

Hi there,

Below is the list of games that come with the eXimietas Vic-20 Chip-8 emulator v1.1. The program compilation comes on a separate disk [02 Chip8 - Game disk.d64]. So why was the decision made to ship a collection of games with the emulator when Chip-8 collections exist independently and can be obtained by a user when they want or need them?

1. The Internet is very impermanent when it comes to smaller projects. Project owners may decide to close down their websites/project pages due to pressures such as financial, health, lack of time and so on. So a curated collection may be here today and gone tomorrow. To mitigate this low but tangible risk some Chip-8 software has been included with this emulator for demonstration purposes.

2. This emulator is primarily a Vic-20 project which means that it's going to find its way into Vic-20 software collections. As interest in 8-bit platforms ebb and flow this software may languish for long periods of time without much attention. So the intent is to demonstrate the Vic's Chip-8 capabilities straight out of the box without needing to download or to obtain other software.

3. To demonstrate the variable cosmetic configurations that could be achieved by using the Vic Chip-8. Also some minor modification of program files are required for them to be used on this emulator [A two byte header needs to be added]. So by giving a program disk with examples it can be shown that the emulator works and is useful from the start.

4. To immediately generate interest in Chip-8 software within the Vic-20 community.

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Two software archives are included with this emulator which are the sources of the Chip-8 programs shipped with this emulator (See the: 'ROMS - Archived collections' sub-folder). This is a stated requirement by the curators of these collections for their distribution. It is generally understood that the compilers of these collections have obtained the relevant permission from the software authors for distribution, may themselves be the owners/authors of some titles, or alternately that some of these titles are generally accepted as a part of the public domain. These collections also contain source code to many of the programs which then serve as a reference and an educational master class for prospective Chip-8 developers.

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The list below is what software is included in this collection. Effort has been made to attribute correct authorship and meta information to these titles. Please take note that the controls are customized for the VIC. Please feel free to contact me with corrections.

Huffelduff (User handle on the Denial Vic-2 forum)

Title: Brix
Year of release: 1990
Programmed by: Andreas Gustafsson
Game Description: Breakout clone
VIC-2 emulator notes: The game had to be slowed down speedwise through the CPU delay setting.
Controls on the VIC-20: Joystick left/right + F1 to restart the game

Title: Brix-Pro
VIC-20 emulator notes: The same Brix game as above. The instruction delay was just reduced further to make it faster and the game colors were changed. This was done to demonstrate the VIC-20 emulator capabilities.

Title: Tapeworm
Year of release: 1999
Programmed by: JDR
Game Description: A simple Snake clone
Controls on the VIC-20: Joystick left/right/up/down - Fire button to restart

Title: Cave
Year of release: unknown
Programmed by: unknown
Game Description: Explore a cave complex but avoid the walls
Controls on the VIC-20: Joystick left/right/up/down - Fire button to restart

Title: Tetris
Year of release: 1991
Programmed by: Fran Dachille
Game Description: Explore a cave complex and avoid the walls
Controls on the VIC-20: Joystick left/right - Fire button to rotate block - Joystick down speeds up block descent
F1 to restart

Title: Blitz
Year of release: Late 1990s
Programmed by: David Winter
Game Description: Bomber clone - Flatten a city with bombs and don't fly into a building
Controls on the VIC-20: Joystick fire button to drop a bomb - F1 key to restart

Title: Blinky
Year of release: 1991
Programmed by: Hans Christian Egeberg
Game Description: Pacman style game - Avoid the ghosts and eat all the pellets
Controls on the VIC-20: Joystick left/right/up/down - Fire button to restart

Title: VBrix
Year of release: 1996
Programmed by: Paul Robson
Game Description: Horizontal Breakout
Controls on the VIC-20: Joystick up/down - Fire button to restart
VIC-20 emulator notes: If the screen becomes corrupted then press F1 to restart. This seems to be a program bug as the software does the same on other emulators.

Title: Flight Runner
Year of release: unknown
Programmed by: unknown
Game Description: Flying side scroller - avoid the barriers
Controls on the VIC-20: Joystick up/down/left/right - F1 key to restart

Title: Chipquarium

Year of release: 2016 (October-Jam III)

Programmed by: Matthew Mikolay

Game Description: A CHIP-8 fish tank simulator. Your mission is to keep your pet fish alive as long as possible.

To do so, you will need to:

- Make sure the tank is kept clean.
- Make sure your fish never too hungry.
- Make sure your fish is happy.

If your fish is healthy and happy enough, he will eventually grow larger. But be sure your fish gets enough sleep! He will refuse to eat and play if he is too tired.

Controls on the VIC-20: VIC-20 keyboard

f = play rock paper scissors

3 and a = change rock/paper/scissors selected

z = clean tank

x = sleep

v = feed

c = statistics, 1 to resume

1 = start gsme

Title: IBM logo
Year of release: unknown
Programmed by: unknown
Game Description: Image of the IBM logo
Controls on the VIC-20: none
VIC-20 emulator notes: What is notable about this demo is it only uses four types of instructions and is therefore very useful in testing a bare bones Chip-8 emulator.

Title: Particle Demo
Year of release: 2008
Programmed by: zeroZshadow
Game Description: Demo - A graphical particle emitter
Controls on the VIC-20: None
VIC-20 emulator notes: Really neat

Title: Kaleidoscope
Year of release: 1978
Programmed by: Joseph Weisbecker
Game Description: Four spots appear in a group at the center of the screen. Move the joystick up, down, left and right to create a pattern. After a certain number of moves the pattern will start to autogenerate.
Controls on the VIC-20: Joystick up, down, left and right. F1 restarts.

Title: Outlaw
Year of release: unknown
Programmed by: John Earnest
Game Description: The classic gunfighting game
Controls on the VIC-20: Joystick up, down, left and right. Press fire to shoot.

Title: Slippery slope
Year of release: unknown
Programmed by: John Earnest
Game Description: The ice we skate is getting pretty thin. The water's getting warm so you might as well swim.
Controls on the VIC-20: Joystick up, down, left and right. Press fire to reset the level.

Title: 1D cellular automata
Year of release: unknown
Programmed by: unknown
Game Description: Demo - Starts at rule 20 - See: mathworld.wolfram.com/CellularAutomaton.html
Controls on the VIC-20: None

Title: Trip8
Year of release: 2008
Programmed by: Martijn Wenting / Revival Studios
Game Description: Demo - An intro, 3D vectorballs and 4 randomized dot-effects
Controls on the VIC-20: None
VIC-20 emulator notes: A man contemplates life and flying balls

Title: Zero Demo
Year of release: 2007
Programmed by: zeroZshadow
Game Description: Demo - Four sprites move up and down
Controls on the VIC-20: None

Title: Merlin
Year of release: Late 1990s
Programmed by: David Winter
Game Description: SIMON game. The goal is to remember in which order the squares are lighted. The game begins by lighting 4 random squares, and then asks you to light the squares in the correct order.
Controls on the VIC-20: VIC-20 keyboard - Q, W, A, S to light the different squares. Press F1 to restart.

Title: Pong
Year of release: 1990
Programmed by: Paul Vervalin
Game Description: 2 Player Pong
Controls on the VIC-20: VIC-20 keyboard - Player1 = A and Z, Player2 = K and M

Title: Pong2
Year of release: 1997
Programmed by: David Winter
Game Description: 2 Player pong. Unknown what the difference is with the original Pong
Controls on the VIC-20: VIC-20 keyboard - Player1 = A and Z, Player2 = K and M

Title: Syzygy
Year of release: 1990
Programmed by: Roy Trevino
Game Description: A Snake variant based up a game with the same name on the TRS-80 model 1
Controls on the VIC-20: Joystick up/down/left/right - Fire button to restart

Title: Wall
Year of release: Late 1990s
Programmed by: David Winter
Game Description: Wall is a horizontal breakout without the breakout. Now it's a... wall.
Controls on the VIC-20: Joystick up/down - Fire button/Up/Down to restart

Title: UFO
Year of release: 1992
Programmed by: V Lutz
Game Description: From your base at the bottom of the screen fire in three directions to hit alien ships at the top of the screen. You get 15 shots, so see how high you can score.
Score - left bottom, missile count - right bottom
Controls on the VIC-20: Joystick left/up/right - F1 to restart

Title: Wipe off
Year of release: circa 1978
Programmed by: Joseph Weisbecker
Game Description: Breakout with dots. You have about 14 lives and you're going to need them.
Controls on the VIC-20: Joystick left and right. F1 restarts.

Title: Pet Dog
Year of release: 2015
Programmed by: SystemLogoff (systemlogoff.com)
Game Description: Demo - Press fire to adjust your dog and this is perplexing.
Controls on the VIC-20: Joystick fire button. F1 restarts.

Title: Airplane
Year of release: unknown
Programmed by: unknown
Game Description: Bomb an area but avoid dropping the bomb on other airplanes. After five successful bombs landing a new level starts which has an increased speed which means increased difficulty.
Controls on the VIC-20: Joystick - press fire to drop bombs. F1 restarts.

Title: Octojam 9 Title
Year of release: 2022
Programmed by: John Earnest
Game Description: Demo - Advert for the 2022 Octojam gamejam hosted annually in October on itch.io
Controls on the VIC-20: none

Title: Submarine
Year of release: unknown
Programmed by: unknown
Game Description: Torpedo the submarines below the surface, but you only have 15 torpedoes.
Controls on the VIC-20: Joystick - Fire button launches a torpedo. F1 restarts.

Title: Worm V4
Year of release: 2007
Programmed by: Original by RB - Updated by Martijn Wenting / Revival Studios
Game Description: Snake clone. Eat the pellets increases your score and the worms tail
Controls on the VIC-20: Joystick - up/down/left/right - F1 restarts.

Title: Astro Dodge
Year of release: 2008
Programmed by: Martijn Wenting / Revival Studios
Game Description: Your goal is to make your way through the asteroid field and dodge the asteroids, scoring points for each asteroid you are able to dodge.
Controls on the VIC-20: Joystick - up/down/left/right - Fire button starts the game.

Title: Rocket
Year of release: 1978
Programmed by: Joseph Weisbecker
Game Description: I don't know what you're supposed to do in this game. Is the rocket supposed to avoid the UFO?
Or should one try to crash into it? The counter only goes up when one crashes into it, so I
can't say. Then the game seems stop after an arbitrary amount of launches. Maybe the message is
that we should stay away from space because it's too randomly dangerous - ed. Huffelduff
Controls on the VIC-20: Joystick - The fire button launches a rocket. F1 restarts the game.

Title: Rocket Launch
Year of release: unknown
Programmed by: Jonas Lindstedt
Game Description: Launch a rocket towards the ground while avoiding the guard rails.
Controls on the VIC-20: Joystick - left/right and the fire button restarts. F1 also restarts the game.

So that's it, the end of this collection. There are many more games in the two archives that are distributed with this VIC-20 emulator, but one would have to convert and test them for oneself. Then of course there are also plenty of Chip-8 games to be found on the internet. Caution - many of the games are for the Superchip or XO-chip which means they won't work on this VIC emulator. Also some games that are identified as pure Chip-8 games are actually not. I've tested some on different emulators and found them to be in sync with the VIC emulator, in other words the programs also bomb out or don't work as advertised on them as well. The usual problem is that they are actually SCHIP programs.

Greetings

Huffelduff (User handle on the Vic-20 denial forum)