

REV'n'GE!

Retro Emulator Vision and Game

#90

0,00 Euro

15 September 2018

Retro Emulator Vision and Game

Volume 4 Issue 9

Strip Poker II+

No digitized girls in Anco version

Conquest of the Longbow

The Legend of Robin Hood on Amiga

OTHERS REVIEWS: Crime Wave * Liverpool: The Computer Game * Cheavy Chase * Arkos * The Last Ninja * Rocky Menphys: The Secret of Atlantis * Time Pilot * Bronx * Galaga * Altered Beats: Remastered * Arkanoid * Space-Pilot * Alienbusters * Bouncing Bluster * California Driver * MicroProse F1GP * Fun School Special: Spelling Fair * Geo Quiz * Grolier Electronic Encyclopedia * Another World

CONSOLES REVIEWS: Planet Smaschers * 2010: The Graphic Action Game * Y2 Wai Wai Monster Land * Gunship 2000



EDITORIAL ISSUE 90

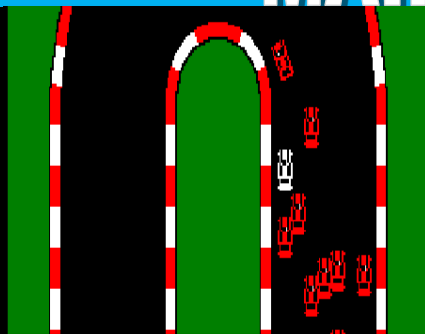
From the August issue you have already read some reviews that I decided to resume from old ones and rearrange them in the correct content, I changed the original layout, I replaced the old links to non-existent video with new ones. This idea of using old reviews is good for the Fanzine to lengthen it by making you read again the old reviews now reviewed and corrected.

Some news concerns passive pages, ie those without reviews that need to increase the number of pages, but also to give a break from reading to rest a moment and make it last a little longer. There are more previews that are now eight and certainly give you a better idea of the reviews that you will read and that maybe give you the right expectation for the next issue.

The educational section again with this really beautiful Fun School series that has been released for many platforms and i continue to amaze at how it was conceived and how it is so useful for children to put into practice what they study at school. It is often thought that even these programs are better on modern systems, but also a Commodore 64, a ZX Spectrum, a MSX or an Apple IIGS are able to provide good programs suitable for this purpose.

Enjoy the reading





LAP 1 SPEED-UP POSITION 03

Bunger Racer - Amstrad CPC

A racing game that looks a lot like Super Sprint with a decidedly high level of challenge given the number of opponents to overcome.



Candoo Ninja - MSX

The games with the Ninja are always very beautiful and if then they are playable and fun even better. This seems to me very good even if I believe it is really difficult. Look at how many enemies this ninja has around.



Dark Castle - Atari ST

This is a classic platform game with a very beautiful story behind it. The graphics perhaps make it look more beautiful than what it actually is.



Death Trap - Atari ST

A game that looks like nice and very playable and fun platform game. The graphics also seem very accurate and detailed.



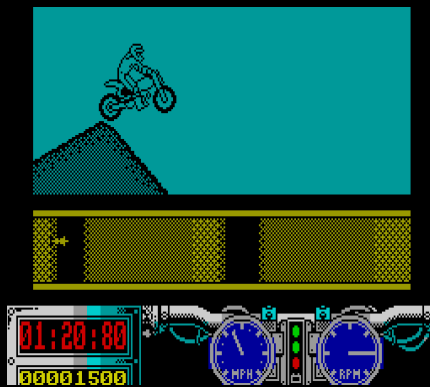
Football Manager - SamCoupe

A managerial game of football that you have probably already read in these pages, but this is a version for this Computer that was very promising even by the graphics so superior to many others 8-Bit platforms.



Lords of the Rising Sun - Amiga

A quality title and a strategic historical for Amiga that brings you back to the ancient Japanese Empire where you must defeat the enemies including your brother.



Super Scramble Simulator - ZX Spectrum

A great arcade game of motorcycle driving that should have a very good playability also for the fact that despite being in 2D it is at the same time in 3D.



Super Kick Off - Sega Master System

Kick Off become "Super" for the Sega Master System Console. Will it be fun and playable too?

JUDGMENT OF REV'n'GE!

The judgment I give at the end of the review comes generally from a global on graphics, sound, gameplay, longevity and difficulty, but can also be given by the balance between graphics and gameplay.

It can happen that a game has stunning graphics without playability take a low rating, while graphically ugly games have gameplay to the stars and have very high ratings.

Some platforms that have historically high level of graphics..

Alienbusters	Atari 8-Bit	23
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Rocky Memphys	Commodore 64	16
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Time Pilot	MSX	18

The medals are a little subjective and not all titles deserve them. There are several things that determine whether or not to apply them.





Silver

Atari ST, 512k (1992, U.S. Gold)

C rime Wave is a side scrolling shooter, but it is characterized by digitized scenes and graphics in which it looks like an interactive comic strip or a graphic adventure.

It's a style of presentation to combat scenes already seen in other titles such as, "*The Amazing Spider-Man and Captain America in Dr. Doom's Revenge!*"



In the game you play a police officer, single, who must cross the city in all its parts with the aim of eliminating a powerful criminal organization and save the beautiful and maiden daughter of the President.

As mentioned earlier, it is a "NARC" style action game, but has several digitized scenes that make it less repetitive in combat, giving you a little bit of breath that needs to narrate events.

Among the curiosities of the game it should be noted that his music is that of Pink Floyd and in particular a fragment taken from *One Slip*.

The resemblance to Narc is so impressive that it is considered a plagiarism of the aforementioned title due to the artistic effects that are literally the same.

The PC version is impressive to have a 136-color EGA graphics and sound effects digitized via PC-Speaker thanks to Real Sound.

The game is in English, but supports four keyboard locations which is a bit unusual, but useful as you can imagine.

Before starting to play you have a nice set of options for audio, video mode, use 1 or 2 floppy disk, length of play, difficulty and choice to skip the introduction. Definitely atypical options, but that give the



desire to try them all and see what changes from one another.

As mentioned graphics and animations of digitized cut-scenes give that extra value to this title that from the point of view of gameplay you have already seen and revised up to the nausea in Narc.

The playing area is very small because you have a very invasive control panel; the action is seen as on a monitor of the Police station and the other agents who control you and guide you towards the objectives.

You have two types of weapons: a shotgun and a missile launcher that is managed intelligently by the joystick: if you hold down or click quick-

ly use the shotgun, while if you click twice on the button use the missile launcher.

Explosions of very beautiful with digitized graphics and enemies that are literally explodes in many pieces.

The playing area is isometric and this allows you to move on the various levels even if sometimes it happens that despite being in line your shots do not hit the target, but this is a limit of many games of this type. If you are not in perfect line, do not hit anyone. Fortunately and for once the same thing is worth for your enemies.

Atari ST= 8

Good this version for a well done, very accurate and colorful graphics. Good digitalised effects that almost look like photographs.

The gameplay is also good thanks to the weapons you have to be able to destroy your enemies with movie explosions.

The scrolling speed is good, but slows down dramatically when you use the missile launcher because there is a lot of extra graphics and fragments of bodies flying in the air in all directions.

The various options to customize the game on duration and difficulty should ensure good longevity and will especially appeal at splatter gamers.

Strip

Poker II



Atari ST, 1 MB (1988, Anco)



Strip Poker II+ follows the success of the first game and does not change the mechanics of the game that is to win a game of Poker with two beautiful girls, Donna and Sam, trying to undress completely naked winning several games betting money. It's a simple title in the gameplay given your opponent will be forced to take off a part of his dress every time his credit will be almost over. It is the penalty of Strip Poker. Do not

starts to raise money there are two possibilities: she has fantastic cards or she has nothing in hand. I must say that I bet endlessly with a trio of "10" until you i to the point to undress completely my opponent with just one game. We both kept raising the amount of money until it became unmanageable. The computer, Donna, at that moment lost because she only had a trio of "8". A risk that you must take from time to time.

her completely. A Atari ST version very good with regard to the graphics of girls that is not, however, digitized by real people, but designed on the computer. This "II+" version by Anco is different from the "II" version by Artworx that uses real, digitized girls. Does not change the substance, does not change the desire to undress and as always there are no vulgarity in the nude that remains very soft.



MY DEAL

YOU :95	5	7	9	K	A	Call	Drop
POT :8	♠	♦	♥	♠	♦		
DONNA:95							

just undress it by losing a game, but after having dried up her credit to a point that she can not do anything that undress. Obviously, if she win much money, she dresses again with the last garment she had before. If she had lost her shirt and her skirt, she recover last one and so on.

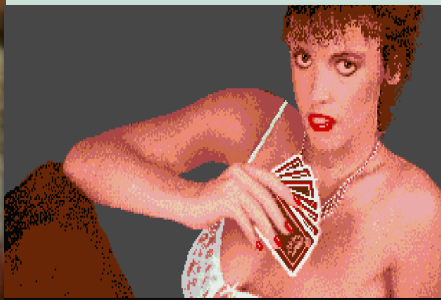
Being a game of strategy also you have to risk betting money and even bluffing. If your opponent

There are Strip Poker games that have a usually low or calibrated difficulty because initially there are always good cards and a bit of stupidity of the opponent. In Strip Poker 2+ it is much more difficult because there could be several hands where you have nothing and your opponent's credit grows so much that you then have no chance of undressing



CLICK TO CONTINUE

YOU :320	5	9	K	K	A	5	10	15	20	25
POT :8	♣	♦	♦	♣	♠					
DONNA:80										



HERE GOES MY SKIRT

YOU :65	9	10	10	10	K	5	10	15	20	25
POT :445	♦	♥	♦	♠	♠					
DONNA:90										



Atari ST= 8,5

A good Strip Poker that keeps the charm for some time, at least until you can completely undress the two girls available. Good graphics, even if not digitized, and in any case it is still a game of poker that requires skill and luck in managing the cards.

LIVERPOOL

THE COMPUTER GAME
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PRESS FIRE
TO START

Amiga, 1MB (1992, Grandslam)

Liverpool - The Computer Game is, as the name implies, an arcade football game from Grandslam that leads you to the "Liverpool" team, which has been one of the most victorious in the Championship for 30 years and also of the International Cups.

With this game that has a full license of the name and players you can make a full season, make friendly matches, play against your friend and participate in the FA Cup.

Every player of your team has a profile even if then during the game they are all the same (certainly the facial customizations were not widely used in these periods because it required a graphic quality of management not indifferent).

The gameplay is typical of this kind of games and as a default the ball is attached to the feet when you run and this certainly ease even the pas-

sages to your companions making the game action very fast and frenetic.

For those who want something less arcade you can change the touch of the ball and make it similar to Kick Off.

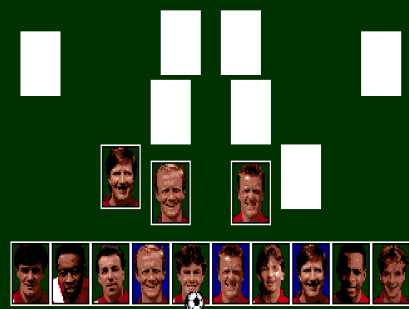
Needless to say, I do not like this



system because being an arcade game where the fun is its basis, the management of the ball must be as simple as possible to avoid unnecessary frustrations.

Football is difficult in reality and therefore in digital version it must be easier. Having a football simulation is not very exciting, but this is my personal opinion.

The game action is seen in a vertically scrolling field with a 3D isometric view that gives a good view of the field that is so huge that



you often do not see your team mates around you.

You take control of the player closest to the ball even if this view does not always allow you to realize the ability to intercept the opponent.

Even with ferocious tackles you can not always catch the ball and the computer often shows excellent control that often seems untouchable.

The graphics are very good because you can see the differences in the shirts that can be one color, with horizontal or vertical lines or even those with other strange shapes as in reality.

Also the graphics of the playing field is excellent, well done, very well sophisticated (in this view it looks like textured) and even the ball is really realistic in design and animation.

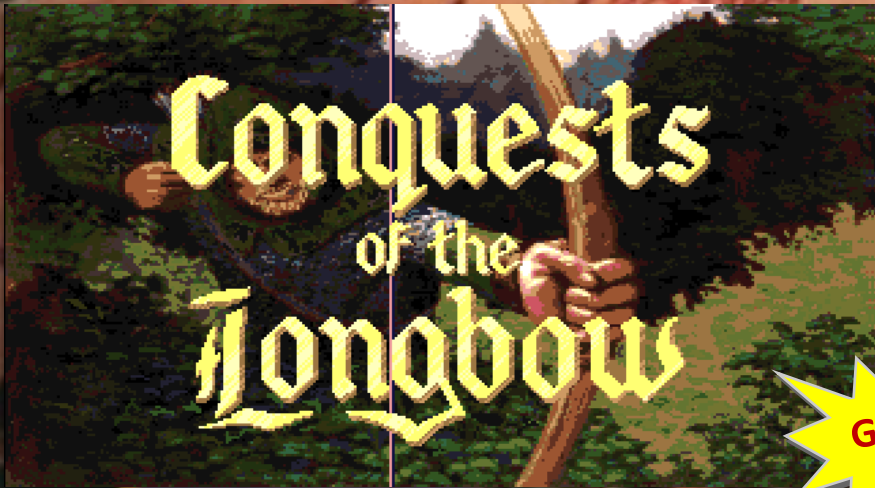
A small defect is in the management of the goalkeeper that seems a bit idiot and because computer can make gol even with central shots.

Amiga= 8

A good soccer arcade game with lots of customizations in the options that you will be able to play with your team different competitions.

Surely the graphics are of high quality because the players are well animated and the uniforms are different in shape and colors and on the playing field you well recognize them. The speed is good even if slightly accelerated in the movement of the players and makes it difficult to intercept the opponent's ball.

A good title that well exploits the features of the Amiga, especially the graphics.



Amiga, 1MB (1991, Sierra)



Conquest of the Longbow is a point-and-click graphic adventure by Sierra On-line that tells you the story of Robin Hood, perhaps a fairytale, that takes place in real historical events in which the King of England, Richard "Lionheart" returns to his reign after the Holy War and is captured by Duke Leopold of Austria who asks for a ransom to the King's brother, John. The latter is happy with what happened because he can take control of England and become an evil tyrant. From here comes the legend of Robin Hood, whose family is linked to that of the King and tries to save it, but the events lead to the birth of a rebel who steals from the riches to give to the poors with the aim of defeating Prince John and lead the Kingdom awai-



ting the return of the King or at least try to save him from Duke Leopold.

As a graphic adventure it is not linear because there are four different final sequences that depend on the choices you make during the adventure and this makes it very interesting to discover

and also try it several times to see all these endings.



Conquest of the Longbow is as complex as an adventure because there are the passing of the days that depend on the various missions and the choices you make.

Not only classic graphic adventure, but there are also mini-games that are related to history or that are famous because they are reproduced in various movies and cartoons such as fights and archery.

As mentioned in the preview of the last issue, it is a very accurate adventure in graphics and detail and this requires a certain processor power to make it run in the best way (for the PC version it is also available in 16 colors).

The Amiga version is the most critical because this game uses a much higher quality than what you saw in "*Monkey Island II*" or "*Indiana Jones 4*". Sierra has done a great job in the Amiga version which, however, runs on a 7 MHz processor and it is really very slow.

Conquests of the Longbow

I tried the Amiga version after installing it on Harddisk to speed up loading and to avoid an unnerving disk change as there are 8 disks. You can play the same, but I do not recommend it.

The first thing you notice with great pleasure is an immediate start without the need to change the disk every time the graphics appear. Do not be fooled because the speed of an Amiga 500 makes the loading from Harddisk very slow and the movement of the characters on the screen that seem to move as if they had the glue under their feet.

Obviously the game supports hardware acceleration and so if you have a faster processor you can enjoy a wonderful graphic adventure of really excellent quality.

Even the music is really well done (definitely of superior quality to the DOS version) and perfectly in theme to a medieval England with instruments that seem to bring back to life those ancient instruments. There are many melodies that change from the various locations.

From a technical point of view you have already understood that, apart from the speed of execution, it is amazing.

With the long introduction, told by a minstrel under a tree, you have a summary of the situation, from the kidnapping of Richard to his brother John, usurper of the throne of En-

gland.

Thanks to HardDisk you enjoy this introduction the first time, but then avoid it at all costs because it is slow (you can also skip it during viewing).

The game begins with your character in his camp in Sherwood Forest along with his companions waiting to start a mission of raids against John's henchmen and help the poorest.

Your well recognizes well Robin Hood

because he always has his trusty bow, quiver on his shoulders and blond hair (*the most beautiful of all - he is the protagonist*). Even if you have adventure companions it is a solitary story that you have to solve yourself, however, in some situation you have their support (*better alone than badly accompanied in all, all honors will be yours*).

One thing that perhaps leaves a bit in confusion is the choice of directions to be taken since the interface is typical of Sierra when its adventures have become point and click and then the mouse pointer does not show you



if you have taken the right way or you are stuck in no exit way. You understand that you have only found one way when you reach the limit of the screen and the "hand" of loading the new location appears.

Being a bit slow in general it becomes dispersive to move around the screen to find a valid direction and if you find a point with no way out, on an Amiga 500 it becomes even more unnerving.

The graphics are so accurate in the landscapes of the forest that it seems almost photographic, but instead of helping you it confuses you even more and leads you to get lost in areas almost all the same without more knowing what is your destination, your current location and where to go.

Amiga= 9

Conquest of the Longbow for Amiga OCS is impressive because it has a graphics quality much higher than the average adventures of the period and perhaps even higher than Indy 4 released a few years later.

The graphics are charged in a really exhausting slowness and it becomes even more so in the more complex landscapes that, among other things, no longer show the exits from the various areas, forcing you to look for a road at a time.

Installing it on HardDisk deludes you a bit because it does not add anything more than the floppy version. Obviously you avoid the change of disk, but otherwise there are no differences.

Generally the various locations are static at 80% with small animations just to be slight realistic.

It is a bit dispersive because it will happen very often that you get lost in the forest and there are no clear points of reference to find the right path.



Chevy Chase is a racing game aboard an old-time car (Chevy is the abbreviation of Chevrolet) with the aim of completing all four levels, with each different sections, within a certain time limit.

The view is in 3D in the third person with the camera behind your car as in *Outrun* and you must then run along these tracks overcoming all the cars of the computer to finish the various sections in the time limit.

In this game there are no accidents of any kind, but if you clash against other cars or against objects along the road you lose valuable time that may not be enough to qualify.

Not only it remembers *Outrun*, but also the mechanics of the game very similar, with a path that must be completed within a limited time and different levels formed by various sec-

Commodore 64 (1991, Hitech)

You can play with the joystick or re-configure the keys if you do not have it (*but who does not have a joystick on Commodore 64?*).

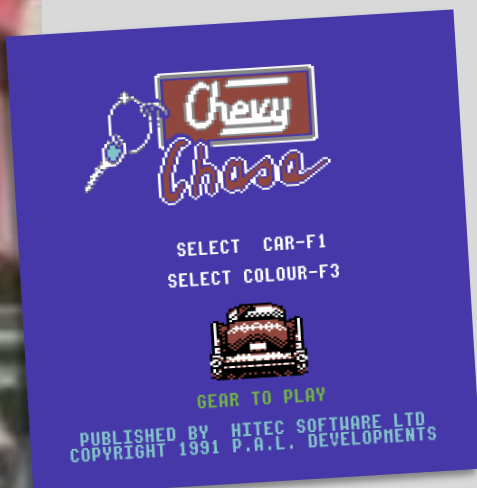
You can choose two types of Chevrolet and also change the color. You have two selectable gears with the joystick button and then your skill along a road that is very narrow, definitely similar to the one seen in "1000 Miles" and also for this you only meet one computer car at a time that, however, is not easy to overcome.

I must say that the gameplay is certainly very good thanks to a fluidity of scrolling typical of the Commodore 64 and also a more than decent graphics even if it seems a bit offside on the road. It does, however, its duty and along the roadside there are many objects that give greater completeness to the paths. Much more than other games much more famous than this.

As for the graphics of the sky, this changes between one section and another to give a little variety.

Commodore 64= 8

The gameplay is definitely his best weapon even if graphically it is not bad even if as said the car on the road seems a bit too fake. Nice car control panel that reproduces that of a Chevrolet of the past. The steering wheel is only scenic, but the speedometer works. It is a valid alternative to other similar titles even if not so great like *Outrun*.

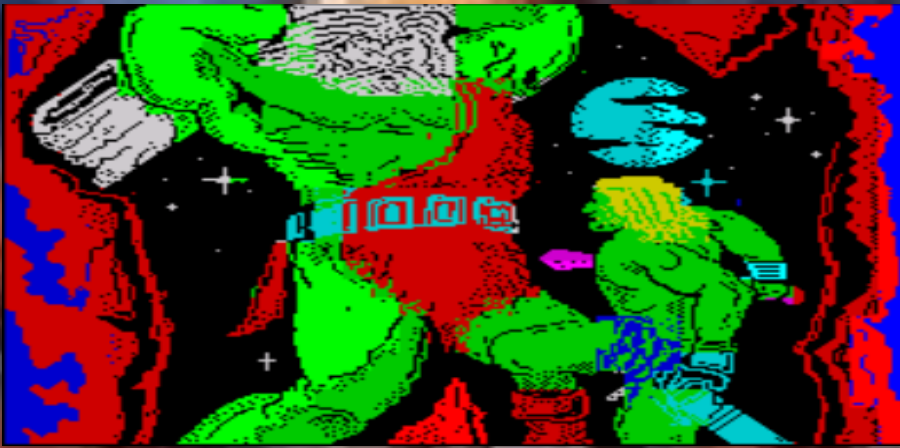


tions.

The name of the game is based on the car you drive, but also intentionally tries to make you remember the comedy "*Chevy Chase*"

After loading, you can listen to some beautiful music and if you do not do anything you can see short demos of the race that are very simplified and do not take into account collisions.





ZX Spectrum (1988, Zigurat)

Several centuries ago, before the Atlanteans became a legend, there was a small and prosperous city, KARTES, which lived in harmony, with very fertile territories, in peace and without war thanks to the sacred Ax of GRIX. This is stolen later by the villain TAROX bringing back this city in the darkest period, until a child is born who seems to have super powers that will help him one day to defeat this brigand and recover the sacred object.

Arkos is a pure side-scrolling action game made up of 3 phases in which you can freely play the first two in any order, but the third that represents the final battle,



you must necessarily have a key that is formed by two pieces that you find in the two other phases. It is a format of the game that was very fashionable in its period especially in the Spanish only titles in which there were several stages, some playable freely and to access the last one had to overcome the others.

Despite having its typical transparent and monochromatic graphic quality for everything that moves on the screen is well made as a detail with different enemies of various sizes that consequently have a different resistance to blows. Those normai kill them with one shot, while the bigger



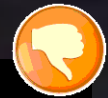
ones with two. The gameplay is very poor because it is very difficult as TAROX minions come from all directions and you are in the midst of the most total confusion.

It is not difficult to manage your hero (which by the way you can also, as tradition, change the keys according to your tastes), but it is problematic how to handle all those shots that come from every direction.

Very well made technically with a fluidity of scrolling and very well done even the seabed. There is the initial music during the options screen and sound effects during the action.

What to say?

You have 8 lives but these ones will not be enough because you have enemies in front, behind and even from the roofs at every step.



ZX Spectrum= 5

Reading the story you imagine a title certainly more fascinating and adventurous than when you then see it in action.

You are a solitary hero in the midst of a multitude of soldiers who attack you from every direction without stopping and with their projectiles coming from everywhere.

You have so many lives, but the difficulty is too high. Ok, it's a title where you just have to wipe out the enemies, but if it's so frustrating, the curiosity remains only for the duration of the lives.

After several attempts I came to the conclusion that the judge given is right. Frustration at galactic levels.

Readers Reviews

It's a new section of the fanzine dedicated to the reviews of readers who want to write their own reviews on the game, on the program they prefer to give their point of view and it does not matter if it has already been treated by me in the past.

Anyone can write one by contacting me directly on Amiga-Page.it, on Amigaworld.net or EAB. You find me under the name of "Seiya".

A thanks to:

DanyPPC by Amigapage forum

- ◆ Galencia
- ◆ Who Dares Wins
- ◆ LuftrauserZ
- ◆ Sam's Journey
- ◆ Ghosts 'n' Goblins
- ◆ Terrapins
- ◆ Worthy
- ◆ Sydney Hunter
- ◆ Rocky Memphis: The Legend of Atlantis

Albe75 by Amigapage forum

- ◆ Bionic Commando
- ◆ OutRun
- ◆ The Last Ninja

THE LAST NINJA



Commodore 64 (1987, System 3)

Gold

Ninja™

In 1987, the software house System 3, created a video game initially designed and built solely for the Commodore 64 that will go down in history as one of the best ever made. I'm tal-



king about 'The Last Ninja'. This game was conceived by Mark Cale, who was also the founder of System 3. It was immediately considered one of the best videogames of the '80s with his isometric graphics, particular for the era, which gave to the player a new gaming perspective.

The gameplay unfolds through 6 levels: the Wastelands, the Wilderness, the Palace Gardens, the Dungeons, the Palace, the Inner Sanctum, all of them steeped in mysteries and enigmas to be unveiled.

At the beginning of the first level we are already immersed in the adventure, ready to face the many enemies that we find ourselves, but first we must make a premise. The story begins on the island of Lin Fen where the 'Koga scroll', the sacred

scroll, is preserved and where the supreme order of the ninjas is located. What will be the last of the ninjas, the protagonist of the game, has been given the privilege to remain on guard at the shrine of Bunkikan, considered a high honor assignment. But while the ninja is guarding everything alone, the shogun Kunitoki at the head of the Ashigaka clan, attacks the island of Lin Fen to slaughtering all the ninjas. The only survivor of the massacre is precisely the protagonist who, to safeguard the descent of the order will be forced to fight with the members of the Ashigaka clan to recover the sacred parchment. This is where our adventure begins.

As previously mentioned, the game view is isometric which, for a user accustomed to platform games, may be a bit uncomfortable at first. They are catapulted into the game without possessing absolutely any weapon, these must be found during the wandering through the different screens. At the first level you can already get the sword, the nunchaku and the shurikens, which are limited. In fact the latter can be repurchased several times in the different game levels. In the same way, extra lives can be purchased, provided that you collect where highlighted, the apples hanging from the branches of the trees. At every level the difficulty grows too, the guards will be more



and more ruthless and stealthy in striking the blows, only the skill and the ability of the player will have the best. To outline all this there is a well-kept graphics, down to the smallest details, and different puzzles. We must pay attention to all the objects that are highlighted, collect them and leave no one behind. In fact, even a simple forgetfulness,

such as not collecting the glove in the second level, will prevent the rose in the next level, the consequence of which will not open a secret door of the building (final level) leading to the final battle with the Shogun.

As can be deduced, the game has a mysterious and captivating, which captures the player from the first approach. To end the game, the first time, it can also take a few weeks. But once experts can be do-



ne and redo all the way in two hours. A note must also be made to the soundtrack, created by Ben Danglish in collaboration with Anthony Lees. As always happens with high-level games, the SID music processor is squeezed to its maximum capacity. The result is a fine soundtrack consisting of six tracks, one for each level, and five tracks for the game load waiting screens.

I had the chance to try the Amiga version of *'The Last Ninja'*, and I must say that graphics and gameplay are much better while the music on Commodore 64 is to be preferred in my opinion.

I have tested for you the C64 version, which I love most, which I have in original version on floppy disk and played physically on the Commodore platform.

Nothing to note about, the game is just as you imagine it, and as is well described by the reviews. However there is some difficulty with the maneuverability of the protagonist, especially in some points of the path where to continue you are forced to cross

the fords jumping on the stones. In this case, if the jump is not well calculated, there is the risk of making a bad end, and the lives end in the blink of an eye. For the rest, the gaming experience is pleasant and with time you acquire good manual skills and precision, almost surgical, with the joystick.

Review written by Albe75
Review translated by Albe 75



Commodore 64- 9

This judge is well deserved. So if you decide to throw yourself headlong into an adventure set in medieval Japan, 'The Last Ninja' is the one for you.

The only suggestion I can give is to put a clock next to the monitor, because playing could be so taken with the intention of completing the mission to lose track of time, and maybe forget much more important things.





Commodore 64 (2017/2108,
PsyTronic)

Price: 4,99 Eur

Silver

The videogame market of the C64 scene is always in full swing. From Icon64 comes another beautiful action/adventure with puzzle elements inspired by the deeds of the fearless



Indiana Jones. I remember a few such good titles, but **Rocky Memphis** promises to bring back the adventurer in us on the screens of the little Commodore.

The story tells of the great civilization of Atlantis remained buried for years after the empire had been ravaged by constant wars for power and the Great Goddess of the Earth intervened by plunging it into the sand. During the excavations in Mexico a brave researcher finds a sign/indication of the existence of the *Golden Crown* of an unknown King of Atlantis. He decides to undertake the search for the ruins of the temple of Atlantis and 6 months later arrives in North Africa in what appears to be the entrance of his new adventure for glory. The aim of the game is to search for the golden crown.

We have many rooms to explore, all more or less with hidden traps and objects to be recovered crucial for the rest of our adventure. Some traps will be deactivated with the use of a metal pipe, or by using the appropriate levers. During the journey we will find a whip that can be strengthened to remove the big spider that we will meet

later before being able to access the rooms where there is the statue of the great unknown King with the desired golden crown.

Many puzzles are present, consisting of commands that are activated through certain sequences, focal stones, skulls, masks of statues, shields, potions and much more. To be honest, completing the game is not difficult, it took me a dozen games, but in reality you will discover with the final sequence that the game has various ways of being completed. Surely mine was the shortest thanks to the finding of only the Golden Crown, but the game also includes the search and the discovery of some knowledge manuscripts that require further ridd-



les to be solved in order to be brought to light. This obviously increases its longevity. The chances of survival at our disposal are only 4 but more than enough to enjoy the game at best, especially because you learn from your mistakes and it is easy to memorize better technique and tactics of approach to the game.

As for the merely technical side, nothing to complain; all the graphics, including sprites, are designed in high resolution 320 x 200. A choice increasingly used in this period on C64. The audio has a lot of similarity to Sydney Hunter; music

present only in the titles and during the tape loader, while a little background motivation combined with themed sound effects accompany our adventure without ever tiring. The animations of the protagonist are well done; Rocky moves smoothly on very detailed backdrops full of details. The game is currently available in digital download but there are several editions including a tape version for the real nostalgic loading with colored lines and music in the background!

Review written by DanyPPC
Review translated by Seiya

Commodore 64= 8,5

Rocky Memphis is a game aimed at everyone, does not disappoint from the action side, does not present puzzles of particular difficulty. It is very intuitive and pleasant to play.

The possibility of being completed in various ways extends its longevity. The technical sector has been largely taken care of thanks to the very detailed high resolution graphics. The themed and atmospheric sound gently accompanies our adventurous feats.

Compatible with PAL/NTSC systems and SD2IEC will soon be available in various editions to the delight of many collectors. A purchase that deserves your attention and that will not disappoint the expectations of all the Indiana Jones fans.

END

TIMEPILOT

© Konami 1983

MSX (1983, Konami)

Gold

level.

The MSX version is very well done with a very good attention to detail because the playing area, your spaceship and everything you see is very close to the Coin-Op as well as the playability that once you start you will not stop until you finish it.

It is not difficult because it is well calibrated giving you the opportunity to hone your skills as a pilot because in advanced levels you will need it so much.

The music is also very good with some musical jingle of the beginning and end of the level, while during the action there are only sound effects of the shots and explosions.

Time Pilot is a multi-directional Shoot'Em Up for MSX converted by a Coin-Op that has had a worldwide success due to its extreme simplicity as a playability, but at the same time it was so intriguing for the fact that you travel through time facing the same enemies in different time periods.

You are the pilot of a special spaceship that can travel in time, but only

ses in between and it becomes more difficult to succeed destroy it when it is so well hidden from your view. The same rule applies to you because clouds can be a sort of temporary shield also for you.

The difficulty of this title is given by the current year because the first are easier since the enemies are destroyed with one blow, while from the later levels these ones are more resistant and require more blows.

In the control panel on the left you see the current year and a certain number of airplanes representing the ones you must destroy to make the jump in time and reach a new



after having cleaned up a certain "year" which is the level in progress. Begin your mission in 1910 by facing simple biplanes, but level by level the enemies become more and more fierce because you will face Jet, Helicopters and even dangerous Flying Saucers.

The view is from above and is multi-directional because you can fly anywhere in the sky full of enemies and clouds that are not there to make a good impression as some may temporarily hide an enemy that pas-



MSX= 9

A very nice game in the original Coin-Op converted very well on MSX with the same beautiful playability and well-calibrated difficulty.

This game is also good in the aesthetic part where everything has been well reproduced even if for hardware limits the enemy planes have been decidedly simplified with a very monochromatic color, but that they do not lose anything in detail.

An excellent conversion that you must have in your library also because the original license of the game exists only for MSX.



Amstrad CPC (1989, MCM)

Bronx is a Beat'Em Up that is very reminiscent of "After the War" for the settings and the type of combat between various brutal characters in the way of being.

The thing that definitely catches the eye is the size of the characters that are huge compared to the area of play that make it almost seem smaller than it really is.

It is a game made up of 6 phases in which in each of them you must complete the mission that is indicated after pressing the joystick button.

The graphics are really nice because



with such big characters the risk was to have very large raw sprite and instead they are very good and full of details that you can notice at any time both as regards facial grimaces after a punch or a special attack with the various weapons you can have or find.

Difficult as playability from the first level because it is not a scrolling Beat'Em Up, but it looks like a fighting game where you have three



lives to defeat your opponent. The playing area becomes a small arena where you have to emerge victorious. Although it is quite playable it is difficult to defeat the opponent because if the latter puts you on the corner you have no more hope of winning and sometimes your shots do not always score because you see your fist hit opponent body, but without any effect.

You also have a very powerful weapon that a circular saw, but it seems almost useless because the Computer if you want to hit it does it without making too many problems. Another thing about the graphics is

that initially you have an armor that ends up in pieces when too much damage and if you lose it immediately you will remain unprotected for the duration of your 3 lives.

The graphics of the seabed and incredibly beautiful with excellent reproduction of the houses on the outside and inside. The colors are many, very lively and the overall quality is of a high standard.

Also the speed of the graphics is good because the movements are quite fluid (not having the scrolling of the screen is definitely a big advantage).

Amstrad CPC= 6

Despite its large graphics, it has an impressive attention to detail, well taken care of and not absolutely raw like other titles of this type. Music present during the action of good quality and not boring.

It's the gameplay that does not convince because the playing area is small and until you succeed and keep the opponent at a distance to hit him it's okay, but when he puts you on the corner it's over.

Sometimes the combat management leaves you a bit perplexed because the computer hits you regularly and you do not always even if your fists reach the opponent.

Six levels of this type with the first almost unsurpassable soon becomes frustrating.



GALAGA

Galaga is a vertical scrolling shooter converted from the Arcade version on many platforms and could not miss one for MSX.

You control a spaceship that moves at the bottom of the screen only to the left and right trying to destroy the various aliens and you must avoid to be hit.

The levels are endless and the goal is not to get to the finish line, but try to overcome as much as possible and

make a record for the score and for this reason every three levels there is a bonus one that serves for this purpose.

One feature that really appealed to this title is that some enemies spaceships have a tractor beam that capture you temporarily losing a life. If you succeed in freeing it with the next one, you will find two spaceships in the playing area, thus having a double firepower.

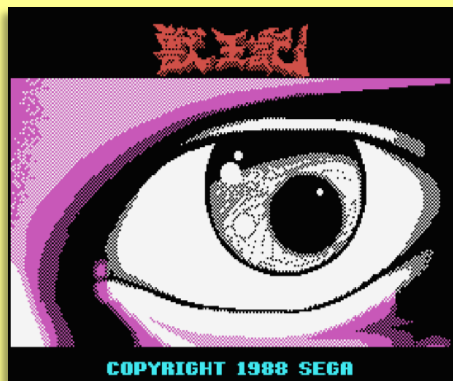
Very often we tried to be captured for having two spaceships to finish the level much faster and thus having more chances to overcome others more easily.

Be careful, however, that there is friendly fire in the sense that if you hit your spaceship, you lose it and with it a life.



MSX= 9

An excellent MSX conversion for a well-designed, well-defined, great graphics and the same original playability. Even the musical jingles seem to come out of the original cabinet. It's a version that only lacks the token slot.



Altered Beast Remastered

Altered Beast for MSX1 is available only in the **Remastered** version by *Amusement Factory* that makes this game available on a Computer that has had many fans and also a lot of bad luck in some countries of the world where it never managed to impose itself, especially in Europe where there was the competition of Commodore 64, ZX Spectrum and Amstrad CPC.

Surely the first thing you notice is the first introduction to the options screen that is literally the same as the Arcade version (it's a shame that it's all silent).

It's a remastered edition by the Spectrum version because it has the same graphics and control system so much that you must to have a Kempstone joystick or use the keyboard.

The speed of the graphics is jerky during the scrolling of the screen, while you move smoothly to the playing area without any problem and this guarantees you a more than fair playability.

Even the audio is really great and certainly helps keep the interest alive.



MSX= 8

The remastering is good for his duty because it brings the game on MSX1 with a remarkable musical quality, fast graphics during the fights and the fun is assured even if there are problems in some moments when the fights are very hectic with the jerking scrolling.



ARKANOID

Arkanoid is a Breakout clone with a short plot in which you are on board the spaceship Vaus that must strike with an energy beam of the strange walls that prevent you from reaching the freedom.

The original racket now looks like a small spaceship so that with some bonuses you can shoot laser beams and have other functions. The ball is in fact able to destroy bricks as a powerful energy blow and then there

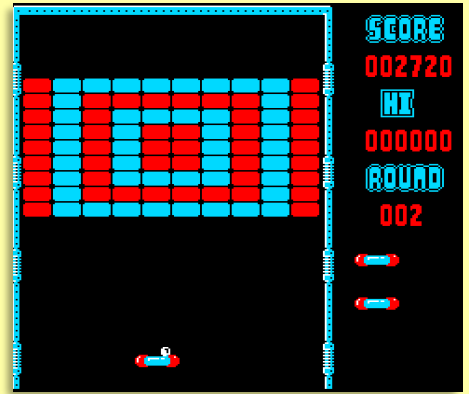
are these walls that hide bonus upgrades and are protected by guardians.

The Vector 06C version is very well made and playable with the joystick even if not easy, but if you take your hand you will get glued at the monitor.

It's a graphic that is very reminiscent CGA of a PC for its colors that are only two: blue and red.

The blue bricks require a single hit and the red ones two hit to be destroyed.

There are no upgrade bonuses, so you have to be able to make it just by destroying these walls like in Breakout.



Vector 06C= 8

An Arkanoid very well done with good graphics in its simplicity that still has a respectable detail. It is very simple in the playability that involves the destruction of walls only with the racket without any reinforcement or enemies (or at least not in the first levels).



Space-Pilot

Time Pilot has been released for Computer only on MSX, while on the Commodore machines a variation of Kingsoft is released that takes the original title but changing the original "years" and significantly impoverishing the graphics even if it is no so bad in some conversions.

In place of the airplanes to be destroyed to go to the next level, there is now a time that only get down when

you hit a certain number of enemies and when it reaches zero you can jump to a new era.

The Commodore 64 version has badly designed enemies, there are many more than you can imagine, all chasing you together like a flock of angry bees and when there are too many sprites on the screen there is a slowdown in an indecent manner.

On the other hand, the sky has even two layers of parallax for the clouds that is useless if then everything else is badly done.

The Commodore Plus 4 version is not bad in the graphics even if it takes place in deep space with the enemies that are taken from Star Trek. Maybe it's even better than the C64 version if it were not for a really slow general speed.

The Amiga version is the worst of all because it is a mess of the original game with clouds that are jelly balls (?) And enemies that do not center anything with Time Pilot. Absolute zero playability!



Commodore= 6

The Kingsoft version is truly inconceivable. Only the one for the Commodore 64 remains faithful to Time Pilot in some ways, but is unplayable after a few minutes. Not bad the Plus 4 version even if it is very slow. The Amiga version is horrible !!

Commodore 64 (1990)

California Driver is a driving game for the Commodore 64 that has a truly incredible resemblance to Outrun where the car you drive is just that (actually it's even better because if you look closely you see that there is the original blonde girl from the Arcade version). When you start playing, the similarities are really impressive as the Ferrari you drive and even the start under the banner "Start" as it was in the original.

The game mechanics is very similar to the aforementioned title because your purpose is to drive



across the United States from one coast to the other.

You start from the city of Dallas to get to Los Angeles through Omaha, Denver, Salt Lake City and San Francisco. The goal of this title is not to finish first, but to reach the final goal within the time limit and to enter the classification.

Time is not so much because you have about 90 seconds to get to the checkpoint which is a city on the way.

It's a game, that while leaving some doubts on the origin of some graphics, is really well done with a playability that looks a lot like the title mentioned above thanks to a fluidity of the graphics, the scrolling of the road and the backdrops that change depending on the area where are you. The graphics of the landscapes are quite thin, but there are enough ob-



jects on the roadside and the terrain that represents the landscapes has a sort of mantle to give a little more realism.

It's a long race and the time is short



because you have to be careful not to lose it because of accidents and crashes against roadside objects that make you explode your car. The road is quite large when you're alone, but with another car it will seem decidedly tight.

The gameplay is good, there is a melody while driving that does its duty and, although Outrun is a bit better as a type of driving, **California Driver** can be a viable alternative in those looking for a worthy heir.



It's a title that you have to try because you could find it definitely intriguing enough to engage in a serene way to try to finish it on the first try.

PS:

The car has two gears, but has a manual change a little bit complicated to activate.



Commodore 64= 8,5

He's an excellent clone or an unofficial follow-up to Outrun because he regains his spirit in the kind of driving and playability even if he does not always manage to give that feeling that only Outrun can give you.

The graphics are good, fast as expected from a Commodore 64, music while driving and landscapes all in all well done even in their simplicity.

MAX



Gold

Atari 800XL, 64kb (1991,
Blackfire!)

have to hurry up to destroy the aliens on the planet where you are and do not go around admiring the landscape because they do not waste time and as soon as you intercept they destroy you. You have so many lives available because it is not easy since you are hit as soon as you are within the opponent's range.

Alienbusters is a BattleZone clone in terms of first-person view and 3D graphics for enemies buildings and vehicles.

It's very nice since its first loading because you see in the title screen a spaceship with the engines and is so realistic this propulsive jet that seems true and also the colors used make the ship's hull similar to a real one. And you still have to know what it is this game.

You control, what a coincidence, a tank with which to free the Solar System from all the enemies you find.



The visual is in first person with a 3D vector graphics, but you are inside this tank with all its instrumentations that also very realistic. To follow the various enemies you have a radar like any classic of this kind.

In fact, the gameplay is what you have already seen and reviewed in *BattleZone* and many other clones and I must say that I do not mind this thing because it makes it an excellent alternative title.

The graphics are fast, there are no

stoppages or slowdowns. Everything you see on the screen is vector as well as the explosions and fragments of the objects and vehicles you destroy remain for a few seconds on the ground making it much more complex than it is.

The thing to keep in mind is that you

Atari 8-Bit= 9

A great clone of BattleZone that does not regret it thanks to a good playability and fluidity of the graphics. Beautiful vector explosions with fragments that remain on the ground for a few seconds increasing the number of polygons present. Graphics, sound and difficulty are well calibrated even if you have to be very careful because the enemies are very soon to intercept you so do not go to make a trip. You are at war to save the Solar System!

Bouncing Bluster

..LAT - (C) 1988-89

BOUNCING BLUSTER - DESIGN - PROG.

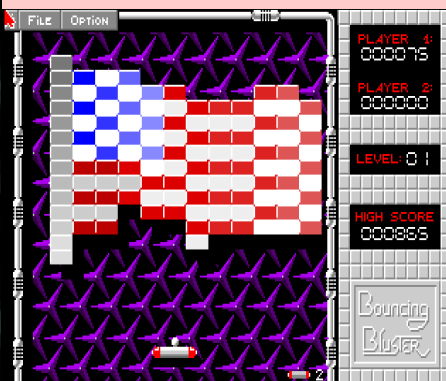
Apple IIGS (1989, Fantasia Entertainment)

Gold

Bouncing Bluster is a clone of Breakout (*how many will be out of clones? I continue to find many and many are much nicer than the original*) for the unfortunate model Apple IIGS that with this title shows once again its graphics and sound capabilities.

There is no plot or story behind this game, but only a series of walls to be destroyed to make the maximum score. If the levels are not enough, you can create new ones with an internal editor.

Like other games of this kind, from time to time, monsters appear that



try to create headaches because they can divert the trajectory of the ball or make you lose a life.

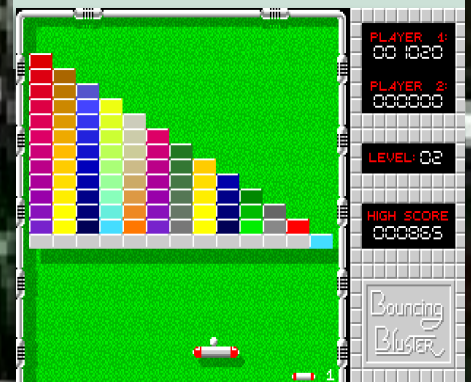
When you start playing you are in front of a really nice graphics with a racket that looks like that of Arkanoid with an arena full of well-designed bricks, colorful, beautiful shades of color and a very colorful and detailed backdrop with lots of bricks shadows.

The eye wants its part and surely the Apple IIGS can do it well. The gameplay is more than good and there are also bonuses hidden inside the bricks that are numbers and letters with different effects ranging from the most powerful as laser beams, the ball that crosses the walls to the ugliest ones as the inversion of commands mouse or the shrinking of your racket. It is very pleasant to play because there is a good sensitivity of the mouse (the ideal device for this type of games) and when you start you will not want to stop because the charm of Arkanoid hovers on this title in an impressive way.

You also have the possibility to create your own custom arenas and in the box there is a good manual of more

than 100 pages to help you make them.

I must say that with this title Arkanoid is not regretted because this game well imitates it and in addition it puts something of his own.



Apple IIGS= 9

On this Computer there is Arkanoid and his sequel, but this title well imitates it and is a great alternative to Taito game.

The most interesting thing about this game is the fact of having an internal editor to create new arenas to further increase its longevity.

Play for yourself because you will find it very fun and with a good ability to keep you glued to the monitor.

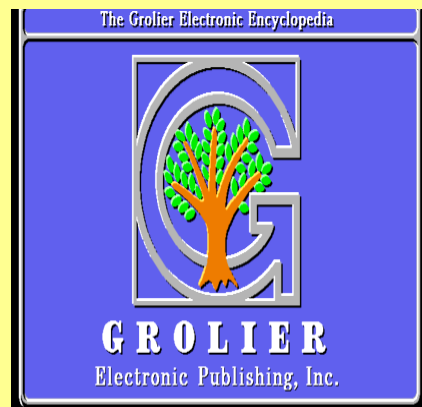
Retro Trailer

<http://www.amigapage.it/index.php?pl=intro>

Repechage

It's a new section dedicated to games from the past that I decided to repechage, to correct and adapt them to the new layout. They are games reviewed a long time ago and that most likely you have not read, you have forgotten or the fanzine was not as popular as it is today.

The titles that I review again in this issue are those that you see from the screenshots below (when you see a yellow background or yellow edges means that it is a title already reviewed in the past and I decided to resume):





Amiga/PC (1992, Micro-Prose)

Gold

to practice in one of the chosen circuits or start a season that begins with a pre-established order of races where you can do a free race, a qualifying race, a pre-race and then the full race.

One of the reasons why this game is very beautiful is the accuracy of the tracks that have been designed to faithfully reproduce the original ones with all their characteristics and one of the most famous and complete tracks is that of Monaco between the city streets, the famous gallery overlooking the sea, the port, the yacht and also the various houses. It is certainly the most complex path as a number of polygons.

The graphics of the game is entirely polygonal in all respects and every feature, elements of the landscape of each circuit have been added very in detail.

Ferrari Formula One Grand Prix (F1GP from now) is a Formula One racing game made by Microprose and is perhaps one of the best games of this genre with this level of graphics and detail.

From this game came out of the follow-up as GP2 and GP3 that have greatly improved the graphics engine, but this has a charm and a playability that make it a classic For-



mula One for Computer.

You are a driver of one of the many Teams present and before starting your career or the season you can try the fast race to immediately try the mechanics of the game and this feeling of speed.

Just loaded, after the beautiful presentation in computer graphics excellent for both Amiga and PC, you have a first menu where you can choose whether to enter the complete program or start a single race that starts from a random or pre-set path.

The view is inside the car made very well and you can already see the considerable level of detail of the car you drive, but also the other ones and objects along the way that make it very realistic.

This title has features that are not there in other similar games and are driving aids, ie the settings of the car

as the help to make the curves, the help in acceleration and deceleration before and after a bend or a chicane, help to automatically choose the ideal trajectory to follow. This system helps beginners to learn how to drive and when a good level of driving is achieved, you can turn off all the help or choose which one to keep and which to deactivate.

This is another great element that encourages you to play whether you are a beginner or you are an ace of the steering wheel.

During the competition the visuals can be modified. By pressing the cursor keys you can see a fixed camera view or with the keys "page up", "page down" and "canc" you can access other views like the back one for those who want an external view



that is very good to see better the track.

F1GP also has a great menu to change the various options, create the pilot of dreams and participate in the career.

From this menu you can choose one of the many Teams available and choose whether to use the original name, create one of fantasy or even change the name of the Team itself.

From the main menu you can access many options such as to enable or disable the running aid and choose

The Amiga version is completely in 3D graphics very fast both with the internal view and with the external one that is spectacular and full of details even if the colors are not so many; there are the usual 16 or 32 colors, but well blended and well organized.

On a basic system such as the classic Amiga 500 with 1 MB of RAM the game runs fairly well even with external views. You have a better fluidity with an Amiga 1200 even basic where it reaches the fluidity that must have this kind of games.

The PC version is a little different because the graphics are all 256 colors that makes everything more realistic, more defined in the buildings and the graphics in the game has the best nuances, the tracks are



more detailed giving a much better realism and the static images and presentation of the circuits are more detailed and it has a more realistic map.

As for the Amiga version it is all in 3D solid vectors without textures or different shadings as regards the graphics of the landscape, of the bridges, of the cars, of the buildings. The road and the grass are textured and you can see a much more realistic road surface that is, however, possible to deactivate by pressing the "T" key.

Pressing the "O" key you can see on the screen the percentage of processor usage and is an important value because if the percentage is below 100% you can increase the framerate, while if it is much above 100% you can decrease. If it indicates 100% it means that the performances are at maximum.

F1GP was the first driving game to use the textured road giving the race a much higher realism than a completely flat road without gradients, but this detail greatly affects the performance on slow machines and so with low-end PC 286 must be turned off and return to graphics without texture.

Apart from this detail of the road surface, the graphics on the PC is much more complex, there are more



polygons, more accuracy in the tracks and landscapes seem even more real than those seen on Amiga. To play well with F1GP with the texture of the road and the grass you need a 486 also SX, while without these textures is enough a 286 between 10 and 16 Mhz.

It was already seen with Nascar Racing that disabling the texture from the road surface doubled the performance much more than disabling other textures of the landscape.

The fact remains that both the Amiga version and the PC version offer great sensations and encourage you to play and play over time with or without various textures.

Amiga= 9

It is perhaps one of the most beautiful Formula One games for Amiga with a notable graphic detail and that already runs very well on a basic Amiga 500 with the best on a basic A1200. Many circuits replicated very faithfully that give a very long longevity.

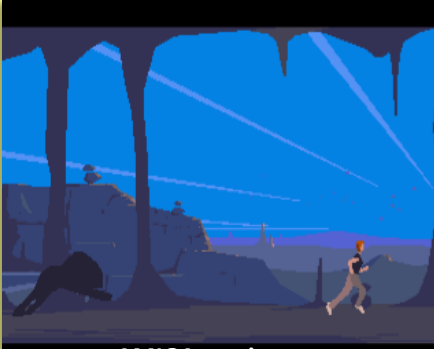
DOS= 9,5

The same applies to the Amiga version, but here there is a higher detail, the road surface is grassy and textured. There are more polygons along the tracks that make it certainly more beautiful to see and performanceally with similar Amiga processor power is slightly more fluid.

ANOTHER WORLD

Another World (also known as Out of This World in North America and Outer World in Japan) is a platform game that has the characteristic of being composed of polygonal graphics while remaining in two dimensions as the most classic of this genre.

It is a game that in 1991 amazes because it introduces real-time cinema effects, cut-scenes and has inspired



AMIGA version

subsequent games.

The protagonist of the game is a young physicist, Lester Knight Chaykin, who is working on a particle accelerator and, by chance, starts the machine at the same instant when a violent storm breaks out.

Lightning strikes the building where the accelerator is located and the electric shock is drawn into the same machine that causes an explosion, destroying Lester's station, leaving a huge smoking crater.

The young physicist does not die because the explosion opens a passage in time and space, knocking him on an alien planet, at first sight a desert, but he is immediately attacked by strange and dangerous creatures.

Here he is immediately captured by a humanoid race and imprisoned with the fate of becoming a slave to forced labor, but thanks to an alien

he meets in the cell, Buddy, manages to escape.

The two will help each other to escape and finally find freedom.

It is an arcade and platform game, but it is frenetic as a game of pure action and at the same time there are moments of strategy in which you have to think about certain passages or certain puzzles to solve.

This game when it came out was a resounding success because it had the polygonal characters on a two-dimensional background and at the same time tried to give the feeling of depth, so with smaller objects and characters in the background with sounds that you just hear, with the right perspective that the eye really looks like a 3D world.



ATARI ST version

Beautiful scene when one of the aliens runs in the foreground between the laser beams of the guns. Lester in the background that runs and shoots, the fortress in the background in the right perspective gives the feeling of depth of vision.

And it is also for this reason that it turns beautifully on all platforms, especially on hardware where 3D has always been a big problem.

Chahi had his ideas for inserting cut-scenes sequences and the introduction needed to understand what kind of cinematography to use.

The initial animation was made with the technique of Rotoscoping: first he recorded all with a camera, then from the video recorder he rendered every single frame and then he replicated them in the game editor.

The game was initially develo-



MAC version

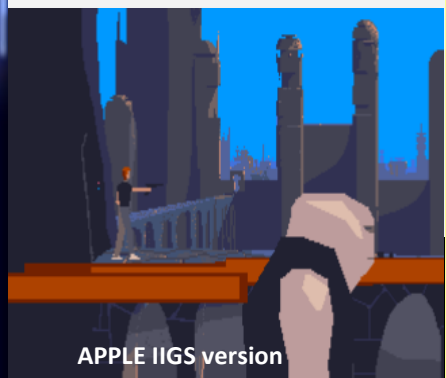
ped for Amiga and Atari ST and later for other platforms.

Each version has made changes to improve the original or to exploit the hardware in a better way.

The SNES version, Sega Mega CD, 3DO and the Apple II GS have a prologue before the introduction that looks like a Lester diary. The Megadrive version has a different prologue from the SNES and 3DO versions. The Mega CD version is included in Heart of Alien, the sequel to Another World.

The Console and Apple IIGS versions have a dynamic music and is always present during the game while the other versions have it only during the animation of the introduction and the final animation.

The Apple IIGS version has been



APPLE IIGS version



brought directly from the SNES version and this has been facilitated because they both use the same processor: 65C816.

The 3DO version was released a few years later, in 1993, and uses a bit-map graphic for the backdrops much more defined and detailed than the original and has music of high level.

It must be said that all the additional graphics, however, does not combine well with the polygons of the game and the effect is a flat graphics.

The remarkable success of Another World has led to the creation of two new versions on the occasion of the 15th and 20th anniversary, creating a game for modern systems (Computers, Consoles and Mobile Systems) where the graphics have been redesigned with the addition of music and graphics of very high quality.



ANOTHER WORD= 10

It's a platform game that marked an era of changes in managing the increasingly accurate graphics to empathize the player in the plot and goals.

Another World is one of these that has given rise to a series of very similar games like Flashback that for many years was mistakenly considered the sequel that then came out instead only for the Mega CD creating tension among the fans for the fact that it is not released for other platforms especially on that platform were born: Amiga and Atari ST.

With the two editions of the 15th and 20th Anniversary they could once again exaggerate in the graphics and trying not to make the mistake of the 3DO that had tried the same road, but not convincing completely because of some not optimal choices of the backdrops that do not they were well amalgamated with polygonal graphics.

If you've never played it and you do not know what it's about to play, because there's no excuse for not doing it, especially because it's available on many platforms.



Console Forever





Planet Smaschers (1989, Atari - Atari 7800)

This is a vertical scrolling shooter in which during an exploratory space flight your friend is captured and killed by the slimy aliens who declare that they want to conquer the Earth to make all its inhabitants their slaves.

Your planet has no hope, but you decide to attack them in their Solar System to give Earth time to create a protective shield.

It is a type of Shoot'Em Up where you can move in all directions trying to avoid the enemy projectiles because without a protective shield you are destroyed with one shot.

Initially, however, you have a small energy supply that works as a shield, but then during the various waves of aliens you find some ones that release random bonuses that are used to increase special upgrades that, however, also need a certain amount of energy.

Some bonuses are activated immediately, others need to be accumulated to be used.

It is also very important to preserve the shield of your planet because if it is exhausted the aliens will conquer it.

This title is very nice; it does not have a stunning graphic; it has normal sound effects. It is, however, the system of upgrading and preserving the shield of the Earth the basis of this game that may be enough to make you play long.



Atari 7800= 7

It is a title that has the charm of those 80s Arcade with simple graphics, not overly elaborate, but that amuse in their simplicity.

In this game it's not just destroying the aliens, but trying to save the Earth by preserving and charging its shield.



2010 - The Graphic Action Game (1984, Coleco - Colecovision)

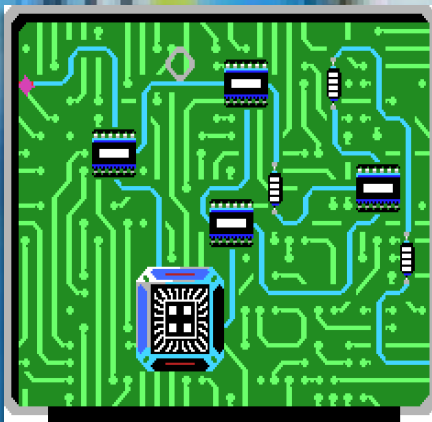
This game takes you on board the space ship Discovery guided by the computer Hal 9000 to discover the mystery on Jupiter, but during the trip there are accidents or sabotage so much that you have to solve situations.

As soon as you start playing the spaceship is stuck close to the sun that throws against it fragments of solar mass that weaken its structure. At this point you have to solve a series of puzzles to be able to put things right. Each of these represents a part of the spaceship that must be repaired.

You are on a printed circuit where you have to restore the energy by passing it through some capacitors so that it can pass from one point to another.

If you get stuck on a condenser it explodes and you have to rebuild it and start the process again to find a way to redirect the energy in the correct



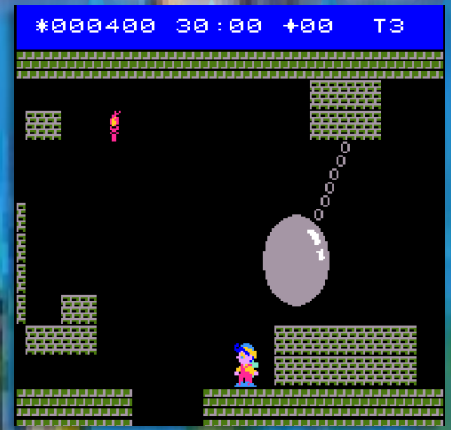


way.
Be careful that you have to pass this energy through specific integrated circuits and not where you want or where it seems easier.
Every printed circuit you find is very different from one another and the more you go on and the more complicated they become.

A game that shows really beautiful graphics, very accurate and animated on the main screen and the printed circuit boards are very well drawn and colored that will amaze you to know that it is from 1984 and runs on a ColecoVision.

ColecoVision= 9

It seems to be on board the spaceship with Hal 9000 that looks at you, observes you in what you do and who tries in every way to hinder your mission which is that of being aware of it.
Technically excellent as already said with a successful cure in everything.
Simple but effective.



mandatory to face it and then you have a freedom to do what you want.

When you have no more weapons, the indicator shows you where it is your supply.

During the level there are also secret passages to reach rooms with treasures to collect. These door are highlighted with objects that may be typical of that area, for example, in the swamp there is a, perhaps, starfish.

The graphics are not beautiful, but still does its duty because it is very Arcade, large, sometimes even funny and certainly need to keep glued to the monitor.



Y2 Wai Wai Monster Land (1986, Epoch - Epoch SCV)

Y2 is a platforms game where you have to go through different areas, overcome them and get to the final battle.

The beauty of this title is that you have a map where you can choose where to go and each area is different from each other because you could happen in a swamp where you will be forced to swim under water and avoid dangerous starved fishes armed only with a sort of "cross" that you have limited quantities of it (you have weapons on your back like a backpack and then you see when you have it and when not).

During the level you have a cursor that tells you the way forward to face the boss of that level if you want, because in this game it is not

Epoch SCV= 9

It's a good platforms game where you have the freedom to choose a path among the various available with the ability to face or avoid bosses at the end of the level.
The graphics are typical of those Arcade end of the year 80, but very primitive without overdoing it in details because they focused a lot on the playability.
It is a title to be discovered also to find the final purpose.

CD32

1994, MicroProse

Gunship 2000 is the sequel to Gunship and the Microprose significantly improves the gameplay and the graphic appearance that was seen in the first game, but remains a title where there is not a well-defined plot.

As in the first game there are a series of missions to be completed and once done you are promoted to a higher degree where these are redone with a greater difficulty.

Unlike the first GS you can drive several helicopters including two **Comanche** but they are not available immediately because you must reach at least the rank of Lieutenant or higher.

Like the first game this is not a 100% simulation because

like the previous one does not have a real plot, but Microprose has tried at least to better reproduce the helicopter cockpit that is different depending on the type of vehicle chosen.

Gunship 2000 also radically changes the settings menu which is now practically a military office where you can choose whether to do a training mission or start a single flight. Only two scenarios can be chosen:



Central Europe and Persian Gulf.

There are no missions already set up, but these are generated randomly once the scenario is chosen.

Before getting on board there is a panel where you can set some variables that change the realism of the game.

These options decide the vulnerability of the vehicle and the pilot during flight and landing, the weather conditions, the ability of enemies and the control of weapons.

It's a simulation that lets you play very well and here too i must point out the many commands

to be able to fly the vehicle and use all the weapons, but once you take the hand becomes very fun even for how it was made .

It is a polygonal 3D simulation that has undergone a noticeable improvement over the first GS and is seen as soon as the game begins.

The cockpits that represent the various helicopters are very well designed, very realistic and each panel has its functions.

The 3D graphics are well designed and the landscapes are rich in details, such as roads, railways, trees and the various patches of land all have a different color that really gives the feeling of realism and flying



on real land.

The landscapes are no longer flat, but there are the bumps of the terrain much more realistic than the first game, (but more complex than other games) so that there are also valleys lining the mountains with roads and railways that cross them.

The nimitz map that you had already seen in the first Gunship here is further improved by showing the 3D targets with information on the type of enemy and also on its distance.



CD32= 8

The CD32 version takes full advantage of the CD support with a nice introduction to FMV film that you must to watch.

The real game then is the same as the AGA version with static images in 256 colors plus the ability to play with the audio tracks that add an extra to the game not indifferent.

The 3D graphics are identical to the floppy version.



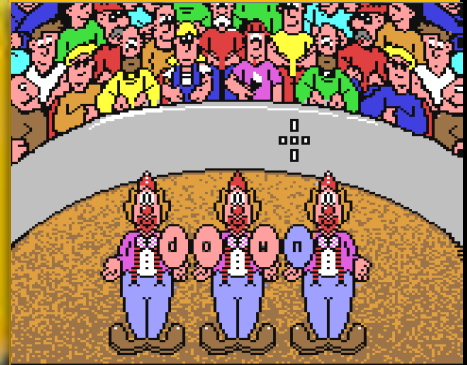
Educational: Spelling

Commodore 64 (1993, EuroPress)



In **World Juggle** there are some Clowns playing with balls in which letters are drawn. They are sad because they can not create a meaningful word to start playing.

To help them you must change their position so that the letters they hold can be put in the right way.



Towards the ground

Surely the impression of EuroPress is seen for the quality not only high-level graphics, but also the simplicity of managing the interface and having fun for a long time with this kind of educational.

Returning to the aesthetic aspect you can see that the graphics sizes are very large and there are excellent animations to make clear what you have to learn and put into practice.

Fun School Special: Spelling Fair is a different version from the others because it is focused only on Spelling and therefore an educational one dedicated to language, comprehension and construction of the text.

It is the Commodore 64 version in which during loading you are asked if you want to be recognized as "boy" or "girl" and if you always have the help available (the "Spelling" among the educational is the most difficult game because it requires a basic knowledge of the English language, grammar even the simplest and for those who study it at school in other countries is not easy to understand).

There are several exercises in sequence and you can go to the next after three levels of difficulty (you can switch from one to another with the "F1" key):

1. Coconut Shy
2. Test Your Strength
3. Mechanical Grab
4. Haunted House
5. Circus Word
6. Word Juggle

In **Coconut Shy** you must recognize a meaningful phrase and destroy those letters that are foreign and do not center anything. You have, however, some help that should make you understand what word it is (words and aids are in English and are often also

ways of saying, not always understandable for everyone else).



Lose balance, slide

In **Test Your Strength** you must learn to put the plurals.

In **Mechanical Grab** you simply have to use a machine to insert letters and create words of meaning.

In **Haunted House** there are sentences that contain some wrong words and you must find them.

Circus World is a crossword puzzle in which you have to complete the grid with the right words and each of these is formed by a letter from the previous one that can be the initial, the final letter or a letter in the middle of the name.



Hear again, reflect sound

Commodore 64= 9

Excellent as the whole EuroPress Fun School series that puts his heart and soul in creating a high-end educational product.

Do not regret an Amiga or a PC because it has the quality, has the animations and has the colors to make you understand what to do.

The only negative note is the fact of sequential exercises and non-high quality fonts.

Educational: Geography



Apple IIGS (1990, PC Globe)

Geo Quiz is an educational software where you have a series of questions related to world geography and you can decide what kind of Quiz to deal with: **finding the name, recognizing it and locating it.** In the first case you have a map with an indication on the capital and you have to find a certain state. If you do not know, you can use the "Game" menu to give you the answer, but it is not a cheat. If you use it you give up and go to a second question.

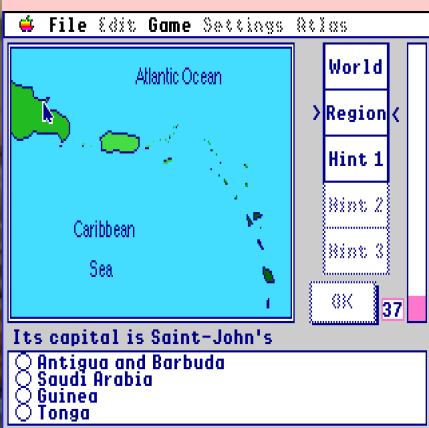
With the first you have a view of the globe if you want to better recognize the object of the question; the second is an enlargement that is the default; the third instead is an important help because it gives you additional information, such as



tailed like few other games of this kind and you also have a good database full of informations, even if limited to 1993.



However, you can get help using the right hand column where you can find "World", "Region" and "Hint 1".



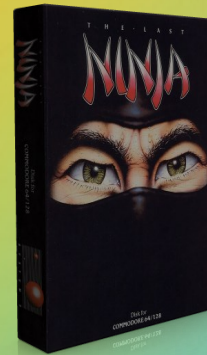
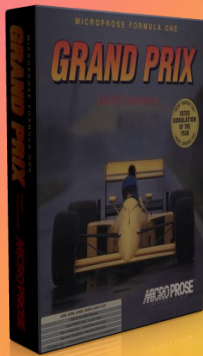
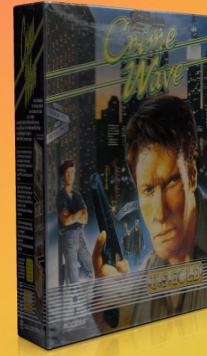
spoken languages, the size of the territory and more to better understand what question is referring. You can make mistakes more than once, but then the final judgment takes into account how you got to the solution. If you guess each time after 2 or 3 attempts the score is different if guessed at the first attempt.

It is not just a Quiz because it also has a very complete Encyclopedia as you can see every State of every Continent in the political, administrative, social, religious details and even its territory. In this game you see the quality because the map for the Quiz is de-

Apple IIGS= 9

It is mainly a Quiz on the Geographical with three types of different ways to make you spend a lot of time thanks to a database where you have detailed information on each State of the world. This Apple IIGS certainly is very well exploited for the educational that are always excellent from every point of view.

Box Art: 3D Covers



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REV'N'GE!

Top 3



Conquest of the Longbow



TIME PILOT

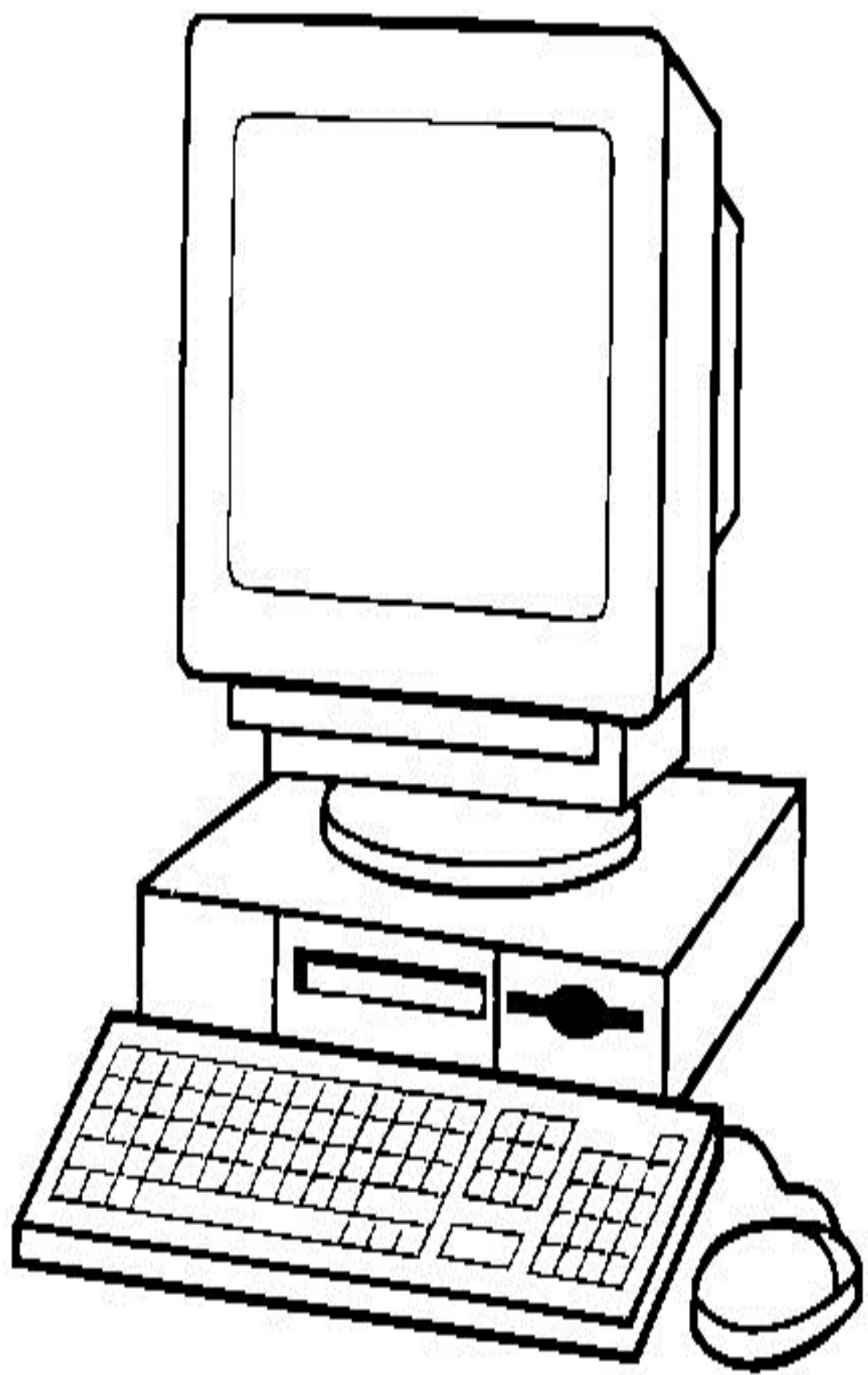


Alienbusters

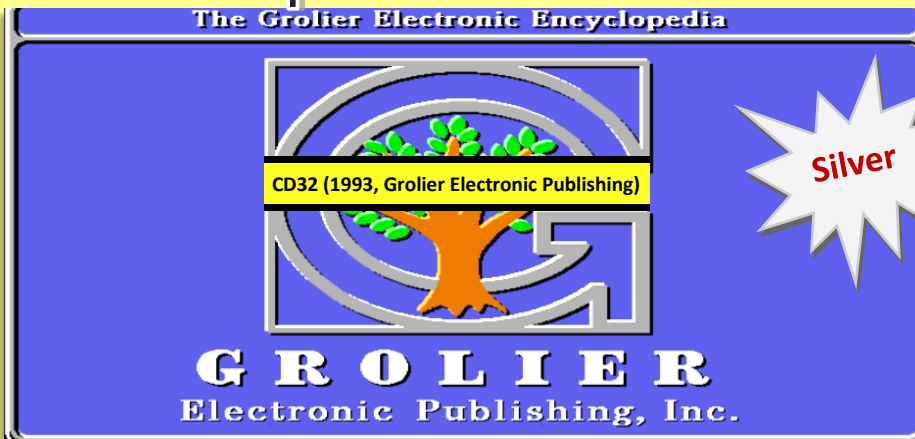




Multimedia Compilation Office



Office, Multimedia and Educational



aircraft that are part of the "Aircraft" sub-category.

The images are full-screen and you can also have information about that specific image and/or cross references on it.

You can also access information by manually searching for the terms you want with the "Fact Finder" option in the main menu.

The encyclopedia is huge and any term you write this is found

Regarding its realization it must be said that it is remarkable, because every word you try to actually look for is there, the images are of excellent quality and there is also the spoken because you can watch a demo of the product and there is the voice of a narrator who explains the various features.

This encyclopedia has a simple interface, even if you want raw, but it does its duty and above all it's easy to use and you do not get lost behind so many buttons or sub-menus that sometimes become difficult to interact.

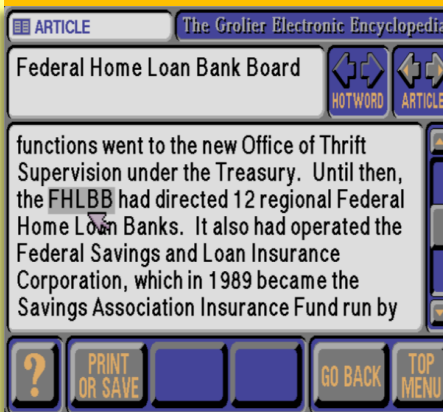
Grolier Electronic Encyclopedia is a multimedia production created by *Grolier Electronic Publishing*, a manufacturer that produces excellent quality multimedia encyclopaedias.

In 1993 they released a Multimedia Encyclopedia for Amiga with all the news and information up to the year in question using the hardware and software to get a good result of both content and ease of access to data.

This Amiga Encyclopedia, more precisely for CD32, presents itself in a compact way without too many frills, with a simple graphic screen that immediately

reaches what you want to discover.

Clicking on an article that interests you is shown your choice and this can be examined in every single word,



article, preposition, subject, verb, noun to access each of these information and if, for example, leads you to another topic there you can interact and discover more details or even get lost among the numerous information of the entire encyclopedia.

If the articles provide images, these are indicated with the icon of a camera, but the image referred to the arti-



cle leads to the main menu consisting of three options: **Topic Free**, **Fact Finder** and **Picture Browser**.

Like any multimedia product you can explore it in its various parts in a separate or more complete way by interacting from time to time with images, audio or sounds related to the research you are doing.

With the "Topic Free" option you enter a menu with 6 categories: Geography, History, Science, Society, Technology and Arts.

Of course there are only six categories, but they are the main ones and cover almost every subject.

The Amiga interface is very simple, because once you choose the category you enter a menu with sub-categories that are the topics of the main one you have chosen and from here you



cle is not shown: a list of photos related to the choice is given.

If you choose the "Technology" category, then "Aircraft", the camera icon appears and if you click it you will get to the menu with photos of various

Amiga CDTV= 8,5

Excellent very complete Encyclopedia with many terms. The interface is very simple, but effective because you can easily use it as soon as it finishes loading. Multimedia content very poor and limited only to images

To the next incredible issue

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