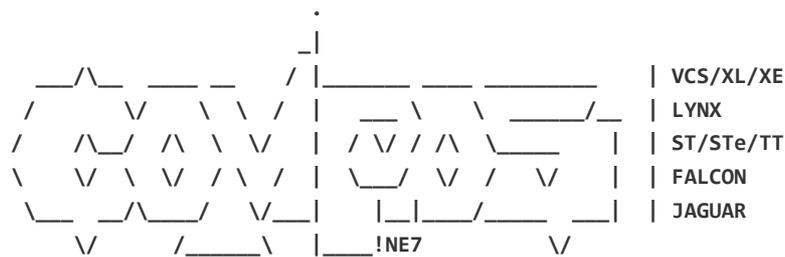


# COMPO RULES

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**ATTENTION!** Except a mail to the person from **SV Compo staff** responsible for each **Atari platform**, please **DO NOT FORGET** to send it **IN COPY** also to the **official SV e-mail address**:

[atari@sillyventure.eu](mailto:atari@sillyventure.eu) (<mailto:atari@sillyventure.eu>)

## Atari 2600:

KK - e-mail: [krzysiek@devkk.net](mailto:krzysiek@devkk.net) (<mailto:krzysiek@devkk.net>)

## Atari XL/XE, C64, ZX Spectrum:

wiecz0r - e-mail: (<mailto:krzysiek@devkk.net>)  
(<mailto:xmgatz@gmail.com>)[b.wieczorkowski@gmail.com](mailto:b.wieczorkowski@gmail.com)  
(<mailto:b.wieczorkowski@gmail.com>) (<mailto:b.wieczorkowski@gmail.com>)

## Atari ST/STe/TT:

Piter - e-mail: [piter@atarifan.pl](mailto:piter@atarifan.pl) (<mailto:piter@atarifan.pl>)

## Atari Falcon 030/060:

Piter - e-mail: [piter@atarifan.pl](mailto:piter@atarifan.pl) (<mailto:piter@atarifan.pl>)

## Atari Lynx:

Piter - e-mail: (<mailto:adamklobukowski@gmail.com>)[piter@atarifan.pl](mailto:piter@atarifan.pl)  
(<mailto:piter@atarifan.pl>)

## Atari Jaguar:

Piter - e-mail: [piter@atarifan.pl](mailto:piter@atarifan.pl) (<mailto:piter@atarifan.pl>)

**Wild:**

Grey - e-mail: [atari@sillyventure.eu](mailto:atari@sillyventure.eu) (<mailto:atari@sillyventure.eu>)

## GENERIC CONDITIONS

At least **two entries** are needed for the competition in any given category to take place. If there is only one entry submitted, then the first prize in this category is automatically given to the author. In such a case the entry is going to be presented to the audience outside of the main competition. This rule equally applies to the entries whose authors could not make it to the party place.

The entries need to be submitted to the party organisers **no later than one week before the party**. This way the organisers will be able to make sure that all the entries are working fine on the party hardware. Authors who decide to submit the entries later risk the problems with presentation during the party.

**Each entry needs to be described in the text file attached to the submission.** The file must contain the name of the entry, the author(s), competition category and required hardware configuration.

The **additional** recording provided in **MP4** file will be very welcome - **1920x1080, 50fps**. It will save us work and will be a **100% guarantee of the correct presentation**.

The additional recording provided in **MP4** file will be very welcome, too.

Before the presentations begin, **each entry will be associated (randomly) with its number** in a given competition category. The numbers and the titles of the entries (taken from the attached text files) as well as the voting sheets' slot information will be **shown during the presentation on a separate display**.

All the entries submitted to the competition will be published on the event's web page (**sillyventure.eu**) in the respective versions and formats submitted to the organisers no later than one day after competition results publication - the exceptions are the authors of the entries, who ask for an additional **2 weeks** for their completion - **until September 5th**. After this time, **the entries will automatically be online** in the version submitted for the competition during the event.

All the entries are considered **freeware**. Additionally, by submitting the entries all the participants automatically agree for their entries to be published as parts of the **"Silly Venture Packs"** for respective hardware platforms.

**EVERYONE WHO ATTENDS THE EVENT IS IN THE JURY.**

**IMPORTANT NOTE:      REMOTE ENTRIES ARE ALLOWED !!! :)**

**In case of any doubts regarding the terms and/or conditions of the competitions please contact the organisers immediately.**

# COMPO MACHINE SPECS --

## ATARI VCS 2600

The following hardware will be available during the party and will be used for the entries' demonstrations:

- Atari 2600 jr
- Atari 7800 in backwards compatibility mode with Atari 2600

For the entries to be presented we will use the **Harmony Cart** cartridge (32KB bankswitching with the additional sound and graphics capabilities implemented in some of the original games from the era - like Pitfall II from Activision).

Platform contact person: [Yolk \(mailto:xmgatz@gmail.com\)](mailto:xmgatz@gmail.com)

# COMPO MACHINE SPECS --

## ATARI XL/XE

The following hardware will be available during the party and will be used for the entries' demonstrations. This hardware is considered **STANDARD** for the competitions.

- stock Atari 800XL and 65XE (6502C, 64KB RAM, 1x POKEY, GTIA)
- stock Atari 130XE (6502C, 128KB RAM, 1x POKEY, GTIA)
- stock Atari XEGS (64KB RAM, 1x POKEY, GTIA, Atari Light Gun)
- modified Atari 130XE (1MB Ultimate, 2x POKEY - stereo, VBXE 2.1 core 1.24)

### The computers will be connected to the following "media":

- SIO2SD connected to SIO port with an SD card acting as a medium
- SIDE2 with the following mediums used: a) CompactFlash card formatted under Sparta DOS X, b) CompactFlash card formatted under FAT32 with entries run through SIDE loader
- SIO2USB connected to SIO port and a PC computer running the latest version of AspeQT - for the close emulation of FDD and tape recorder
- IDE Plus 2.0 rev. C IDE/KMK-JZ connected to PBI/ECI ports and a CompactFlash card formatted under Sparta DOS X - acting as a backup in case any of the previous solutions fail
- physical floppy drive, based on the entries' authors demands - in this case please let us know beforehand what specific model is needed so that it could be provided for the party, or alternatively please BYOD if possible; this solution is not recommended because of the increased risk of old hardware being tricky during the party (especially the older floppies)
- stock Atari XC12 if needed ;-)

### Environments and operating systems:

- anything goes (that is why we need a week for pre-party tests to make sure everything is working fine when we go live)

All the entries running on the aforementioned **STANDARD** hardware will be accepted.

In case of entries requiring extra platform setup (like for instance: specific turbo for the FDD, 65x816 CPU, prototypes of the new extensions, or other less popular modifications) the authors are kindly asked to declare their hardware requirements earlier, so that the organisers could make sure the entry presentation is possible. The entries requiring a **NON-STANDARD** hardware will be labeled accordingly.

Platform contact person: [Yolk \(mailto:xmgatz@gmail.com\)](mailto:xmgatz@gmail.com)

## COMPO MACHINE SPECS - ATARI PORTFOLIO / ST / STE / TT / FALCON AND JAGUAR

At the party-place we will be using the following hardware:

- Atari Portfolio (standard configuration)
- Atari Falcon 030, 14mb of RAM & FPU.
- Atari Falcon 060, 14mb RAM + 256Mb RAM + ethernet
- Atari 1040 STe, 4mb of RAM, floppy-drive + CosmosEx or Satandisk
- Atari TT, 2MB ST RAM, 4MB TT RAM & FPU
- Atari Jaguar with the CD add On

## COMPO CATEGORIES

### Atari VCS 2600

The following competition categories are available:

- DEMO
- GAME
- MSX

### Atari XL/XE

The following competition categories are available:

- DEMO (STANDARD hardware, no VBXE)
- DEMO VBXE (STANDARD hardware + VBXE)
- GAME (STANDARD hardware, no VBXE)
- GAME VBXE (STANDARD hardware + VBXE)
- GFX (STANDARD hardware, no VBXE)
- GFX VBXE (STANDARD hardware + VBXE)

- **INTRO 16KB** (STANDARD hardware, the exec file with headers must be no larger than 16KB)
- **INTRO 256B** (STANDARD hardware, the exec file with headers must be no larger than 256B)
- **MSX** (STANDARD hardware, the music can be played on POKEY and/or GTIA chips)
- **MSX GTIA** (STANDARD hardware, the music can be played on GTIA chip)
- **OTHER** (any STANDARD or NON-STANDARD hardware)
- **WILD** (all entries outside of main competitions)

### C-64 Intro/Demo Compo

The work should be delivered in a form that can be run on the standard C64. If the work requires specific hardware (e.g. starts only from the 1541 or Ultimate), please let us know in advance so we can verify that we will be able to present it correctly. As an addition, video file in mp4 format, resolution 1920x1080, 50fps is welcome, which will save us work and guarantee a correct presentation.

### Atari LYNX Game/Demo Compo

There's just one rule: NO RULES! :) we didn't hear about any hardware extensions, so you must to take the challenge with original hardware :-)

### Atari Portfolio Intro & Demo Compo

Every demo HAS to work on a standard Portfolio configuration, although it can require any (official) ROM version, as well as software patches for ROM (please specify Your exact config - in \*.TXT attachment).

Size of the demo: No limits

### Atari ST / STE Graphics Compo

Every graphical work HAS to be HAND-drawn must be displayable on standard ST or STe configuration (please specify Your exact config - in \*.TXT attachment)

Formats allowed: \*.PI1

Accepted resolution: ST-LOW

Accepted palette: STe palette allowed

### Atari ST / STE YH2149 Music Compo

Tune must be playable on standard ST or STe

Name of the used tracker is required, or proper player supplied

Tune can be delivered in form of running application with \*.PRG extension

### Atari ST / STE 4chn Music Compo

Tune must be playable on standard ST or STe with 1mb of RAM

Name of the used tracker is required, or proper player supplied

Size of the file: 800kb

Allowed formats: \*.mod

### Atari ST / STE 8chn Music Compo

Tune must be playable on standard STe with 4mb of RAM

Name of the used tracker is required, or proper player supplied

Size of the file: 800kb

Allowed formats: \*.mod

(Octalyser Tracker)

### Atari ST / STE 128b Intro compo

128 bytes code/data + 32 bytes header = 160 bytes "\*.prg"

### Atari ST / STE 4kb Intro Compo

Every intro HAS to work on a standard ST or STe with 1mb of RAM, floppy drive

Size of the intro: 4,096 bytes

### Atari ST / STE 96kb Intro Compo

Every intro HAS to work on a standard ST or STe with 1mb of RAM, floppy drive

Size of the intro: 98,304 bytes

### Atari ST / STE Demo Compo

Every demo HAS to work on a standard ST or STe with 4mb of RAM, floppy drive or HDD

Size of the demo: No limits

### Atari TT Intro & Demo compo

Every entry HAS to work on TT with 2MB of ST RAM, 4MB of TT RAM & FPU

Size of the entry: No limits

### Atari Falcon Graphics Compo

Every graphic work HAS to be HAND-drawn must be displayable on standard Falcon configuration

Formats allowed: \*.GIF, \*.JPG, \*.TGA

Accepted resolutions & palletes RGB - 320x200 & 640x400 (max 65.536 colors / 16 bit)

(from the 262.144 colors pallette / 18 bit)

Accepted resolutions & palletes VGA - 320x240 & 640x480 (max 256 colors / 8 bit)

(from the 262.144 colors pallette / 18 bit).

### Atari Falcon Music Compo

Tune doesn't have to be made using the Falcon

Must be playable on compo-machine, it is Falcon with 14MB of RAM

Name of the used tracker is required, or proper player supplied

Allowed formats: \*.MOD, \*.DTM, \*.GT2, \*.GTK, \*.AM

ProTracker, Digital Tracker, Graoumf Tracker, Graoumf Tracker 2 (sequel of this famous Falcon tracker on PC) & Ace Tracker

10 channels max

### Atari Falcon 4kb Intro Compo

4kintro doesn't have to work on a standard Falcon - entries will be played on an Atari Falcon 030 or 060 (please specify Your exact config - in \*.TXT attachment)

You can use the FPU chip, CT060

Size of the intro: 4,096 bytes

### Atari Falcon 96kb Intro Compo

Intro doesn't have to work on a standard Falcon - entries will be played on an Atari Falcon 030 or 060 (please specify Your exact config- in \*.TXT attachment)

You can use the FPU chip, CT060

Size of the intro: 98,304 bytes

### Atari Falcon Demo Compo

Demo doesn't have to work on a standard Falcon - entries will be played on an Atari Falcon 030 or 060 (please specify Your exact config- in \*.TXT attachment)

You can use the FPU chip, CT060

Size of the intro: No limits

### Atari Jaguar Intro & Demo Compo

All intro and demo entries are welcome in this category (4kb, 95kb, Dintros and Demos). there is no real hardware extensions dedicated to the Jaguar, so just take the challenge with original hardware :-)

### Combined Game Compo

Entries to this category concern all Atari platforms (A2600, XL/XE, ST, TT, Portfolio, Lynx, Falcon, Jaguar, Milan etc.)

Author is obliged to give all the details about configuration requirements in attached \*.TXT file - we will relay this to the audience.

In case of XL/XE series, entry can run on any configuration, with VBXE for example - the author is obliged to give all the details about configuration requirements - we will explain this to the audience

### Wild Compo

All entries which don't fit to the categories above - tools, video-clips, MP3s etc.

Size of the entry: No limits

Compo rules based on "Glucholazy Atari Party" compo rules by **Dely**.

Modified and extended version for "Silly Venture needs: **Oxf/Taquart & Grey / Mystic Bytes**.

Compo rules for the PoFo/ST/TT/Falcon & Jaguar platform are common result of effort from the following people: **Cosi, Grey / Mystic Bytes, Yerzmyey / HOOY-PRG**.

In case of additional questions please contact me at:

[atari@sillyventure.eu](mailto:atari@sillyventure.eu) (mailto:atari@sillyventure.eu) or [greymbs@poczta.fm](mailto:greymbs@poczta.fm) (mailto:greymbs@poczta.fm)

mobile-phone: +48 603-370-134