

1515. Monty On The Run

Backgrounds Of S. Radic

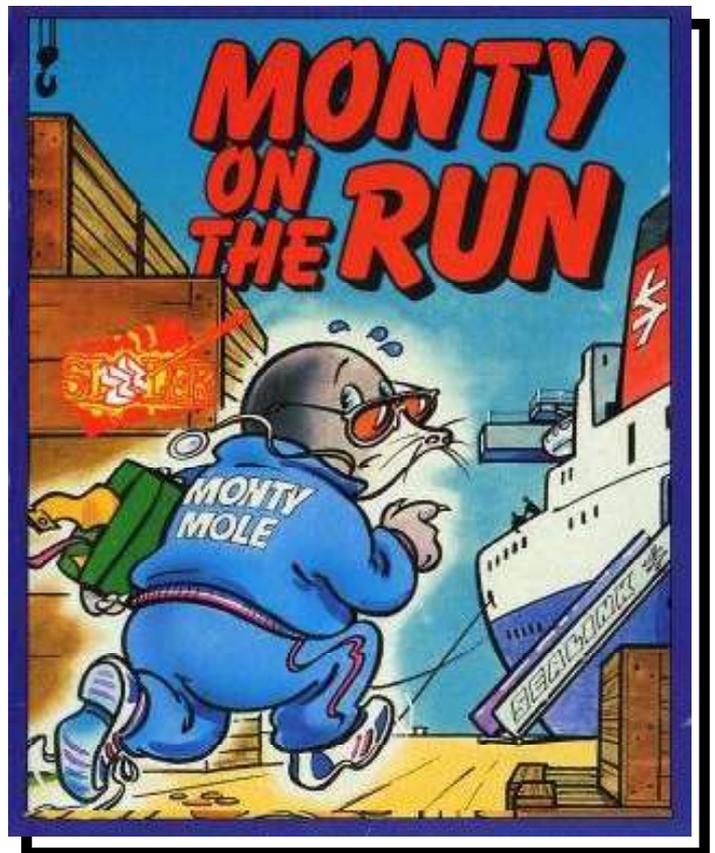
Monty on the Run is a side view platformer video game developed in 1985 by Gremlin Graphics and distributed for the then popular 8-bit COMMODORE C64 home computer systems. It is the third installment in the Monty Mole game series.

Plot. After leading a miners' strike, miner Monty Mole breaks out of Scudmore Prison, has to flee the authorities and tries to escape to continental Europe. In typical platformer fashion, the player must run and jump through numerous rooms while avoiding enemies. In addition, you have to collect coins and solve some puzzles. The game ending, if reached by the player, shows Monty boarding a ferry to France. The fourth part of the game series, Goodbye Monty, begins here.

Technology. On the game's starting screen, the player must select five items from a list of 21, which they then carry with them throughout the game. At certain points in the game, certain items are required to advance. Since the items on the start screen are not explained in more detail, only in the manual, this measure represents copy protection. The music of the game comes from Rob Hubbard. The title track was voted "all-time top C64 game tune" by Skytopia. Inspired by the play *The Devil's Gallop* by Charles Williams.



COMMODORE C64 - 1985



Rob Hubbard (* 1955, England) is one of the best-known computer game musicians. Hubbard began playing an instrument at the age of seven. After school, during which he played in various bands, he attended a music college. In the 1970s he was a studio musician. Through self-study, he acquired knowledge of the BASIC programming language and machine code programming. Hubbard developed music-learning software and wrote the first music for computer games for Gremlin Graphics. From 1984 to 1988 he worked as a freelance computer musician and from 1988 to 2001 he worked as Audio Technical Director at ElectronicArts.

Sometimes Rob Hubbard still performs live, for example in 2003 in Brighton at the event of the "Back in Time" series of events in front of around 500 retro fans. Hubbard received an Honorary Doctorate of Music from Abertay University, Dundee, Scotland in 2016.



16Disco-Beat, T=85

The musical score is arranged in five systems. The first system is the Melodie staff in treble clef, showing a melody with rests and eighth notes. The second system is the Strings staff in bass clef, featuring an arpeggio of chords B+C and A. The third system is the Guitar staff in bass clef, with a series of chords marked 'A'. The fourth system is the Bass staff in bass clef, showing a rhythmic pattern of eighth notes. The fifth system is the Drums staff in a drum clef, showing a pattern of bass drum (BD) and snare drum (SD) hits. To the right of the score, two vertical arrows labeled 'Main 1' and 'Main 2' indicate the duration of specific musical phrases.

Programming instruction

A "16th disco beat" is the order of the day here - at a speed of 85! Caution: at 16th notes that's already a "hellish" tempo! Instead of a continuous strings pad, which is otherwise always found in the Advanced voice, an arpeggio that slowly ascends in chord steps is provided here - pay attention to the break in the tie in the middle of the bar, because some bars have two different chords! The guitar is content with a subsequent eighth full chord and is supposed to support the eighth note snare. The bass drum takes over the two 16th bass hits per quarter note, which provides an additional drive effect. The Main2 fill voice is an idea to break up the flow routine.