



# Press **PLAY** Again

**SPECIAL UTILITIES and GAMES for C64**



**FIRELORD**



**MELONMANIA**



**TERRA COGNITA**



**3D GRAFIK MASTER**



**DIG. RECORDING STUDIO**



An exclusive partnership with



**Dump Club 64**  
Preservare e Condividere

**RetroMagazine**  
World  
future days are back

**FAST DOWNLOADING  
"BI-TURBO"**



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## The partnership continues...

Our collaboration with **DumpClub64** continues!

The recoveries covered in this issue are a mix of games and utilities that might be a pleasant discovery for some of you. Personally I didn't know Terra Cognita and Melonmania, so for me they are.

However, the highlight of this issue is definitely 3D Grafik Master. This software is a program that was provided by the German magazine 64'er number 11/86 of November 1986 as listing of the month. To access this program, you should have transcribed the whole listings, in Basic and Assembly... We will spare you this huge effort (if you go to see the magazine, you will realize what I mean...). Well, in spite of having saved the effort of typing hundreds of lines of code, there is still a hurdle to face. The program is difficult to use without the instructions and the instructions provided in the magazine are, like the program, in German! Luckily for you, we were able to translate the instructions and provide them in this issue of Press Play Again!

The same applies to the Digital Recording Studio tool, in this case the instructions were supplied with the program, but had to be printed out to be seen. We managed to print them to a file, thanks to VICE, and attach it to the D64 file. As you see, we do not just retrieve programs, but as far as possible we try to provide everything you need to use them. At this point I can only wish you a lot of fun!

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

[retromagazine.redazione@gmail.com](mailto:retromagazine.redazione@gmail.com)

**Layout grafico: Flavio Soldani**

**Cover, text and images: Francesco Fiorentini**

**Review: Redazione di RetroMagazine World**

**Dumped by: Roberto Lanciotti - Redazione Dumpclub64**



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## FIRELORD



Help Sir Galaheart in finding the four amulets of eternal youth to be given to the evil queen and obtain the Firestone to restore the peace in Torot!

Warning: Unfortunately, the game suffers from one of the many bugs that plagued the newsstand games: sometimes, when you enter the buildings, it crashes!

**Suggested emulators:** [VICE](#), [CCS64](#)

**Series:** N/A

**Dumped by:** DumpClub 64

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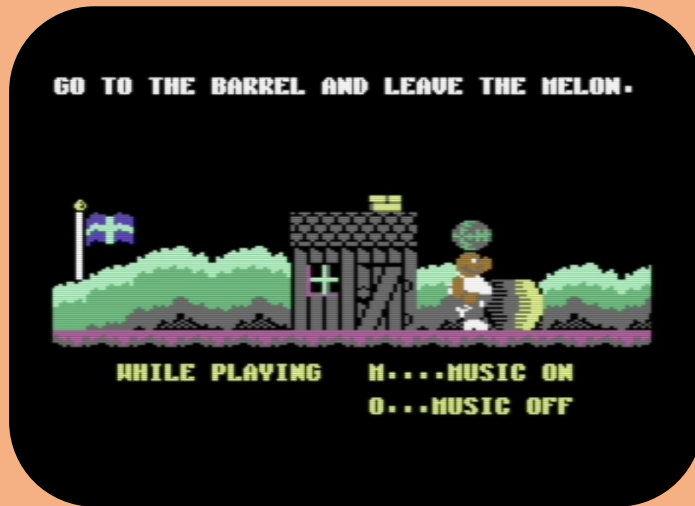


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## MELONMANIA



The farmer's life has never been easy. But it definitely gets worse when dozens and dozens of monsters come between you and your harvest. Help our hero feed his family by collecting all the melons scattered across the fields.

Suggested emulators: [VICE](#), [CCS64](#)

Series: N/A

Dumped by: [DumpClub 64](#)



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## TERRA COGNITA



An alien planet to escape from with your spaceship. Be careful though, the height at which you fly is so low that it does not allow you to fly over obstacles. You will therefore have to go through obligatory paths while avoiding rectangular boxes. Fortunately, not all the boxes are dangerous: some will supply you with weapons, fuel, extra lives, etc.

Suggested emulators : [VICE](#), [CCS64](#)

Series: N/A

Dumped by: [DumpClub 64](#)



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## 3D GRAFIK MASTER



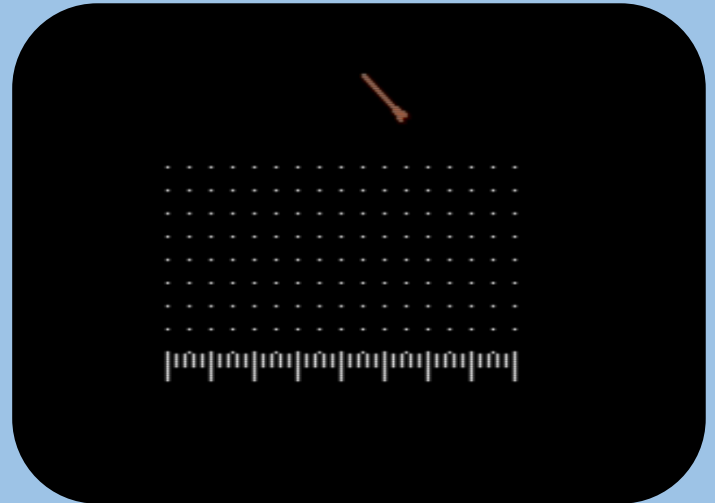
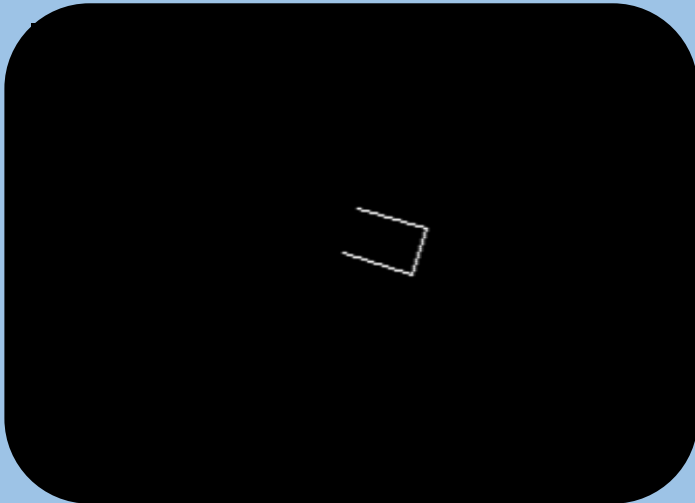
EINGABE-MENUE :

- 1 ..... EINGEBEN ALS 3D-ZEICHNUNG
- 2 ... EINGEBEN ALS KOORDINATENTRIPEL
- 3 ... EINGEBEN VON ROTATIONSKOERPERN
- 4 ..... KOORDINATEN LADEN
- 5 ..... KOORDINATEN SPEICHERN
- 6 ..... DIRECTORY
- 7 ..... DREHEN
- 8 ..... **EXIT**

Koordinatentripel eingeben:

Anzahl der Punkte: 11  
Anzahl der Linien: 3

Nr.	1	==>	x=	36	y=	32	z=	0
Nr.	2	==>	x=	20	y=	40	z=	0
Nr.	3	==>	x=	0	y=	40	z=	20
Nr.	4	==>	x=	0	y=	32	z=	20
Nr.	5	==>	x=	20	y=	0	z=	12
Nr.	6	==>	x=	12	y=	0	z=	0
Nr.	7	==>	x=	31	y=	0	z=	0
Nr.	8	==>	x=	0	y=	0	z=	24
Nr.	9	==>	x=	31	y=	0	z=	24
Nr.	10	==>	x=	1	y=	0	z=	31
Nr.	11	==>	x=	0	y=	0	z=	31



### 3D Grafik Master - 3D graphics in real time.

Visualize three-dimensional bodies from any angle and even rotate them around any axis - all this is possible with "3D Graphic Master." If necessary, even in real time. Among the most popular applications on the computer is working with high-resolution graphics. If there is a real benefit, the computer can be used to lighten the workload.

Find the instructions on the next pages...

Suggested emulators : **VICE**, **CCS64**

Series: N/A

Dumped by: **DumpClub 64**

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## 3D GRAFIK MASTER - instruction



The program "3D Graphic Master" is mainly used for training and recognition of structures in space and can therefore be used for example, in drawing lessons in schools. It is easy to imagine three-dimensional bodies, since such bodies can be viewed from any angle. In addition, the rotation of the body around the individual axes occurs almost in real time, resulting in a jerk-free motion.

Launch the program with:

**LOAD "3D-GRAFIK-MASTER",8: RUN**

After loading the individual program parts and an initialisation time of approx. 50 seconds (creation of a table), the following menu items are available, which can be accessed with the cursor keys or by direct selection with the number keys <1> to <8>:

**<1> Insert as 3D drawing**

This point is used to insert a three-dimensional body. If a body already exists in memory, it will be drawn first by the program. In this way it is possible to add new connections to already existing bodies.

With the <X>, <Y>, <Z>, <SHIFT + X>, <SHIFT + Y>, <SHIFT + Z> keys and the two cursor keys you can freely move a line in space. <RETURN> saves the drawn line in the memory. <SHIFT + CLR/HOME> erases the image, <CLR/HOME> places the graphic cursor on the zero point of the coordinates.

**Suggested emulators :** [VICE](#), [CCS64](#)

**Series:** N/A

**Dumped by:** DumpClub 64

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## 3D GRAFIK MASTER - instruction



Press the `<*>` key to change the moving end point of the line. If desired, `<K>` shows or hides a coordinate cross in the graph. `<L>` sets the graph cursor to the last point detected with `<RETURN>`. `<P>` joins the start and end points of the line at the current position of the graphic cursor (a new line starts here). The `<A>` key can be used to query the X, Y and Z coordinates of the graphic cursor. The graphic cursor moves in steps, each with a distance of five pixels. You can change with the `<0>` to `<9>` keys, where `<0>` corresponds to a step of 10 pixels (screen points).

The `<+>` and `<->` keys are used to change the viewing angle of the body.

Once the body is drawn, return to the main menu with `<->` or `<M>`.

### **<2> Enter coordinates as triples**

Here you can enter the coordinates of a body in numerical form. The coordinates can have values between -40 and +40. The program provides a control. `<CLR/HOME>` places the graphic cursor in the first column of the first line, `<SHIFT+CLR/HOME>` clears the memory. With `<CRSR-down>` you can scroll the memory if the cursor is in the bottom row of the screen. If the cursor is in the line where the last point is displayed, the point memory can be extended by one point with `<RETURN>` and new coordinates can be entered. The maximum number of points and connecting lines that can be entered is 255.

Suggested emulators : [VICE](#), [CCS64](#)

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## 3D GRAFIK MASTER - instruction



<MAIUSC+INST/CANC> creates space for another point, while <INST/CANC> deletes a point. If a point to be deleted is connected to another point by a line, this point cannot be deleted!

Press < F7 > to enter the line entry mode. Here you enter the start and end point numbers. < SHIFT+INST/DEL > creates space for a new connection line, < INST/DEL > deletes a connection line.

Press < F7 > to return to point input mode. From here you can return to the main menu with < - > or < M >.

### <3> Entering the bodies of revolution

After selecting this menu item, you will be asked whether the coordinates of any body in memory should be deleted. If you answer this question with <N>, the program draws the next created body in addition to the existing one. After answering this question, an input field of 80 x 40 points is drawn. The program now creates an auxiliary mask with a point spacing of five pixels within this input field.

Within this input field it is possible to create a body contour, which is rotated around a rotation axis (here the metre). The frequency of this operation must be specified after the contour drawing is completed. The program then connects the corresponding curvature points of the rotated contour line to each other, so that a closed body is created.

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Series: N/A

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## 3D GRAFIK MASTER - instruction



The contour line is entered with the <X> <Y>, <CRSR> up/down keys. <CRSR> right/left, <RETURN>, <\*>, <SHIFT+CLR/HOME>, <CLR>, <L> and <P> keys. With <X> and <Y> and the cursor keys you can move the graphical cursor. A line is accepted with <RETURN>. By pressing <\*> you can change the moving point of the line. <SHIFT+CLR/HOME> clears the input field and point memory and rebuilds the input field. <CLR/HOME> sets the graphics cursor to the geometric zero point of the body, <L> sets it to the last point detected, and <P> joins the start and end point of the line at the current location of the graphics cursor. The step size can be changed pixel by pixel with the number keys <0> through <9>, where <0> corresponds to a step size of 10 pixels. Once the contour line is completed, <SPACE> ends the entry. At this point the program asks up to what angle the body should be calculated. Here 360 degrees corresponds to a full body, while 180 degrees would be exactly half a body. The program now waits for the number of facets to be entered. The following applies: the greater the number of facets, the rounder the body appears, but the slower the rotation.

For example, if you want to create a halved body that is still "round", you need to enter an angle of 180 degrees and a number of facets of about 20. If everything is correct, answer the question "Everything OK?" with < RETURN >, otherwise enter <N>. The computer now calculates the individual sections and connecting lines of the figure. The program then automatically returns to the main menu.

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**Series:** N/A

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## 3D GRAFIK MASTER - instruction



### <4>/<5> Upload and save coordinates

In these menu items you can enter a name with a maximum length of 13 characters, to which the program adds ".3D" (serves to recognize the individual files on the diskette).

### <6> Directory

All sequential disk files marked as data files (Name.3D) can be displayed here. Pressing any key stops the output. After all authorized files are displayed, the program shows the floppy drive error channel. Normally this is "OO.OK,00,00". Pressing any other key will return you to the main menu.

### <7> Rotation

This is one of the last and most important menu items. It allows you to rotate a 3D figure almost in real time (if there are not too many lines; the more lines there are, the slower the rotation). When you start, you are in "demo mode". In this case, a body is simultaneously rotated around the three axes (X, Y and Z axis). You can disable independent rotation with <E>. Using <X>, <Y> and <Z> or <MAIUSC+X>, <MAIUSC+Y> and <MAIUSC+Z>, a body can be rotated manually to any position. < + > and <-> change the viewing angle (0 to 92 degrees). Demo mode can be restarted by pressing <D>. The keyboard prompt is designed so that all keys can be pressed simultaneously. < RETURN > returns you to the main menu.

### <8> Output

There's not much to say about this point...

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Series: N/A

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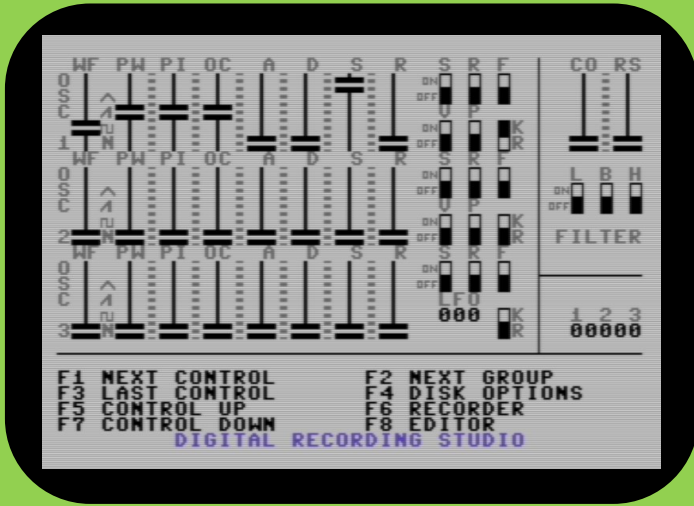


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## DIGITAL RECORDING STUDIO



DRS is a powerful tool that allows you to harness the power of the Commodore 64's SID (Sound Interface Device) synthesizer chip and create, edit and save your own musical compositions. Unlike many other music programs, drs requires no knowledge of music notation and allows you to create music "by ear". The drs synthesizer allows you to easily adjust the sound parameters of each voice and play the notes on the commodore 64 keyboard. All the basic functions of the sid chip are included, as well as two additional functions (vibrato and pulse width modulation). The created sound settings can be saved for later use. The recorder allows you to digitally record what you play, save it and play it back. At maximum speed, almost eight minutes of recording time are available (even more at lower speeds). The editor (sequencer) lets you create or edit musical data one note at a time. Other functions allow you to transpose (up and down), compress (to reduce storage requirements and/or resolve minor timing errors) and copy (to move music data elsewhere and/or repeat it). Don't worry if these functions don't make sense yet, attached to the download file you will find the manual we have retrieved for you. Have fun!

Suggested emulators : [VICE](#), [CCS64](#)

Series: N/A

Dumped by: DumpClub 64

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