

RETRO

This issue focuses on the C64, Amiga, and Atari ST platforms. It includes background information on the history of these three systems, as well as anecdotes about their successes, failures, and the best software. It also offers practical tips on repairs, emulation, and recovering data from storage media. In short, everything you need to know to relive the experience of yesteryear.

The sections are titled:

Commodore 64: The Cult-Status Breadbox

Atari ST: Workhorse and Gaming Machine

Amiga: The Dawn of the Multimedia Era

This issue is rounded out by the section “The Perfect Retro Experience,” featuring practical tips and product recommendations to perfect your retro experience.

This means that old gaming classics can be played on a 4K TV just like they used to be on a CRT, and old controllers work on a new PC. The magazine is aimed at nostalgics, collectors, and anyone who associates the names Commodore, Atari, and Amiga with something special. The articles are drawn in part from c't's retro issues, in part from recent c't issues from past years, and in part from the retro archives of heise+.



TERMINE

On sale

April 24, 2026

Space close

April 02, 2026

Materials

April 08, 2026

Size	Type area	Bleed* (w x h)	4c
2/1 page	390 x 201	420 x 240	€ 9,950
1/1 page	185 x 201	210 x 240	€ 4,990
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1/3 page Landscape	185 x 64	210 x 81	€ 1,716
1/4 page Landscape	185 x 48	210 x 65	€ 1,352
Cover page 2 and 4			€ 6,250
Cover page 3			€ 5,460

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