN** and **FOR/NEXT** constructs, and finally reaching the saving of simple programs, this course, in Italian, is aimed especially at beginners.

Software in Italian language.

Suggested emulator: **VICE**, **CCS64**

Series: **N/A**

Dumped by: **DumpClub 64**

DOWNLOAD

Broken link? [Let us know](#)



SPECIAL

Press PLAY Again



URANIA



In 2576, humans build a huge spaceship that looks like a planet. Inside the spaceship, the military construct war machines which, as in the most classic science-fiction plot, go berserk and decide to destroy the planet.

Your task—unsurprisingly—is to stop the advance of these killer robots and restore peace on **Urania**.

Your spaceship is tough, but it can only withstand a certain number of hits before being completely destroyed.

The difficulty level, selectable from the main menu, determines how many hits your spaceship can take. There are nine difficulty levels:

- Baby
- Housewife
- Deranged
- Driver
- Mad Computer
- Superman
- Captain Future
- Lunatic
- Suicidal

Since this is an almost impossible mission (as if we ever got an easy one... Ed.), you will have at your disposal a stock of 8 proton bombs that will destroy everything on the screen. To activate a bomb, simply pull the joystick backward and press the fire button. Insert the **joystick into port 1** to play!

Suggested emulator: VICE, CCS64

Series: N/A

Dumped by: DumpClub 64

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Broken link? [Let us know](#)



SPECIAL

Press PLAY Again



LE PRIGIONI DI DAVIDE



The evil [...] (come up with a name yourselves, I've run out of imagination :-) Ed.) has locked Davide inside a huge prison. Obviously, our hero has no intention of remaining a prisoner and, thanks to his magical abilities, he has embarked on the path to escape. To get out of each cell, he must collect one or more keys; once this is done, the cell door will open, and he must head for the exit while at the same time trying to avoid the guards. Be careful, though: at the slightest contact with the guards, you will lose a life and have to restart the level from the beginning!

Suggested emulator: VICE, CCS64

Series: N/A

Dumped by: DumpClub 64

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Broken link? [Let us know](#)



SPECIAL

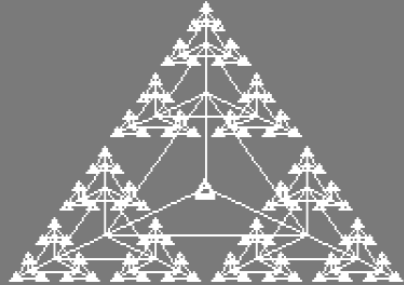
Press PLAY Again



LOGO for COMMODORE 64



```
LOGO DEL COMMODORE 64
COPYRIGHT (C) 1983, 1984 TERRAPIN, INC.
COPYRIGHT (C) 1981 MIT
BENVENUTI NEL MONDO DEL LOGO!
```



LOGO is a programming language, famous for its educational approach, created in **1967** at the laboratories of **Bolt, Beranek and Newman (BBN)** by **Wally Feurzeig, Cynthia Solomon, and Seymour Papert**.

The original idea was to give children a tool with which to play while at the same time learning the basics of programming. But don't make the mistake of considering it just a simple game: thanks to its graphic capabilities (the famous Logo Turtle), it makes it easy to create fascinating drawings and complex geometric shapes.

During the 1980s, versions of LOGO were released for the most popular personal computers of the time. The one we present today is the Commodore 64 version, developed through a collaboration between MIT, Terrapin, and Commodore Business Machines Inc. On the disk you will find several programs from which to draw inspiration for your own creations.

The **COMMODORE LOGO Manual** on **archive.org**:

- <https://archive.org/details/kwwc-the-kids-commodore-logo-manual>

And **Learning Commodore 64 Logo together** still on archive.org:

- <https://archive.org/details/learning-commodore-64-logo-together>

Software in Italian language.

Suggested emulator: **VICE**, **CCS64**

Series: N/A

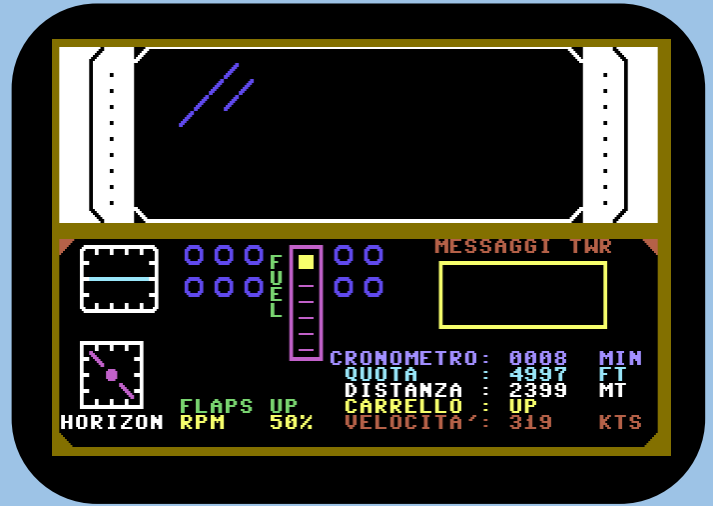
Dumped by: **DumpClub 64**

DOWNLOAD

Link non funzionante? [Segnalacelo!](#)



Press PLAY Again



Software in Italian language.

DOWNLOAD

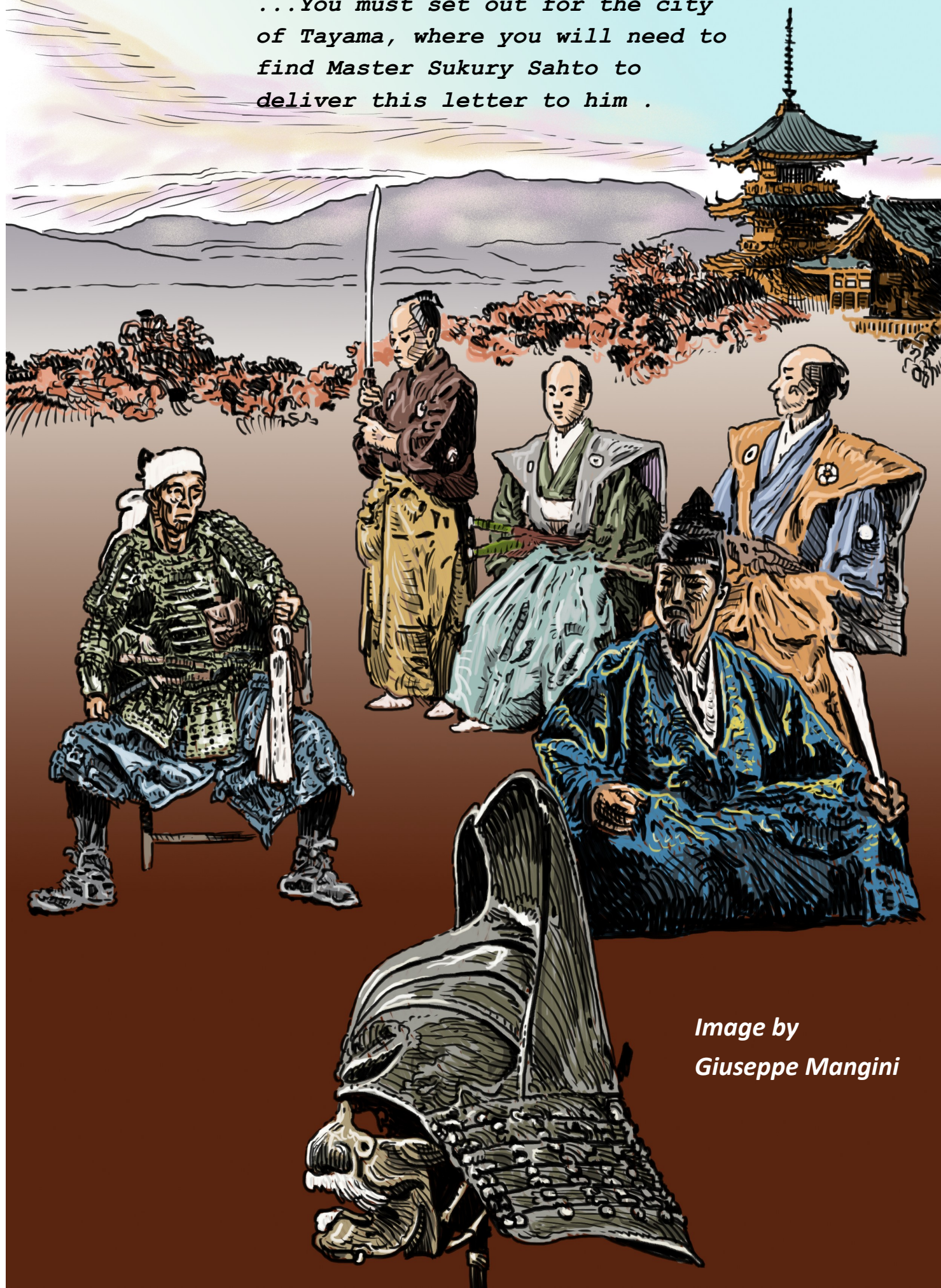
Broken link? [Let us know](#)



SPECIAL

Press PLAY Again

*...You must set out for the city
of Tayama, where you will need to
find Master Sukury Sahto to
deliver this letter to him .*



*Image by
Giuseppe Mangini*