Scramble Infinity

Scramble, the classic side-scrolling shooter released by Konami way back in 1981. Whilst there have been several unofficial ports of this title to our breadbin, most recently Thomas Kite's excellent conversion released in 2015, none have been more interesting than the long-delayed version by the über-talented Lars Verhoeff. It got off to a flying start in 2009, with several previews displaying a somewhat advanced state of the game. Then, silence. Years passed, and then from out of nowhere, a beautiful title screen that utilised the borders was released on PixelJoint. The immediate change of note was that the game title had shifted from "Scramble 2010" to "Scramble 2020", with the premise that the game would be delivered to a hungry audience in said year. Now in 2021…

ZZAP! 64 is proud to *exclusively* present "Scramble Infinity"!

Scramble your fighter and take on the enemy base in this modern take of the arcade classic. Guide your ship through varied and mountainous terrain to infiltrate an enemy base and destroy it!

Credits:
Programming and graphics by Lars Verhoeff (Mirage).
Loading music by Stellan Andersson (Dane).
Main menu music by Kamil Wolnikowski (Jammer).
Loader by Gunnar Ruthenberg (Krill).

Robot Jet Action Demo 2

Life was nice and easy in the land of retro games. One day, evil robots from other worlds attacked! They wanted to steal all the jewels from the old games. To protect the diamonds, coins, stars and other gems collected from the old games, you play a lovely little robot, whose duty is to collect and hide the gems from the invading robots.

Go from planet to planet, from game to game, and collect these gems. Watch out for obstacles and avoid overheating your jetpack.

A classic arcade-style platform game in the spirit of Bomb Jack and Manic Miner! This *exclusive* demo contains all five worlds featuring three levels each!

Good luck with your Robot Jet Action!

Credits:
Idea, design, code and graphics by Tomasz Mielnik (Carrion).
Music and SFX by Kamil Wolnikowski (Jammer).
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Street Fighter II Championship Edition Demo

The demo of the unofficial conversion of Capcom's classic arcade game has arrived, yet another ZZAP! 64 covermount *exclusive*.

"Believe it or not, it all began as a learning exercise which started to grow and grow and grow, and it ended as a new version of Street Fighter II: Champion Edition for our beloved C64. As a Street Fighter II fan, I dreamt of making a decent port of the classic beat'em up, so I started learning 6502 assembler and now I'm near to making it real. I hope you enjoy it as much as I've enjoyed making it."

The final version of the game will contain these features:
- All 12 characters of the original game are fully playable, including the four bosses (Balrog, Vega, Sagat and M.Bison).
- 50FPS beat'em up action.
- Fighters can perform all their moves with only one fire button - no keyboard required.
- Most of the special moves are in the game, including one grab and hit/grab and throw/grab and suplex per fighter.
- VS Battle mode: make a 6-fighter team and play against your friend's 6-fighter team.
- Beautiful stage backdrops made by Igor Errazkin "Errazking".
- Stunning music tracks and FX made by Narciso Quintana "Narcisound".
- Built-in Cheat and Attract modes.
- Cartridge only version - load stages at the speed of light!

Round one... ***FIGHT!!!***

Munchkin64 Demo

The gameplay of Munchkin is straightforward; Munchkin is hunting Munchies in a maze, in turn, hunted by three Munchers. There are twelve munchies to eat, and these move around in the maze, faster and faster for each eaten by Munchkin. Four of the munchies blinks and when these are consumed, the munchers turn purple for a while, and can then be eaten by Munchkin.

At the centre of the maze is a square with one open side that changes place and thereby acts as a rotating gate.

If all twelve munchies are eaten, the stage is "won" and the game starts over again, but at a slightly faster speed. If Munchkin is taken by one of the munchers, the game is over immediately, no extra lives in this game.

Hexed Demo 3

The gameplay of Hexed is pretty straightforward, and you use the joystick in port 2. The object of the game is to change the colour of all the hexes in the level to match the "change to" colour at the top left of the screen and on some levels you have to alter the hexes more than once. This will complete the level.

You can jump north, south, north-west, north-east, south-west, and south-east by one hex. If you hold down the fire button when jumping you jump two hexes in that direction; handy to move faster or to jump over a gap.

There are going to be at least 3 enemies in the game, but the last one (bomb) is not implemented yet, and there are 6 demo levels currently in the game.
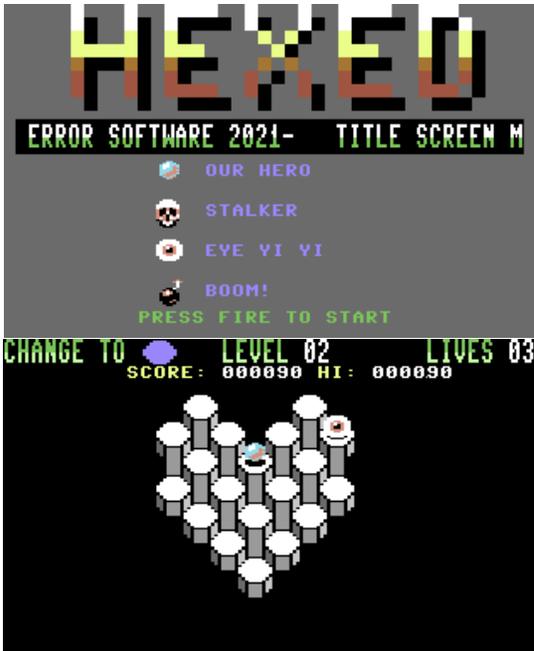
Credits:
Programming and design by Paul Nicholls.
Title music by Uctumi.
Graphics by Paul Nicholls, John Henderson, Subchrist.
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Bonus exclusive goodies

- *"ZZAP XMAS Demo"* – this oldschool scroller demo celebrates 2021 with code by oziphantom, graphics by Almighty God, *exclusive* music by Narcisound and text by Perifractic, Merman and Jazzcat (real names not disclosed to protect the innocent).

- **"Open Your Eyes"** – a music graphic demo by presented by Hokuto Force. Music by Nordischsound and graphics by Slaxx.

- "**ICON64 XMAS Demo**" – HoHoHo! Stuff yourself silly with Christmas pudding and enjoy this new demo from game dev label ICON64. Programming by Stuart Collier, eye candy by Trevor 'Smila' Storey, music by Saul Cross and text by Jason 'Kenz' Mackenzie.

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