

## **PRESS SUMMARY**

### **Holiday New Commodore 64 Games Bundle**

A group of retro game developers have teamed up to give you a taste of what recently released games are available for the Commodore 64!

The C64 XMas Bundle is a collection of games to get the end of the year started in the right way!

This bundle combines holiday themed games and other recent paid and free games. For anyone that is looking for a collection of lovingly crafted escapes into yesterday's hardware there is something for everyone. There are games for two players working together or competing, shoot-em-ups and platformers, number games and different takes on match-3 puzzles.

Whether you grew up in the mid 80s and want more games just the way you remember them or you're just curious about new games for your grandparents' dusty breadbin there is something for everyone in this bundle.

### **Why create games for such an old machine?**

We create these games for a variety of reasons, from completing childhood dreams to going back to where we started our careers, or finding new ways to use old hardware. We have one thing in common though and that is our desire to share our passion for creating games on old systems! Not only to play our games but we also want you to try creating games for old computers for yourself. We are a growing community with regular streams and discords in addition to open source tool development projects.

The Commodore 64 is the world's most sold computer and has an active and growing community including game development and game publishing on physical media such as cartridges, floppy disks and cassettes. In recent years new retro game development has flourished and this includes our favourite 8 bit miracle machine. If you have missed this wave of new development for the computers you grew up with this bundle is a great way to get started.

### **Why did we make this bundle?**

We would love to increase the awareness of the fact that there are great C64 games being made nowadays that can be played on the old platforms, but also on modern hardware through emulators. With the release of new hardware like The C64 (Mini & Maxi), it is easier than ever to experience the original retro pixel games machine that the 8-bit Commodore 64 was. There are a lot of new games being made for the C64 even now, and the list grows each year. The quality

of games being released for the C64 has never been higher. This is what we want to showcase with the C64 Xmas bundle.

This collection is a sample of everything that is going on and we hope you will find a new favorite in this holiday bundle!

To learn about future Commodore 64 games check out the list of Games In The Making at FREEZE64: [freeze64.com/c64GITM](http://freeze64.com/c64GITM)

Find out about more Commodore 64 developers on itch.io in Retro Gamer Nation's list: [retrogamernation.com/commodore-64-itch-io-sites](http://retrogamernation.com/commodore-64-itch-io-sites)

## **How to play the games**

Each game runs directly on a Commodore 64 computer but they will also run on almost any modern computer including modern C64 reproductions (The C64 Mini/Maxi), your PC or mac and most emulation systems. Some of the games have an option to be downloaded with the VICE emulator for Windows, for other games and platforms please visit [vice-emu.sourceforge.io](http://vice-emu.sourceforge.io) to find the emulator that matches your system.

Most games are capable of running on NTSC (60 Hz TV) systems but we recommend playing these games on PAL (50 Hz TV) systems. Check out the included instructions to get the games running on your system!

## **LINKS:**

Check out the bundle at: <https://itch.io/b/699/c64-xmas-bundle>

Checkout our bundle landing page at: <https://badgerpunch.com/xmas/>

Press kit: <https://www.badgerpunch.com/xmas/presskit.zip>

Links to Trailer:

Youtube: <https://youtu.be/oRzPZCmnkH8>

MP4 file: [https://www.dropbox.com/s/tbq4g9m5aanqwyu/coop\\_bundle\\_trailer.mp4?dl=0](https://www.dropbox.com/s/tbq4g9m5aanqwyu/coop_bundle_trailer.mp4?dl=0)

## **GAME ONE-LINERS**

**Doc Xmas** is a xmas themed version of the winning platform game that literally jumps between modern and old game style as part of the gameplay!

**Snowdown** is a christmas-themed version of Showdown, a one or two player action shooter, with snowballs!

**Grid Pix** lets you solve Nonogram puzzles, also known as Picross or Griddlers

**P0 Snake** is a deviously different take on the classic snake game in a modern interpretation!

**Blockheads** pits you against a deadly environment in a speedrun platformer!

**Vegetables Deluxe** is a healthy approach to match 3 puzzles

**Luma** is a complex laser and mirror puzzle that will leave you stumped well past the holiday season.

**Space Orbs** answers the question of what a pull and push match 3 game would be like if two players worked together and there is no time pressure. Save Earth at your own pace!

**Old Tower** is a snake-around action puzzle game where you must grab the pickups to enable the exit for the next floor!

**Luna** is a high speed witch-em-up horizontal scroller

**Santron** is a holiday themed update of the popular Neutron vertical shoot-em-up. Show those ornaments who is the boss!

**Nono Pixie** brings 100 Nonograms (also known as "Griddlers", "Picross") and let's you play them in any order.

**Mancave** let's you live out the dream of a middle aged man desperately hiding his adult magazines from his family!

**Freeze 64** - Help Santa deliver XMas presents in this drop em-down gift bonanza!

**Rainbow Edge Run DX** - Follow the edge of the rainbow and pick up all the gold you can carry. But beware! The path to the fortune is trapped with mines.

**CREDITS**

**Blockheads:** Programming and Audio by Carleton Handley, Graphics by MonstersGoBoom

**Freeze 64:** Programming and Audio by Mike Richmond; Graphics by Aurora Richmond

**Grid Pix:** Programming by Carleton Handley

**Luna:** Programming and Art by Shallan, Audio by Stepz, Art by Furroy and MonstersGoBoom

**Nono Pixie:** Programming and Art by Carl-Henrik Skårstedt (Space Moguls), music by Psych8580

**P0 Snake:** Programming by Antonio Savona

**Santron:** Programming, Art and Audio by Sarah Jane Avory

**Snowdown:** Created by Badgerpunch, Programming by Ricki Sickenger, Art by Henning Ludvigsen, Audio by Sami Louko

**Space Orbs:** Programming and Art by Carl-Henrik Skårstedt (Space Moguls), music by Stein Pedersen

**Vegetables Deluxe:** Programming, Art and Audio by Mike Richond; Title screen by Andy Cashmore

**Doc Xmas:** Programming, Art and Audio by Shallan

**Luma:** Programming by Shallan, Art by Shallan and HelpComputer0, Music by RichmondMike, Sound by Stepz

**Mancave:** Programming by Chris Stanley, Graphics by Roy Widding, David Eriksson, Rune Spaans, Music by Roy Widding

**Old Tower:** Game by Denis Grachev, Music by Oleg Nikitin, Graphics by Ivan Seleznev

**Rainbow Edge Run DX** - Programming and graphics by Geir Straume. Music by Magnar Harestad. Sound FX by Roy Widding

## **SHORT DEVELOPER BIO**

### *Space Moguls*

Nono Pixie and Space Orbs were developed by Carl-Henrik Skårstedt, aka Space Moguls. Carl-Henrik started programming assembler on the Commodore 64 at age 11 and kept trying to make games until the Commodore Amiga took over. After over 20 years of programming

modern games he finally returned to finish a Commodore 64 game which became Space Moguls. Nono Pixie and Space Orbs started out as entries in the RGCD 16 kb cartridge game jam. Check out [spacemoguls.com/games](http://spacemoguls.com/games) or [twitter.com/spacemoguls](https://twitter.com/spacemoguls).

#### *Sarah Jane Avory*

Sarah began her career working on Commodore 64 games including Gemini Wing in 1989 and has worked in the game industry since. She created Neutron for the 16kb RGCD cartridge game jam in 2019 and turned it into a holiday version with Santron. Sarah is also releasing a horizontal shmup called Soul Force with Protovision making physical cartridges and is finishing work on Briley Witch Chronicles, a highly anticipated RPG for the Commodore 64. Follow Sarah at [twitter.com/SarahJaneAvory](https://twitter.com/SarahJaneAvory).

#### *Simon Jameson*

Simon, aka Shallan50k, is an enthusiastic 8 bit game developer with an incredible amount of energy and streaming nearly every other evening while developing at least three games live simultaneously. No-one knows what else he might have up his sleeve. Follow Shallan on [twitch.tv/shallan50k](https://twitch.tv/shallan50k) or [twitter.com/evolutegames](https://twitter.com/evolutegames)

#### *Carleton Handley*

Carleton got his start creating a number of Commodore 64 games in the last part of the 1980's. Some time 30 years later the Nonogram game Grid Pix was shown but before it was released he had already finished his next hit, Millie & Molly, a cooperative platform puzzle game. Follow Carleton on: <https://twitter.com/CarletonHandley>

#### *Megastyle*

Megastyle started as a demo scene group with releases as early as 1988 and have more recently created an impressive amount of new Commodore 64 games. Contact Megastyle here: <https://megastyle.it.ch.io/> , or through Rotteroy: <https://twitter.com/Rotteroy>

#### *Mike Richmond*

Mike is a computer musician who still thinks it is the 1990s. In 2019, he set himself the challenge of learning assembly language on the C64 to learn how to make music with its SID chip and ended up making not one, but two games. Contact Mike Richmond on <https://twitter.com/richmondmike>

#### *Ricki Sickenger*

Ricki had a C64 back in the 80s but never got into programming on the C64, and has regretted the missed opportunity since then. He spent 10 years as a professional game developer, before becoming an IT consultant. The last few years he and Henning Ludvigsen have had game development as a hobby, calling themselves Badger Punch Games. Now at last they have released a C64 game (Showdown) and fulfilled their childhood dreams. And there is more to come! Contact Ricki on twitter at [https://twitter.com/bag\\_of\\_hats](https://twitter.com/bag_of_hats) , or [ricki@badgerpunch.com](mailto:ricki@badgerpunch.com)

*RetroSouls*

RetroSouls is a small team based in Novosibirsk, Russia. They create retro-styled games and games for retro platforms. Contact RetroSouls on <https://twitter.com/RetroSouls>

*Antonia Savona*

Data Scientist by day, #C64 programmer by night. Made P0Snake, PlanetGolf, LAbbayeDesMorts, Boxymoxy, FixItFelixJr and a few more. Contact Antonio on <https://twitter.com/tonysavon>