

Game Manual

AWESOME
SLAM SIBS.
I N F I N I T E

Welcome to the Brawl

Right, so here's the thing. What you're holding isn't just another fighter for your Commodore 64, it's quite possibly the most ambitious brawler the breadbin has ever seen.

Awesome SlamSibs Infinite has been squeezed, compressed, and occasionally bullied into fitting on a machine from 1982 (with a little REU love). Six legendary fighters. Six iconic stages. More moves than anyone thought possible with a single-button joystick. And yes, the parallaxing is... proper.

This game was built for one purpose: getting your mates round for some proper 8-bit fisticuffs. There's an AI mode (added begrudgingly after players kept asking), but the real magic happens when you've got a friend sat next to you, both of you hammering away at your Competition Pros, ArcadeR Joysticks, or the like...

So grab a beverage, find a sparring partner, and prepare to discover what your C64 can do...



The Fighters



Six warriors. Each one pulled from gaming history, lovingly recreated in chunky C64 pixels (actually overlaid sprites for a more refined look, if you must know). Every fighter brings 15 to 20 unique moves to the arena, which is frankly absurd when you remember we're working with a single fire button.

Turrikid

The mutant warrior from Manfred Trenz's legendary platformer. Armed with that iconic multiple shot weapon and absolutely dripping with attitude. If you grew up with a C64, Turrican needs no introduction. If you didn't, well, now's your chance to see what all the fuss was about.

Rick D

Everyone's favourite accident-prone adventurer. Think Indiana Jones, but with more death traps and considerably worse health insurance. Rick brings his trademark bombs and that slightly panicked energy to every fight.

Curvy

The pink puffball from Nintendo's Dream Land. Don't let the adorable exterior fool you, Curvy's aerial agility make him a genuine menace in skilled hands. Plus, there's something deeply satisfying about watching this lot rendered in proper 8-bit glory.



Ness

The psychic kid from EarthBound (or Mother 2, if you're feeling continental). Baseball bat meets PSI powers in what can only be described as controlled chaos. Ness rewards players who can think two moves ahead, which is easier said than done when you're frantically tapping a joystick.

Limboy

Pay-per-boy

Sir boxershorts



The Arenas

Six legendary stages pulled from the annals of gaming history. Each one's been rebuilt with that signature parallaxing routine (you know, the proper one that started this whole thing).

Turrican's World

Chris Hülsbeck's iconic soundtrack pumping away whilst you brawl across those familiar mechanical platforms. If you've ever lost an afternoon to Turrican, you'll feel right at home here.

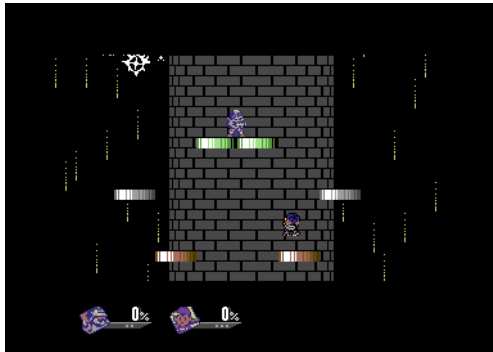
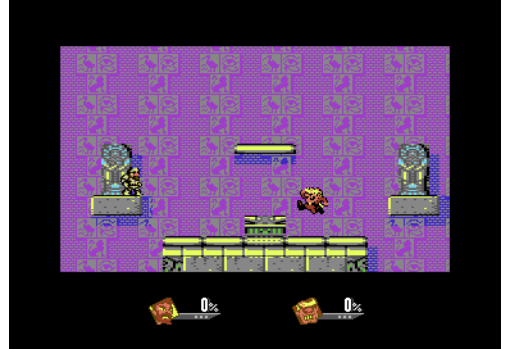


Ghosts 'n Goblins

Arthur's nightmare made flesh. Expect graveyards, demons, and that perpetual sense of dread that defined Capcom's sadistic masterpiece. Armour not included.

Rick Dangerous

Trap-laden temples and precarious platforms. Fight carefully or you'll discover why Rick spent most of his original game dying in increasingly creative ways.



Nebulus (AKA Tower Toppler)

That cylindrical tower from John Phillips' vertigo-inducing platformer. Rotating architecture meets violent combat, what could possibly go wrong?

LIMBO

Søren's own C64 conversion of Playdead's atmospheric puzzle-platformer. Dark, moody, and surprisingly well-suited to knocking seven bells out of your opponent.





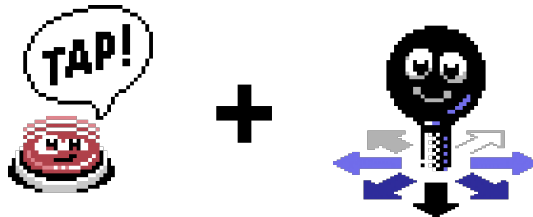
Battlefield

Sometimes you just want a straightforward scrap without worrying about environmental hazards. Battlefield delivers exactly that, a clean, honest arena where skill determines the winner.

Controls

Here's where things get clever. You've got one fire button, right? We've squeezed an entire fighting game's worth of moves out of it by distinguishing between tapping and holding. Sounds simple. Takes a bit of getting used to. Becomes second nature after a few rounds.

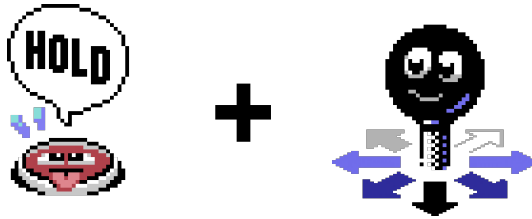
Normal Attacks



Button tap + stick direction

Your bread and butter. Quick tap of the fire button whilst pushing the stick in any direction unleashes a normal attack in that direction. No stick input? You'll throw out a standing attack. Simple, effective, and the foundation of your entire offensive strategy.

Special Attacks

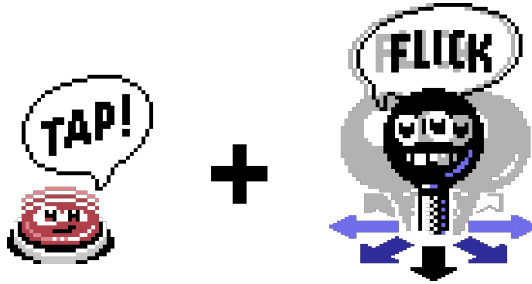


Button hold + stick direction

Hold that fire button down and you're in special move territory. Each fighter's got their own unique special attacks tied to different stick directions. These are your heavy hitters, your signature moves, the techniques that define each character.

Important note: Button hold + stick up doesn't trigger a special attack, that's how you jump. More on that in a moment.

Smash Attacks



Button tap + stick FLICK

This is where it gets spicy. Quickly flick the joystick in a direction and tap the fire button at the same moment, and you'll unleash a devastating smash attack. These hit harder than normal attacks but require precision timing. Practice this one, it's a game-changer.



Movement



Walking

Push the stick left or right. Revolutionary, we know. Your fighter shuffles across the stage, ready to dish out or dodge incoming attacks.

Jumping

Stick up

Push up on the stick to launch yourself skyward. Aerial combat is absolutely crucial in this game, so you'll be spending a fair bit of time in the air.

Jumping special

Button hold + stick up

Hold the fire button and push up on the stick to perform a special rescue move that moves most characters a great deal upward!



Defensive Options

Can't just throw punches constantly. Sometimes you need to not get hit. Revolutionary concept, that.

Shield (Ground)

Button hold + no stick

Whilst standing on solid ground, hold the fire button without touching the stick to throw up a protective shield. Blocks incoming attacks nicely, though you can't stay in there forever. Use it wisely.

Air Dodge

Button hold + no stick (whilst airborne)

When you're up in the air, the same input triggers an air dodge instead. Here's the clever bit: as soon as you start the dodge, you can move the stick to choose which direction to dodge in. Mastering directional air dodges separates the wheat from the chaff.

Right, so you've grasped the basics. Brilliant. Now here's where things get properly interesting.

Aerial Combat

Most of your best combos will happen in the air. Each character has unique aerial attacks (normal and special) that can be chained together. Launch your opponent



upward with an upward smash, then follow them into the air for a devastating aerial combo. It's not just flashy, it's essential.

Edge Guarding

When your opponent's off the stage trying to recover, you've got options. Chase them off-stage for a risky aerial attack, or position yourself at the edge to intercept their return. Some fighters have projectiles that make edge guarding particularly brutal.

Character-Specific Tricks

Each fighter has quirks and techniques that take time to discover. Curvy's aerial ability. Ness's PSI moves. Rick's bombs. Spend time with each character to uncover their secrets. There's no instruction manual for that bit, you'll have to experiment.





Score Breakdown



Completion Speed: 0–500 points, awarded based on how quickly the level is finished.

Level Bonus: 100 points multiplied by the current level number (e.g., 100 points for Level 1, 200 for Level 2, and so on).

Damage Bonus: 1 point for every percentage of damage dealt to the opponent.

Remaining Lives: 100 points per life (stock) still in reserve at the end of the level.

Life System

Lives do not replenish between levels. Instead, one extra life is granted for every 1,000 points accumulated.





Tips for Victory



Know Your Fighter

With 15-20 moves per character, there's a lot to learn. Pick a favourite and master them before jumping to someone else. Every fighter rewards different playstyles — find yours.

Movement Matters

Standing still and trading blows is a recipe for disaster. Keep moving, use platforms, control space. Your position on the stage is just as important as your attack choice.

Defence Wins Games

Shields and air dodges aren't just for cowards, they're essential tools. A well-timed dodge followed by a counterattack will win more matches than mindless button mashing.

Stage Awareness

Learn the arenas as well as you learn the fighters. Environmental kills are entirely legitimate.

Practice Against the AI First

Yes, this game's meant for multiplayer. But the AI mode is actually rather useful for learning move timing and character mechanics without the pressure of your mate taking the mickey.



Credits

Awesome SlamSibs Infinite wouldn't exist without some tremendously talented people:

Søren Trautner Madsen

Core game programming, in-game graphics,
music arrangements



Jesper 'Trap' Larsen

Menu system and additional code



Jarkko 'Sulevi' Salminen

Menu graphics



Robert Wilson

Additional in-game graphics

Klaus Schneyder

Additional in-game graphics

David 'Jazzcat' Simmons

This manual and some testing



RICK DANGEROUS LEVEL. FROM THE DOS GAME "DESCENT". COMPOSER SEEMS TO BE BRIAN LUZIETTI. [HTTPS://VGMPF.COM/WIKI/INDEX.PHP?TITLE=BRIAN_LUZIETTI](https://vgmpf.com/wiki/index.php?title=Brian_Luzietti)

NEBULUS LEVEL. FROM THE C64 GAME "URIDIUM". COMPOSED BY STEVE TURNER ([HTTPS://EN.WIKIPEDIA.ORG/WIKI/STEVE_TURNER_\(GAME_PROGRAMMER\)](https://en.wikipedia.org/wiki/Steve_Turner_(game_programmer))). "GUITAR SOLO" ADDED BY PRESS PLAY ON TAPE (WHO I AM PART OF)

TURRICAN LEVEL: FROM THE GAME TURRICAN. CHRIS HUELSBECK. ([HTTPS://WWW.HUELSBECK.COM/](https://www.huelsbeck.com/))

GHOSTS'N GOBLINS LEVEL. FROM THE GAME GHOSTS'N GOBLINS. AYAKO MORI FROM CAPCOM

NORMAL BATTLEFIELD LEVEL. COMPOSER: SØREN TRAUTNER MADSEN (ME)

LIMBO LEVEL HAS NO MUSIC

MENU MUSIC IS FROM SUPER SMASH BROS. ALL RIGHTS SHOULD BE HERE: [HTTPS://WWW.SSBWIKI.COM/LIFELIGHT](https://www.ssbwiki.com/lifelight)

LEVEL SELECT MUSIC BY SØREN TRAUTNER MADSEN (ME)

GAME OVER ARE BOTH CLASSICAL SONGS, WITH NO COPYRIGHT ISSUES. THOUGH IT SHOULD BE MENTIONED THAT FOR THE "HAPPY" GAME OVER TUNE, THE RHYTHM-SECTION IS VERY HEAVILY INSPIRED BY (ACTUALLY PRETTY MUCH COPIED FROM) "THE EMPIRE STRIKES BACK" BY "MECO". ENOUGH THAT THEY MIGHT HAVE A POINT IN CLAIMING SOME KIND OF COPYRIGHT. [HTTPS://WWW.YOUTUBE.COM/WATCH?V=Mk1ZvVx5BY](https://www.youtube.com/watch?v=Mk1ZvVx5BY) ([HTTPS://EN.WIKIPEDIA.ORG/WIKI/MECO](https://en.wikipedia.org/wiki/Meco))

Graphics

TURRICAN. MANFRED TRENZ FROM RAINBOW ARTS. CURRENT BRAND OWNER: ????

GHOSTS'N GOBLINS. CAPCOM ([HTTPS://WWW.CAPCOM.COM/](https://www.capcom.com/))

LIMBO: PLAYDEAD ([HTTPS://PLAYDEAD.COM/](https://playdead.com/))

RICK DANGEROUS: PUBLISHERS MICROPROSE LTD. U.S. GOLD LTD., DEVELOPERS CORE DESIGN LTD.). CURRENT BRAND OWNER: ???

AND THEN NINTENDO FOR THE KIRBY AND NESS CHARACTERS.

[Wikipedia](#)

~~[Steve Turner \(game programmer\)](#)~~



STEVE TURNER IS A FORMER COMPUTER GAME MUSICIAN AND DESIGNER. HIS DEVELOPMENT TEAM, GRAFTGOLD, MOSTLY WROTE FOR GAMES PUBLISHED BY HEWSON CONSULTANTS DURING THE 1980S. THE FIRST COMPUTER HE BOUGHT WAS A ZX80 WHICH HAD TO BE ASSEMBLED BY HAND. AT SCHOOL HE WAS A MEMBER OF A COMPUTING CLUB WHERE HE LEARNT THE ALGOL 60 PROGRAMMING LANGUAGE. DURING THE 1970S HE ADDED COBOL TO HIS REPERTOIRE FROM A GOVERNMENT FUNDED TRAINING COURSE. HE WENT ON TO A PROGRAMMING JOB IN THE CIVIL SERVICE. TURNER WAS 30 WHEN HE DECIDED TO MOVE INTO GAMES DEVELOPMENT. HIS FIRST GAME WAS WRITTEN WHILST HE WAS STILL EMPLOYED AS A PROGRAMMER AND HE HANDED HIS NOTICE IN WHEN HE RECEIVED HIS FIRST ROYALTY CHEQUE. HE ALSO WRO...

SmashWiki

Lifelight

LIFELIGHT IS THE MAIN THEME FOR SUPER SMASH BROS. ULTIMATE. THE FULL VOCAL VERSION AND THE THEME'S TITLE WERE FIRST REVEALED AT THE END OF THE NOVEMBER 1ST, 2018 SUPER SMASH BROS. DIRECT DURING THE TRAILER FOR ADVENTURE MODE: WORLD OF LIGHT. PRIOR...

Dec 27th, 2025

<https://www.ssbwiki.com/Lifelight>

[YouTube](#) | [Moco Topic](#)

[The Empire Strikes Back \(Medley\)](#)

Music

THE SOUNDTRACK PULLS FROM LEGENDS OF GAME MUSIC, ENHANCED AND ARRANGED FOR YOUR LISTENING PLEASURE. CHRIS HÜLSBECK'S TURRICAN THEMES. STEVE TURNER'S URIDIUM SOUNDTRACK (WITH GUITAR WORK BY PRESS PLAY ON TAPE). CLASSICAL PIECES FOR THE GAME OVER SCREENS. ENJOY THIS ECLECTIC MIX!

Special Thanks

TO THAT BLOKE ONLINE WHO COMPLAINED ABOUT THE PARALLAXING IN LIMBO. WITHOUT YOUR GRUMPY COMMENT, NONE OF THIS WOULD EXIST. CHEERS FOR THAT.



Final Words

This game exists purely for the love of the machine. No commercial release, no profit margins, just pure passion for what the C64 can achieve when pushed to its absolute limits.

It's a tribute to the games we loved, the characters we grew up with, and the community that keeps this 43-year-old computer alive and kicking. The copyright issues alone mean this could never be sold, and honestly? That's fine. Some things are worth making just because they shouldn't be possible.

So gather your mates, pick your fighters, and prepare for some proper 8-bit carnage. The C64's still got fight left in it yet.

And please, for the love of all that's holy, don't play this alone. Get some friends round. This is exactly the sort of game that demands shouting at your mates whilst clutching a joystick.

Now get brawling.