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The following files are old [Llamasoft](#) games/software/PD/stuff.*
Jeff Minter considers the software that **he** coded for these systems as 'freeware'.
This means that anyone can use them in emulators for no charge.
This also means that nobody can charge for supplying them!
See the [Readme file here](#) for details.
A big Thank ewe! to Mark Rayson, Lester M Fong, Mayhem,
Juan Antonio Maestre and Jez Price of the [Llamasoft forums](#)
and of course Jeff Minter for helping me with these!
* Not all the software shown here was coded by Jeff Minter.
Other files are on here with the belief that the owner has given permission.
If this is not the case, please contact me and I will remove them.

Note: Some of the files below are rather large.
Click these shortcuts to jump to:
[Amstrad CPC](#), [Atari 2600](#), [Atari 8 bit](#), [Falcon](#), [Jaguar](#), [ST](#),
[BBC Micro](#), [Commodore Amiga](#), [C16](#), [C64](#), [C64 demos](#), [Pet](#), [VIC 20](#),
[MAME](#), [MSX](#), [PC](#), [Sinclair Spectrum](#), [ZX81](#), [Misc](#).
If you know of any others that I could host, please contact me.
The ones I know of that are missing:
[VIC20 – Headbanger's Heaven](#), [Atari 8-bit - Turboflex English version](#),
[Atari ST - 1Mb Revenge OTMC](#), [Atari STe - 512kb/1Mb Revenge OTMC](#),
[Atari TT - Revenge Of The Mutant Camels Megamix](#),
[Amiga - 1Mb PAL/NTSC Revenge OTMC](#), [ZX81 - Deflex](#).

Recent additions:
[Star Fire \(Commodore Pet\)](#),
[Headbanger's Heaven](#), [Micro Breakout](#), [Potshot](#), [Rox II \(Vic20\)](#),
[Text Thing](#) and [Video Security Programme \(Vic20\)](#)

System	Downloads	Screenshots	
Amstrad CPC:	Psychodelia	amstradpsychede.jpg	amstradpsychede2.jpg
Atari 2600:	Beast Invaders (‘hacked’ version of Space Invaders)	2600beast.jpg	2600beast2.jpg
Atari 8 bit:	Attack of the Mutant Camels	a800amc.jpg	a800amc2.jpg
	Attack of the Mutant Camels (USA/HES Grid Runner)	a800amc_usa_hes_grid.jpg	a800amc_usa_hes_grid2.jpg
	Colourspace	a800colour.jpg	a800colour2.jpg
	Gridrunner	a800grid.jpg	a800gridb.jpg
	Gridrunner 2	a800grid2.jpg	a800grid2b.jpg
	Hover Bovver	a800hover.jpg	a800hover2.jpg
	Revenge Of The Mutant Camels 2	a800revenge2.jpg	a800revenge2b.jpg
	Colourspace	bbccolour.jpg	bbccolour2.jpg
Commodore C16:	Gridrunner	c16grid.jpg	c16grid2.jpg
	Hellgate	c16hellgate.jpg	c16hellgate2.jpg
	Laserzone	c16laser.jpg	c16laser2.jpg
	Matrix	c16matrix.jpg	c16matrix2.jpg
	Psychodelia	c16psyched.jpg	c16psyched2.jpg
	Voidrunner	c16voidrunner.jpg	c16voidrunner2.jpg
Commodore C64:	Ancipital(tape) , Ancipital(disk)	c64ancipital.jpg	c64ancipital2.jpg
	Attack of the Mutant Camels	c64amc.jpg	c64amc2.jpg
	Advance of the Mega Camels	c64advance.jpg	c64advance2.jpg
	AMC (a.k.a. Matrix)		
	Batalyx (with manual typed by Lester M Fong) <small>Batalyx scanned manual (21½7MB)</small>	c64batalyx.jpg	c64batalyx2.jpg
	Gridrunner	c64gridrunner.jpg	c64gridrunner2.jpg
	Hellgate	c64hellgate.jpg	c64hellgate2.jpg
	Hover Bovver	c64hover.jpg	c64hover2.jpg
	Iridis Alpha <small>Iridis scanned manual (21½8MB)</small> <small>Manual re-typed by Lester M Fong</small>	c64iridis.jpg	c64iridis2.jpg
	Laserzone	c64laser.jpg	c64laser2.jpg
	MamaLlama	c64mamallama.jpg	c64mamallama2.jpg
	Matrix	c64matrix.jpg	c64matrix2.jpg
	Meta-Llamas	c64metallamas.jpg	c64metallamas2.jpg
	Psychodelia <small>Psychodelia scanned manual(11½5MB)</small>	c64psyched.jpg	c64psyched2.jpg
	Revenge of the Mutant Camels	c64revenge.jpg	c64revenge2.jpg
	Return of the Mutant Camels (Revenge 2) <small>Revenge 2 scanned manual(11½2MB)</small>	c64return.jpg	c64return2.jpg
	Rox-64	c64rox.jpg	c64rox2.jpg
	Sheep In Space	c64sheep.jpg	c64sheep2.jpg

		Voidrunner Voidrunner scanned manual(112½1MB)	c64void.jpg	c64void2.jpg	
		<i>Yak's Progress</i> Game Manuals 56K friendly text file version :-) Scanned manual: Part 1 (112½5MB); Ancipital (second part), front page, main story and games design notes Part 2 (112½5MB); More games design notes, loading instructions and Attack Of The Mutant Camels (first part) Part 3 (112½3MB); AotMC (second part), Matrix and Laser Zone Part 4 (112½7MB); Hover Bovver, Revenge Of The Mutant Camels and Sheep In Space (first part) Part 5 (112½6MB); Sheep In Space (second part) and Metagalactic Llamas Battle At The Edge Of Time (first part) Part 6 (112½9MB); Meta. Llamas (second part), Ancipital (first part)	N/A		
		C64 Demo programs:			
		Compunet This is a group of demos from <i>Compunet</i> , which includes some of the above demos. Not all of these were done by Jeff Minter though.	c64compunet.jpg	c64compunet2.jpg	
		DNA	c64dna.jpg	c64dna2.jpg	
		Made in France 2	c64mif2.jpg	c64mif2b.jpg	
		Syncro Lester M. Fong says: Made In France 2 and Synchro are both mini-game/tech- demo type things for the C64 that Yak distributed on Compunet or on magazine cover- tapes, or something like that... Made In France 2 is a 2-player Breakout thingamajig, and Syncro is a goat synchronisation game which bears some similarities to one of the sub- games in Batalyx. Update from Lester: "I found out that in MIF2 you can make the computer take control of the bottom bat by pressing 'A', so you can play it as a 1 player game!"	c64synchro.jpg	c64synchrob.jpg	
		Syncro 2,	c64synchro2.jpg	c64synchro2b.jpg	
		Torus,	c64torus.jpg	c64torusb.jpg	
		Torus 2	c64torus2.jpg	c64torus2b.jpg	
	Commodore Pet:	Star Fire (WinVICE emulator snapshot file) Difficult to get running, use Pet 2001 and 32K memory, then pray. :-] see this http:// www.yakyak.org thread	petstarfire.jpg		
	Commodore VIC20:	Abductor	vic20abduct.jpg	vic20abduct2.jpg	
		Andes Attack	vic20andes.jpg	vic20andes2.jpg	
		Blitzkrieg	vic20blitz.jpg	vic20blitz2.jpg	
		Deflex	vic20deflex.jpg	vic20deflex2.jpg	
		Grid Runner	vic20gridrun.jpg	vic20gridrun2.jpg	
		Hellgate	vic20hellgate.jpg	vic20hellgate2.jpg	
		Headbanger's Heaven (WinVICE emulator snapshot file) or .PRG file see this http:// www.yakyak.org thread for more info.	vic20headbangers1.jpg	vic20headbangers2.jpg	

	Laserzone	vic20laser.jpg	vic20laser2.jpg
	Matrix	vic20matrix.jpg	vic20matrix2.jpg
	Metagalactic Llamas Battle At The Edge Of Time	vic20meta.jpg	vic20meta2.jpg
	Micro Breakout see this http:// www.yakyak.org thread	vic20micro1.jpg vic20micro2.jpg	
	Potshot see this http:// www.yakyak.org thread	vic20potshot.jpg	
	Psychodelia	vic20psyched.jpg	vic20psyched2.jpg
	Rox II see this http:// www.yakyak.org thread	vic20rox2.jpg vic20rox22.jpg	
	Rox III	vic20rox3.jpg	vic20rox32.jpg
	Space Zap*	vic20spacez.jpg	vic20spacez2.jpg
	A Text Thing see this http:// www.yakyak.org thread		
	Traxx	vic20traxx.jpg	vic20traxx2.jpg
	Video Security Programme see this http:// www.yakyak.org thread	vic20video.jpg	vic20video2.jpg
	* Marko Mi₂½kel₂½ , the maintainer of the 8-bit Commodore file archive at FUNET, made a compressed version of the Space Zap intro and the game. These, as well as a more compact tape image, are now available from here .	N/A	
	(3 zip files containing games in <i>file-type</i> groups): Unexpanded, 8K expansion, A000 cartridge(HES versions)	N/A	
	YakVIC20 Lester M Fong says: "Here's a collection of VIC20 stuff which now has Ratman and Rox III in"	N/A	
MAME:	Ms Pacman		
MSX:	Psychodelia	msxpsyched.jpg	msxpsyched2.jpg
	Voidrunner	msxvoidrunner.jpg	msxvoidrunner2.jpg
PC: (some MSDOS)	Attack of the Mutant Camels Gridrunner++ pages Meta-Llamas Llamatron Revenge of the Mutant Camels Tempest 2000 (demo) Rox (a remake by Mark Rayson)		
Sinclair Spectrum:	City Bomb (Z80) ,	speccity1.jpg	speccity2.jpg
	Gridrunner (tape) , Gridrunner (Z80)		
	Headbangers Heaven (Z80)		
	Laserzone (Z80)		
	Matrix (Gridrunner 2) (Z80)		
	Meta-Llamas (Z80)		
	Psychodelia (tape) , Psychodelia (Z80)		
	Rox III (tape) , Rox III (Z80)		
	Super Deflex (tape) , Super Deflex (Z80)		
	Trax (Z80)		
	Voidrunner (Z80)		
Sinclair ZX81:	3D3D		
	Centipede		
Misc:	Galyaksians		

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