

CMM2 Example games and other programs



it's in the nature of all hobbyist software to be a “work in progress”, but those items marked with  are more WIP than others and may not yet be playable.

boulder dash

 **Author:** “abraxas” with help from “capsikin”

Source Repository: https://gitlab.com/raxas/bouldermite/_/tree/master
earlier version posted to TBS

Defender

Download: <https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12703>

Author: “PeteCotton”

Falfus 2

A puzzle game based on [Puzznic](#). The goal is to clear each level by sliding matching tiles together. Two or more of the same tile touching along any edge will fuse and vanish with a pop. The player can slide tiles sideways only, and tiles fall when unsupported.

Download: <https://www.thebackshed.com/forum/ViewTopic.php?TID=12248>

Author: “vegipete”

Flappy Bird

Simple [Flappy Bird](#) clone.

Download: <http://www.thebackshed.com/forum/ViewTopic.php?TID=12363>

Author: “jeff510”

gauntlet

 **Author:** Mauro Xavier Neto

Source Repository: https://github.com/mauroxavierneto/gauntlet_cmm2

Gomoku

Author: “fiziwig” **Download:**

<http://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12448>

Lunar Lander

CMM2 port of [original CMM1 Lunar Lander game](#)

Download: <https://www.thebackshed.com/forum/ViewTopic.php?TID=12303&PID=150642#150642>
thread contains multiple variations. [another port/version](#):

Max-E-Man

Near arcade perfect Pac-Man clone.

Download:

http://www.thebackshed.com/forum/uploads/realmnm/2020_08_17_204142_Max_E_Man.zip

Author: "realmnm"

Forum thread: <http://www.thebackshed.com/forum/ViewTopic.php?TID=12415>

Reverse

A puzzle game in which the player must arrange a list of numbers in numerical order from left to right. Each move the player tells the computer how many numbers in the list (counting from the left) to reverse.

Download: <http://www.thebackshed.com/forum/ViewTopic.php?TID=12357&PID=150315#150315>

Author: "vegipete" from an original [article](#) by Peter Sessions

space invaders

Download: <https://www.thebackshed.com/forum/ViewTopic.php?PID=152474#152474>

Author: Fabrice Muller. Converted by "capsikin"



Sudoku

Download: <http://www.thebackshed.com/forum/ViewTopic.php?TID=12159&PID=146887#146887>

wolfenstein 3d

WARNING! May contain Nazis, swastikas and violence.

Author: Mauro Xavier Neto

Source Repository: https://github.com/mauroxavierneto/wolf3d_cmm2



zelda project demo**



Requires firmware V5.05.05b4 or later.

Author: "Atomizer_Zero"

Download: <https://www.thebackshed.com/forum/ViewTopic.php?TID=12552&PID=152512#152512>

Z-MIM

A Z-machine interpreter allowing the classic Infocom works of interactive fiction (e.g. Zork I, II & III) to be played on the Colour Maximite 2 - includes "Mini-Zork" sample game.

Download: https://github.com/thwill1000/zmim/releases/download/r3/zmim_r3.zip (Release 3)

Author: Tom Williams "thwill" (<https://www.sockpuppetstudios.com>)

Source Repository: <https://github.com/thwill1000/zmim>

Other Amusements

Conway's Game of Life

An implementation of the classic [Conway's Game of Life](#) cellular automaton.

Download: https://www.thebackshed.com/forum/uploads/Tassyjim/2020_07_07_131832_life2.zip

Author: Bill McKinley & "TassyJim"

Forum thread: <https://www.thebackshed.com/forum/ViewTopic.php?TID=12091>

Eliza

Download:

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12468&LastEntry=Y#151604>

nes emulator in mmbasic

Don't get too excited it's ~10000x too slow to be playable, but nevertheless "Wow!"

Download: <https://www.thebackshed.com/forum/ViewTopic.php?TID=12432>

Author: "Atomizer_Zero"

PSG Demo

Demoscene style program showing off some great sound and graphic effects and including library for a VGM player with SN76489 / NES APU simulator.

Author: Mauro Xavier Neto

Video: <https://www.youtube.com/watch?v=wQ3vrV61PuY>

Source Repository: https://github.com/mauroxavierneto/psgmini_cmm2

Demo X

Updated for newer firmware, recommends at least firmware 5.06.06.

Author: Mauro Xavier Neto

Video: [Colour Maximite 2 _ Demo X](#)

Source Repository: https://github.com/mauroxavierneto/demox_cmm2

Some demos

Turtle graphics demos, Sasquatch and others:

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12465>

Playing some sounds, capsikin:

<http://www.thebackshed.com/forum/ViewTopic.php?TID=12402&PID=150948#150948>

Zap sounds with less distortion, capsikin:

<https://www.thebackshed.com/forum/ViewTopic.php?PID=152111#152111>

Some ZX Spectrum/BBC Micro style game sounds, capsikin:

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12561#152590>

Some ZX Spectrum style game sounds, capsikin:

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12561#152618>

Make and modify ZX Spectrum/BBC Micro style game sounds, capsikin:

<https://www.thebackshed.com/forum/ViewTopic.php?PID=152962#152962>

Play multiple sounds at once with using PLAY SOUND and soundno, capsikin.

<https://www.thebackshed.com/forum/ViewTopic.php?PID=152116#152116>

Play some sounds from QB style sound strings (also converting them to data statements)

<http://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12568>

“Ghost in the Machine” plays music.

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12513&LastEntry=Y#153415>

Author: hitware2

Play sounds from Nokia RTL ringtone strings.

<http://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12568#152678>

3D maze, vegipete

<http://www.thebackshed.com/forum/ViewTopic.php?TID=12211&PID=147788#147788>

Maze Generating Program, vegipete

<http://www.thebackshed.com/forum/ViewTopic.php?TID=12209&PID=147789#147789>

Polygon test (pseudo 3d), by Atomizer_Zero

<http://www.thebackshed.com/forum/ViewTopic.php?TID=12554&PID=152527#152527>

Peter's ball demo, modified by x4nd, using MATH calls

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12624&LastEntry=Y#153418>

Some to be linked from the demo thread

<https://www.thebackshed.com/forum/ViewTopic.php?TID=12159&P=1>

Rotating cube

Colour bars

Sinecube

Rotating Dodecahedron

Rotating Football

<https://www.thebackshed.com/forum/ViewTopic.php?TID=12159&P=1#147084>(video [here](#))

Julia and Mandelbrot Set.

<https://www.thebackshed.com/forum/ViewTopic.php?TID=12159&P=1#146969>

Showing the fonts <https://www.thebackshed.com/forum/ViewTopic.php?TID=12159&P=3#148934>

(and there are more to add, please add more and/or add links for the ones that aren't yet linked)

Lots more example code here

https://github.com/mkopack73/cmm2_tests

colorcircles.bas works by itself. drawperf.bas and keytest.bas require stdsettings.inc to be saved in the directory with them, and some others need files to be in the correct location.

CMM2: Direction Movement Keycheck

<http://www.thebackshed.com/forum/ViewTopic.php?TID=12371&PID=150454#150454>

Short code examples

Possibly we should have a separate page for these if they're not complete programs.

[Reading keys - showing codes returned by KEYDOWN](#)

[There were some in this thread:](#)

[Movement examples:](#)

[Movement examples:](#)

[Speech \(TTS\) - say one thing, wait until that's finished, and say another](#)

Subroutines, functions and library code

[Pseudorandom number generator and how to use it](#) (the built in random number generator doesn't let you repeat the random sequence) by: matherp

[High Score handling reusable library](#)

Author: mkopack73

[Joystick / Games controller library collection](#)

Author: capsikin

Utilities

[filebox file manager](#)

[Archiving command line utility \(think tar\)](#) Author: Epsilon

[Recursive File/Directory delete command line utility](#) Author: Epsilon

[HexEdit Binary File Editor](#) Author: Epsilon

[MemEdit Memory Editor](#) Author: Epsilon

[XEdit Text Editor](#) Author: Epsilon

[LZ77 File Compressor/Decompressor](#) Author: Epsilon

Uncategorised

[Hunt the Wumpus game](#)

William Leue

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12610&LastEntry=Y#153241#153>

187 (fix link)  demo new commands capsikin

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12610&LastEntry=Y#153241#153>

195 (fix link)  demo SPRITE HIDE SAFE n matherp

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12610&LastEntry=Y#153241#153>

198 (fix link)  demo SPRITE SHOW SAFE n, x, y, layer matherp

<https://www.thebackshed.com/forum/ViewTopic.php?FID=16&TID=12621&LastEntry=Y#153400#153>

384 (fix link) sprite test (but it tears) Nimue

[CMM2:Game of Life / upgrade](#) twofingers

Welcome tape 0.1 (you need to be running firmware version 5.05.05b19 or later) compiled by thwill, from many contributors.

Peter's football demo using MATH calls x4nd

Analog Clock program for CMM2 William Leue

Color Wheels (for the different color memory modes) William Leue

"Amazin" program for CMM2 William Leue

tennis.zip sprite example matherp

test card program to cover the new modes TassyJim

Games from the 1970's, Mastermind and Qubic, a 4x4x4 tic-tac-toe game IanS

Chiptune Drumsynth with 16 Step Sequencer TweakerRay

keyboard as a pianokey TweakerRay

Sprite maker / sprite editor capsikin

8x8 Font editor capsikin

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Last update: **2024/02/08 20:59**

