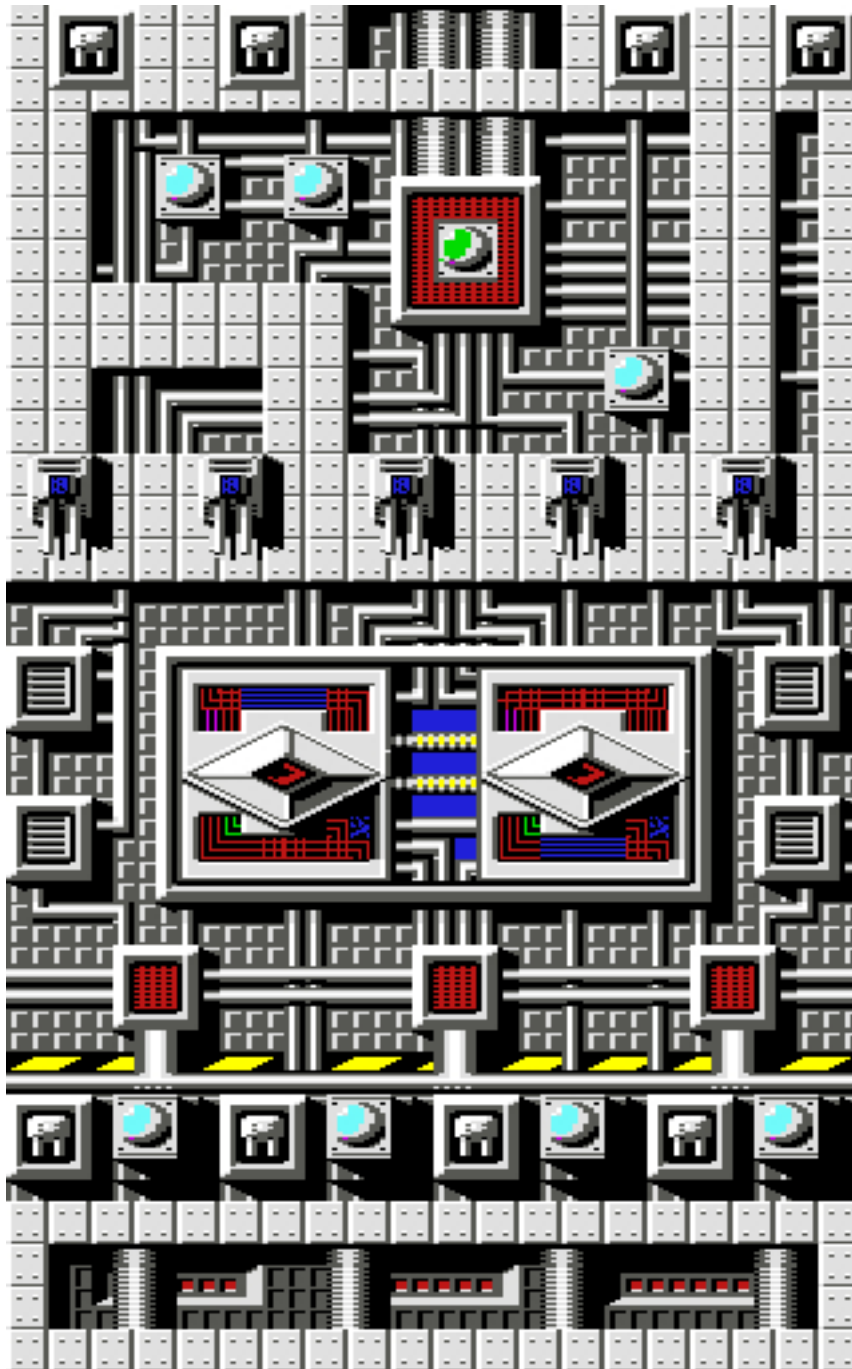


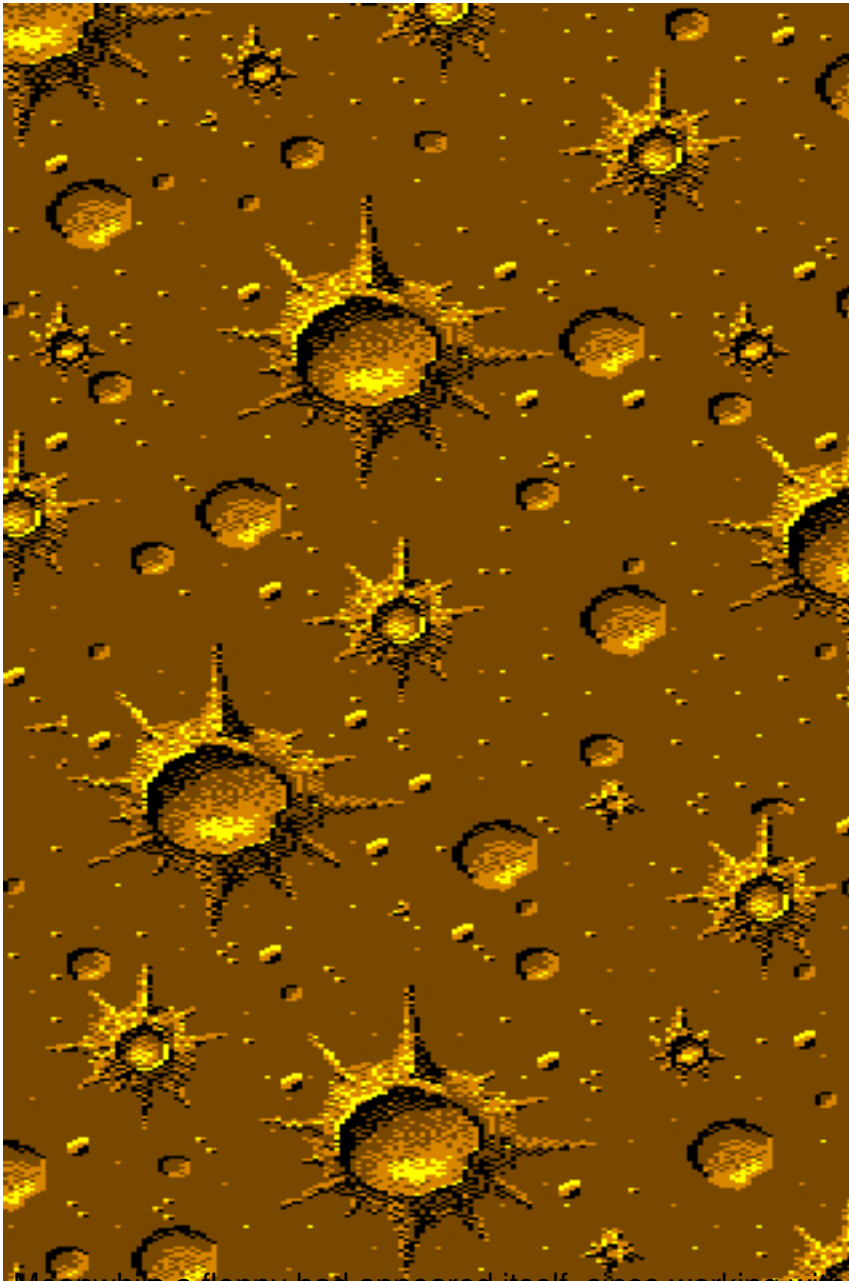
The complete story began in 1984, when a friend of Manfred proudly present his VC20. They spent all day long to draw with the standard characters any funny figures on the screen. Now the interest of Manfred was waked and he acquired the at that time obscenely expensive C64 with Datasette. After study of the manual it was correctly proud, when the first Sprites flew over the screen. (still someone remembers the famosen balloons from the manual?)

Later he programmed in basic a 1-Screen helicopter game, similarly as "Fort Apocalypse" only much more simply. End of the game was it to fly through a labyrinth and shoot cubes. Unfortunately it was so slow, that Manfred decided to learn assembler to go around the limits of basic. Now the game was sufficiently fast, but new challenges waited. Unfortunately the disk met one's maker and the game is irrecoverably lost.

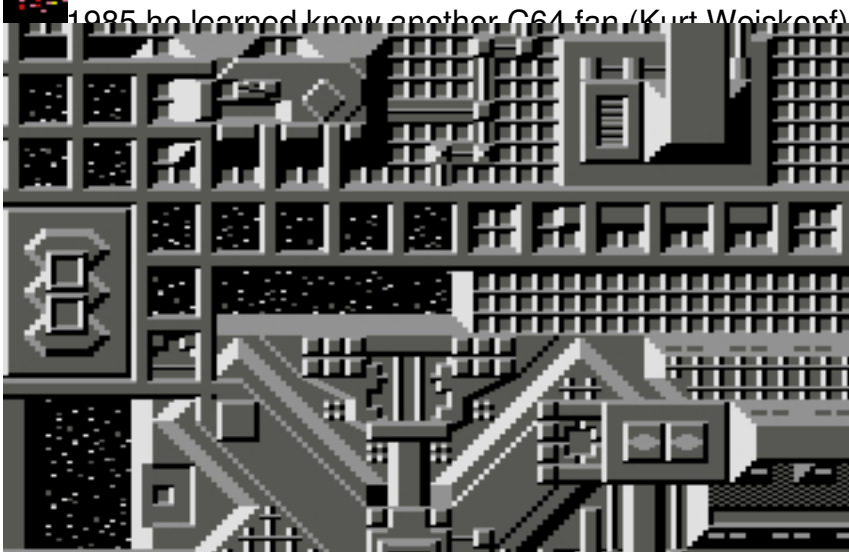
In addition to programming Manfred began itself to create graphics. With the popular "Koalapainter" the first works were developed.



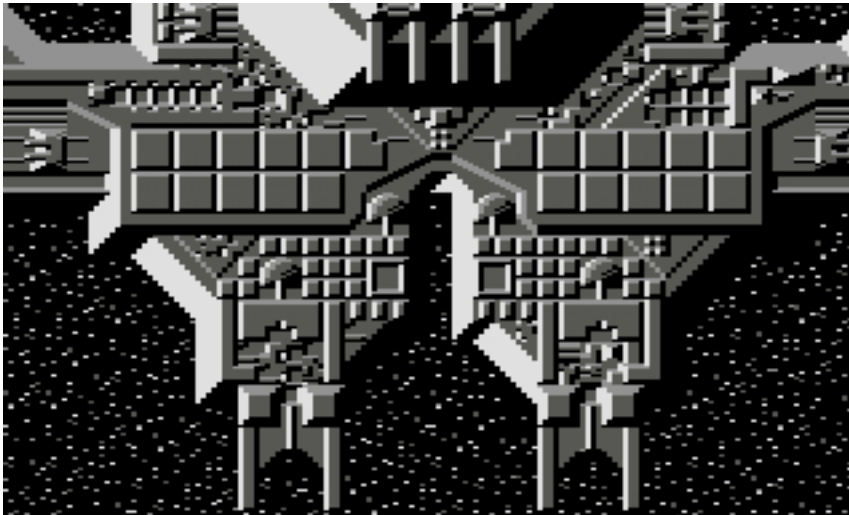




Meanwhile a floppy had appeared itself, since working with the Datasette was too laborious.



In 1985 he learned know another C64 fan (Kurt Weinkorf) and together they where checked the skill



the 64 title picture sent a few of his

Also the other pictures were blurry



Good, we're starting to get things going.

