

# FREEZE 64

- THE WORLD'S PREMIER GAMING 'ZINE FOR THE COMMODORE 64 -

GET A  
**C64**  
NOW!!



## SWAMP FEVER!

**WE SLITHER OUR WAY THROUGH THE GAME CODE...**

... and then exclusively chat with Commodore 64 programmer Keith Harvey who guides us through his time producing C64 games for the software industry.

## ALSO IN THIS ISSUE:

- ▶ PLANET QUARRK IS OUR GAMES WE TYPED IN
- ▶ JULIAN RIGNALL ZZAPSBACK TO DECEMBER 1986
- ▶ WE CHAT WITH SHAUN SOUTHERN & ANDREW MORRIS
- ▶ SECRET SQUIRREL REVEALS A FEW SPINDIZZY SECRETS
- ▶ STEVE COLLINS CONTINUES WITH HIS BADLANDS DIARY
- ▶ AN EXCLUSIVE GAMES IN THE MAKING REVEAL!



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# LOAD “ISSUE 39”, 8,1

PLAYERS BY

**NUMBER  
CRUNCHING**  
IN THIS ISSUE:

**2**

**BACK/JET PACK  
CHARACTERS**

**5**

**GENUINE C64  
LEGENDS!\***

**13,000**

**AVERAGE  
WORD COUNT**

**50+**

**SCREENSHOTS**

\* Julian Rignall, Steve Collins,  
Keith Harvey, Shaun Southern &  
Andrew Morris.



*“The Commodore 64  
game **Arcade Flight  
Simulator** was  
actually my game.”*

**KEITH HARVEY**  
C64 Programmer

## **02 | LOAD “ISSUE 39”, 8,1**

*# Here in my car, I feel safest of all, I can lock all my doors... #*

## **03 | FOUND ISSUE 39**

*“Then tell me, future boy, who’s President of the United States in 1985?”*

## **04 | COVER FEATURE: SWAMP FEVER**

You know we love our quirky C64 games, which is why we’re featuring Swamp Fever from Players Software, which was programmed by our main interviewee, Keith Harvey. We check out the game, have a rummage around the code, and then provide you with a few useful cheats to help you through the game.

## **08 | BITS ‘N’ BYTES: \*EXCLUSIVE\* GAME NEWS**

Exciting and exclusive news about a current C64 game in the making... but you’ll have to turn to page 8 to find out what it is...

## **10 | DIARY OF A GAME – THE MAKING OF BADLANDS**

Another diary entry from Steve Collins... this time there’s an end in sight as Steve starts to clean up his code ready for the release of Badlands.

## **12 | JULIAN RIGNALL’S ZZAPBACK!**

The fab Julian Rignall celebrates SIZZLERS and GOLD MEDALS from ZZAP!64 December 1986, which includes The Sentinel, Bobby Bearing, The Sacred Armour of Antiriad, Trailblazer, and Boulder Dash Construction Kit.

## **16 | SECRET SQUIRREL INVESTIGATES**

Have you ever played Spindizzy on the C64? Did you notice the hidden messages throughout the map? Fear not as we’ll reveal them all for you...

## **18 | CODERS’ CORNER: KEITH HARVEY**

You’re going to enjoy this fab interview from the very quirky and eccentric veteran Commodore 64 programmer, Keith Harvey, who shares some stories and interesting information about his time creating C64 games.

## **28 | THE GAMES WE TYPED IN: PLANET QWARRK**

We check out this cool, little type-in from C&VG magazine, February 1984.

## **30 | THE MAKING OF... HUMMDINGER**

The great C64 game development duo Shaun Southern and Andrew Morris take to the interview seat and chat about the making of Hummdinger, which was released by Alternative Software back in 1988.

## **35 | NEW & EXCLUSIVE POKES ‘N’ CODES**

Exclusive CODES for the recently released FREAKY FISH DX.





# FREEZE64

FOUND ISSUE 39



## ANOTHER SLIMY ISSUE!

Welcome to the 39<sup>th</sup> issue of FREEZE64. Believe it or not, we're now into our 5<sup>th</sup> year of publication!

As usual, we have a PACKED issue for you all to enjoy, with the ultimate aim of providing new and exclusive Commodore 64 content that you won't find anywhere else on the C64 scene.

I'm sure you've realised by now that we don't always opt for the conventional, and one of our aims is to educate you in the different variety of games for the Commodore 64... which is why **Swamp Fever** from Players Software is our cover game for this issue. We'll give it the once-over, and then provide you with a few useful POKES to help you through the game.

And as usual, we interview the programmer of our cover feature game, who this time round is the unique and interesting **Keith Harvey** who has a great story to share about his time producing budget titles for Interceptor/Players Software.

We also have something a little extra in the form of a double interview with the great **Shaun Southern** (see issue 17) and **Andrew Morris**, who pop in to chat about their Alternative Software title, *Hummdinger*.

You can rely on FREEZE64 to bring you **\*EXCLUSIVE\*** C64 game news, which you can read about on pages 8-9. This exciting news comes to you straight from the programmer, Chris Stanley, and the designer, Rune Spaans. This'll blow your mind!

Hopefully you'll have had the chance to play the recently released *Freaky Fish DX* by **Chris & Brent Page**, which we were lucky enough to game test and suggest a few additions to the gameplay. Well – just in case you're struggling to get through some of the tougher levels, we have a few codes for you to take advantage of.

And finally - our regular team of C64 gurus are here to share more knowledge and wisdom: **Julian Rignall** with another retrospective look at ZZAP!64; **Steve Collins** with his Badlands diary; and **Secret Squirrel** with a Spindizzy special.

*I hope you enjoy this new and exciting issue!*

**Vinny@FREEZE64.co.uk**

Proprietor | Editor | Publisher



I'm fishing for a FREE copy of FREEZE64...



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**Andrew Morris**  
**Chris Stanley**  
**Rune Spaans**  
**Chris Page**  
**Paul Drury**

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So don't even think about it!

**FREEZE64**

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# SWAMP FEVER!



## JOURNEY DEEP DOWN TO THE FLORIDIAN SWAMPLAND!

I've always thought of Florida as a sunny place filled with fun, film studios, and Disneyland. But it appears that there's a lot more to it than just plastic smiles and cheery 'have a nice day!' chants. Who'd have thought that it also contains a vast amount of swampland - which is just as well, as our cover feature game for this issue would have to seek out another swampland location for its scene-setting...

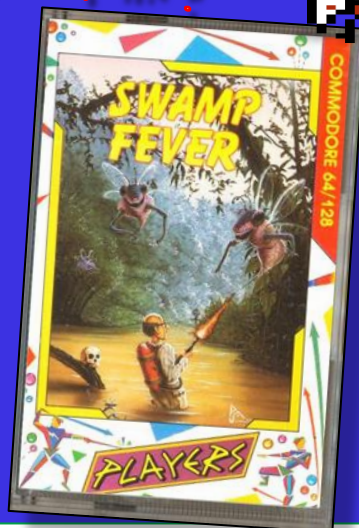
Back in 1987, **Players Software** were slowly making their mark on the C64 budget software market, with quite a few titles under their belt (see **FREEZE64** issue 21). Midway through the year they released **Swamp Fever**, which is a horizontal shoot-em-up programmed by **Keith Harvey** - who is our main interviewee for this issue.

## WHAT'S IT ALL ABOUT?

Deep down in the Floridian swampland, highly toxic nuclear waste has seeped from an underground dump and has mutated a virtually unheard of plant species called the Aisuru Flower.

Now, scientists around the globe are launching an investigation to locate these rare flowers in order to conduct various vital experiments.

Professor Oddbod has been assigned the task of entering the lethal area and collecting as many of these flowers as possible. Unfortunately the radiation has caused horrific mutation of other swamp species such as Man-Eating Flytraps, and various Marsh Monsters all diseased with the contagious "Swamp Fever". Contact with any of these creatures could drain the Professor's back pack of all its energy, meaning eventual death and the failure of the entire mission!!



## GAME PROFILE

**NAME:** SWAMP FEVER

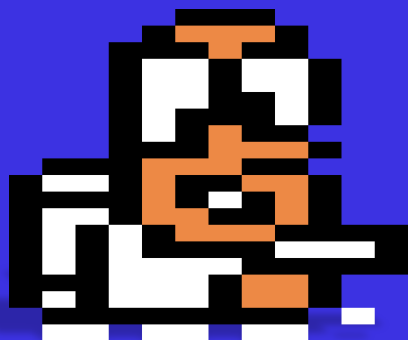
**PUBLISHER:** Players **YEAR:** 1987

**CREATED BY:** Keith Harvey

**OUR GAME RATING:** 7/10

*"Swamp Fever offers nothing special, but it's playable and entertaining enough for the money."*

**ZZAP!64 - 54% - Oct 1987**





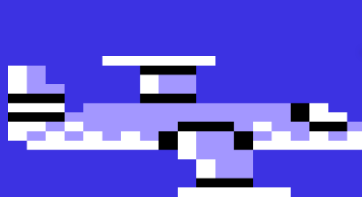
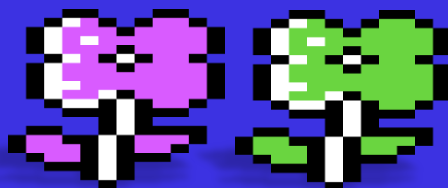
As with many of their early Commodore 64 titles, Players Software tagged on their Micro Painter loader programmed by **Andrew Challis** (*Frogger 64*, *Wallie* games, *Into The Eagles Nest*). Right from the outset, you're getting two games for the price of one: Micro Painter (loading) and Swamp Fever.



Once the game fires up, you're presented with a gorgeous BITMAP title screen produced by Keith Harvey, which leads you onto the main title screen that displays part of the game map, and also the credits – crediting Keith as HOWLIN' MAD ©



Though Swamp Fever was a budget title, it's obvious that Keith injected an air of quality right from the outset...



The action starts when Professor Oddbod is deposited into the swamp by a passing jet, and then it's time for YOU to take the controls and guide him through the treacherous maze.

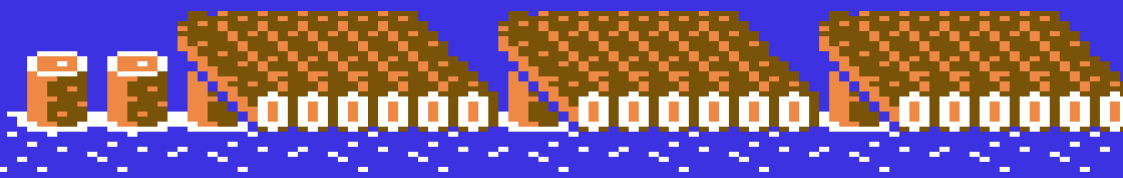


With 5 lives (depicted as flags) and a body full of energy, you make your way through the swamp zapping any mutating enemies that try to confront you on your journey to locate and collect the 7 rare flowers.

Passing through the exits at the top or bottom of the screen will take you into a different area of the swamp – with it's own unique mutated nasties. These exits become incredibly useful when the nasties decide to swarm you and the only way of shaking them off is to head for an exit – which sometimes can be a little tricky to spot.

*There's a lot more to Swamp Fever than I have managed to highlight in this quick review. It's still a joy to play, and I always marvel over the colourful scenery and sprites that Keith created, along with his memorable and thumping SID tune.*

*For a budget title it's a bloomin good'un!*



## GLANCING AT THE CODE...

I've been fortunate enough to play with Keith's code when creating my very own crazy hack version of Swamp Fever. Here's what I came across during my hacking session...

### SPRITES

Keith created 104 multicolour sprites for the game, which sit in memory location \$5000 - \$5A3F. As well as the main character and enemy, the sprites are also used to display the title header, credits, and the jet.

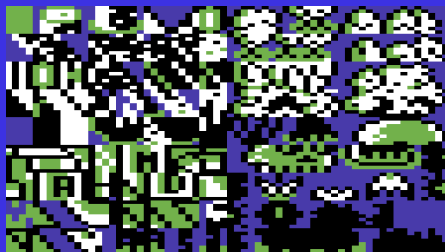


### SID TUNES / MUSIC / SFX

I've always enjoyed Keith's title SID tune for Swamp Fever, which sits in the early part of the game's memory, and as Keith Harvey told me in his interview, "This was actually an older game that I had been working on before 'Auriga', which is why it doesn't feature my SID sequencer program." More from Keith on pages 18-27.

### CHARACTER SET

Keith also created the character set and tiles, which sit in \$6000 - \$6FFF. The elements make up all the game scenery i.e. the varied swamp styles.



### A FEW CHEATS

Although there are no built-in cheats, it was easy enough to hack what I needed to produce the following cheats:

#### INFINITE LIVES

POKE 8964, 173 or \$2304 AD (8D)

**HACKER NOTES:** The LIVES counter sits in memory location \$095E

#### FREEZE ENERGY

POKE 12424, 173 or \$3088 AD (CE)

**HACKER NOTES:** The ENERGY counter sits in memory location \$08EA

#### GAME COMPLETE\*

POKE 2281,0 or \$08E9 00

\* Reset switch users won't be able to use this POKE.

#### RESET SWITCH USERS

For those of you using a standard reset switch, you'll need the following to restart the game:

SYS 32768

That's your lot for now... but remember, you can download my full Swamp Fever crazy hack from [www.HACKERSOFT.com](http://www.HACKERSOFT.com).





## GAME SCREEN SNAPSHOTS:

Keith certainly created some vibrant and gorgeous in-game graphics. Check these out:



Swamp Fever consists of 6 fabulous areas for you to explore.  
Remember — you're looking for rare flowers!



## FRANK'S THOUGHTS...

Our very own Cyber Brother and author of the recently released **GAMES THAT WEREN'T** book, Frank Gasking, is back with his thoughts on Swamp Fever...

*I can't believe it, but I'd never actually played Swamp Fever until now and cannot even remember Vinny's crazy hack.*

*I certainly remember it from the screenshots, and it looks just up my street - just something that passed me by. Upon loading up for the first time, I really liked the pretty wild presentation and electro sounds from Keith. Playing the game, I was quite surprised - as it wasn't what I had expected at all. Looking at screenshots, I had imagined controlling a main character that runs along the wooden bridges and jumps across the gaps, whilst shooting enemies.*

*I should have guessed from the title that you are actually navigating \*within\* the swamp, and the bridges are in fact barriers. The task itself is pretty simple with the collection of the flowers across a maze like structure, and it was a nice surprise to be able to go up and down into different regions of the swamp with different obstacles. The enemy patterns are a bit odd and there isn't too much variety in gameplay, but overall it is a simple and fun arcade game for a 1987 budget title.*



Frank Gasking