

## A pokol angyala 2.



Well, another „hell-game”... Yet not belonging to my former ones. (That’s another sequel, independently from those. The title means: „The Angel of the Hell 2.”) This would have been the third game of the Mantis Software. (After *A pokol angyala (The Angel of the Hell)*, released in 1992, and *A kastély (The Castle)*, released in 1994.) Eventually I joined Mantis Software at the end of ’93 (we got acquainted on the Computer Christmas party programme of that year), and afterwards we worked on this game together from ’94 to ’96. Those who beside me (Robert Olessak) also took part were: Attila Heredi, Zoltan Nagy and Oliver Gaspar. Unfortunately the program was never finished yet. From the very beginning it was about to be bought and released by the *576 KByte*: in the course of years we were continuously in contact with them, and discussing with them, until finally it turned out that they would still not to do so. (It was not necessarily the *576*’s fault; namely meanwhile – just beginning from ’94 – the C64 platform was increasingly drifted out of the mainstream, since the Commodore company had gone bankrupt, and neither the machine itself was being manufactured any more... Although the fanatic players – and later on the demo scene – were constantly going to stick to „him” so even for a long time further on.)

When we stopped, the game was nearly 80-90% in ready state, and also stayed so afterwards. Therefore you might play that, but with only certain functions not working, for this reason only at a limited game experience; and of course could not either be finished (not playable to the end). Practically you can walk through the scenes and look around, find and take the objects, examine them, open or close some doors... and so forth. Similarly to the

previous games of *Mantis Software* this is also basically graphical (though continuing even classic text IF style, too, more or less), icon- and menu-driven adventure. The plot continues the same entitled first game's story on, but now embedded in a cyberpunk environment (as being laid in future Budapest). Essentially all contemporary Hungarian game-computing journals (that beside the *576* mainly also were the *Guru* and the *CoV*) published any infos, critics, reviews about it. Nevertheless the most of them were based upon its preview/demo version still released in 1994 (we publicly introduced and showed it on the next Computer Christmas '94, too, and achieved a real and instant success at the spectators present), yet truly demonstrated already the „final” version, too (that could not „finally” be born).

Both the demo and the „meant-to-be-the-final” program starts by just the same cinematic, movie-like and long-spun intro consisting of several episodes, which contains not only some changing, standing pictures and texts, but also animation (and moreover of full screen size!). In respect of style and manner, and the same technical background, it is very much like the *Horsekiller* intro, which was actually born at the same time, and also by me (what a coincidence!). However, somewhat longer, more various and complete (for example there is some music within, too). It also meant a similar development challenge to me, as we had got to get along with that weak storage space of 64kB. In the interest of this, all kinds of conjuring tricks and juggles had to be thrown in. As I have already told it at the other intro, too: the phase changing between the picture frames must be done with exact raster timing (for avoiding the flashing of the screen), and the building up the next frame meanwhile in a secondary, invisible video area. So that because of these circumstances there were much less such RAM memory area left free, where each of the single image elements – cut apart and comprised – had to be previously crammed into, and then drawn forth one by one. (Since the very first tries nowadays wanted to be fit in yet, we finally had got to reduce the actually used and actively covered screen space of the animation a little for the stored elements to take up less room in the memory; just like in the pictures enclosed can be seen, as if the thickness of the border was a little more; while that's just some empty space.)

I even invented an own and special graphical effect likewise exclusively for this animated intro, which I named as „raster passage” then. This symbolized entering the matrix, and, in its reversed variation, quitting there. The essence of the trick was to create an effect that shows the illusion of a continuous colour scale seeming as if there were far more shades or colours present on the screen at once than those maximally sixteen pieces that the C64 had; that I reached by ordering the colours by their luminous intensity (from black to white – and backwards, too), then quickly moving on the screen. (Hereby the differences became imperceptible to the naked eye, and rather seemed to melt together in a continued transition instead.)

Just the same rainbow scale appears at the printing of our superscription texts, however, organized into narrow streaks of the background colour (with one by one next timed raster interrupt within each and every pixel line); and the letters of the inscripts are actually inverse characters in real: that continuously changing background colour can only be seen through these „holes” of letters on the whole screen solidly filled with adjacent black pixels everywhere otherwise.

The intro of the game is worth inspecting during run even at least for looking those tricks described above (and of course the game itself). The original, freeware *PA2* package downloadable from my website contains both the demo and the half-made game versions together. Unfortunately, while converting into emulator file formats something surely might go wrong, and because of that the originally still faultlessly running program became some sort of disk-erroneous one (or, much rather, the emulator environments are somehow incorrectly running it...): at the end of the intro consisting of two acts, when it comes to a disk change for the second side, often happens to fail, and not always succeeds in stepping

forward to the game. (In the demo version it still works flawlessly. Notwithstanding there is neither any disk change within that, as being entirely on one side.) In the package, I wrote down in an annexed note file how to avoid this small problem.

*The article on the internet:* <http://istennyila.hu/eng/game/0010/0000.htm>

*Games:* <http://istennyila.hu/eng/game/>

*The author's website:* <http://istennyila.hu/>

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