There will be more get togethers in 2006 and if you fancy coming along then please feel free. Thanks for making a great few days guys.

RAM CRASH !

Recently I have noticed a marked drop in prices of REU's for the c64 and c128. It was only six months ago that I had to pay a small fortune for a boxed example of the Commodore 512k REU. However, in recent eBay auctions examples of boxed 1700 & 1750 REU's have been going for as little as $26 (15 pounds).

It would appear that now is the time to grab yourself a bargain.

LEEDS BASH
by Wayne Womersley

Earlier this year I was invited to garforth to hang out at Allan's house for the weekend. The idea been to get a group of Commodore loving computer freaks(!) together to talk, swap ideas, suggestions and generally have a good time (Oh and drink beer, which for those of you that don't know me, I'm not very good at that !). I met up with Andrew Fisher on the Friday and we had a lad's night out, Fish and Chips and a couple of drinks at a nearby pub. We had a discussion about Commodore 64 games and the merits of marrying Rachael Stephens (what do you mean about the 'No Singing Clause' for

Rachel in the marriage contract Andrew ? HA HA !)

I left him at the hotel in Wibsey 'til the next day... Anyway on the Saturday me and Andrew made our way over via the train to Allan's house which was fairly easy to find. In no time there were other Commodore enthusiasts there and we were playing games. I am REALLY sorry I cant remember the guys name but the person who brought the Commodore Plus/4 - I Salute you Sir !!!!! *(It was Chris Snowden - ED).*

I played various Commodore 16 games (in particular Xargon Wars, which caused much merriment to all assembled as I cursed and swore at the computer !). Jason Kelk turned up much to my surprise (meeting these guys is like meeting the rich and famous to me !). Apart from his Commodore 16 game Lunar Blitz he showed us some 64 projects he is working on, these are -

* **Armour Storm** - a cool looking platform game with graphics by Armalyte legend himself - Robin Levy !

* **Lattice** - An 8-way shoot-em-up in its very early stages but it appeared promising.

* **Jim Slim** ? - A cute looking platform game that Jason worked on years ago that he is considering finishing.

* Plus others. Jason did also mention some people from the 64's past are considering returning to the 64 to do games such as Cyberdyne SystemsS, (could be doing Armalyte 2 on the 64!)

Gary Liddon (might be finishing Tyger Tyger off).

A programming team are currently working on a converson of the AMIGA game Pinball Dreams. There's also a conversion of the arcade game 'Berzerk' underway too. I did mention a game idea to Jason I'd like to do the graphics for and he seemed quite interested, maybe that might get done some time?

I managed to show everyone some game graphics I'm working on for projects I want to do, unfortunately I can't program and am NOT on the