REV'n'GE!

Retro Emulator Vision and Game

Heroes of Might and Magic II

A beautifull fantasy strategic game ported on AGA Amiga
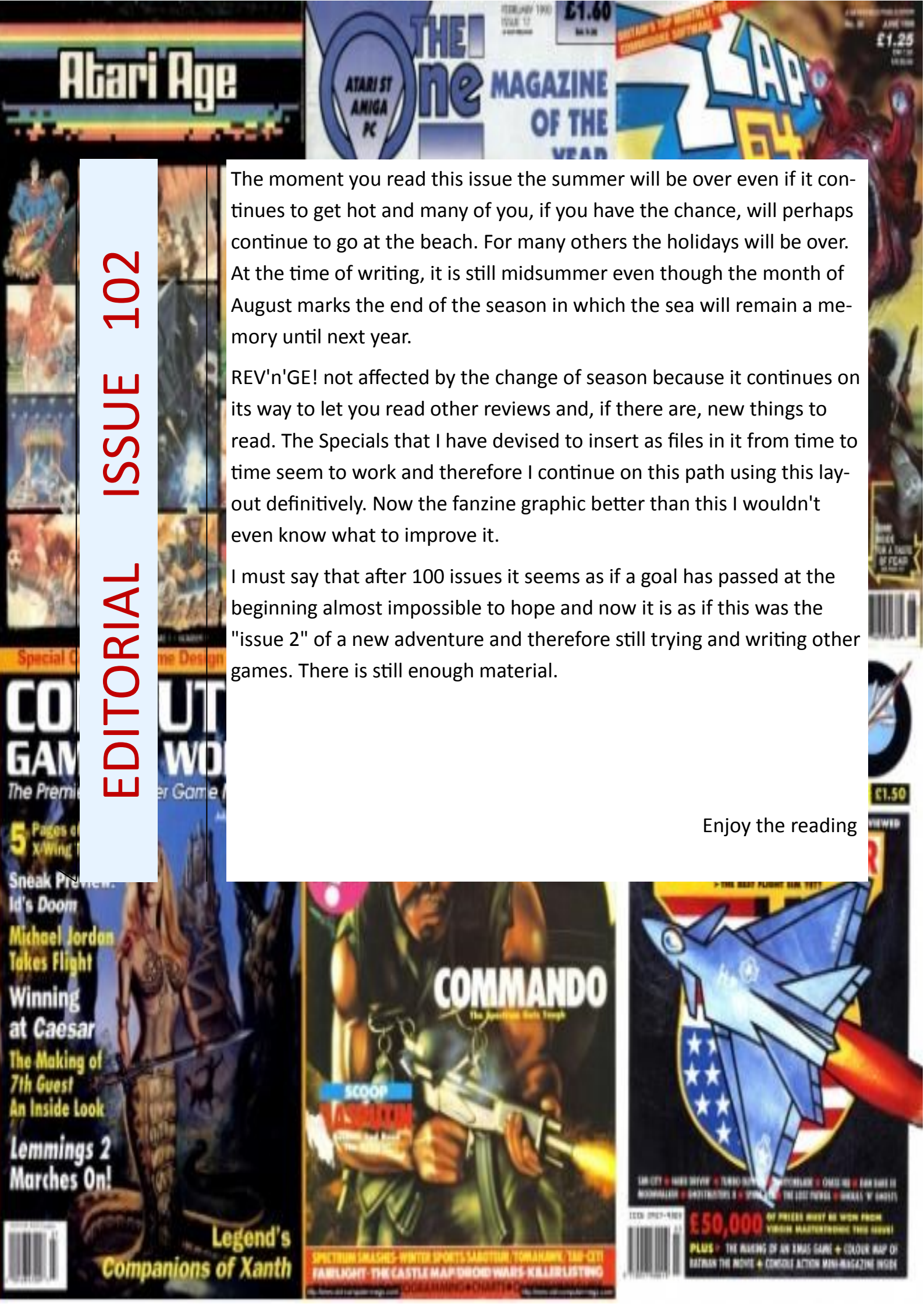
DOSBox

The 2th part of Dos emulator tutorial

OTHERS REVIEWS: Magiczna Ksiega * Sorcerer Lord * Aviator * Deathball 2000 * Rupert and the Ice Castle * Vindicator * Alien * Twin Bee * Xadium * Solo Flight V2 * Lock-on * Space * Talking School Bus * Space Math * Epic Interactive Encyclopedia 1997 * Solomon's Key

CONSOLES REVIEWS: Snoopy and the Red Baron * Buggy Run * Safari Hunting

AUTO

SKIP

The moment you read this issue the summer will be over even if it continues to get hot and many of you, if you have the chance, will perhaps continue to go at the beach. For many others the holidays will be over. At the time of writing, it is still midsummer even though the month of August marks the end of the season in which the sea will remain a memory until next year.

REV'n'GE! not affected by the change of season because it continues on its way to let you read other reviews and, if there are, new things to read. The Specials that I have devised to insert as files in it from time to time seem to work and therefore I continue on this path using this layout definitively. Now the fanzine graphic better than this I wouldn't even know what to improve it.

I must say that after 100 issues it seems as if a goal has passed at the beginning almost impossible to hope and now it is as if this was the "issue 2" of a new adventure and therefore still trying and writing other games. There is still enough material.

Enjoy the reading

Unreal - Amiga

It is an interesting game with a double game mode. One in 3D view and the other in 2D view to give more interest to play and try to find out what will be next.
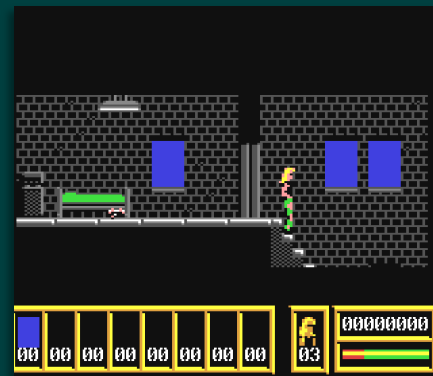
Steve McQueen WestPhaser - Atari ST

It does not need many presentations being a first person title with a viewfinder on the screen to try to hit all enemies in this Far West scenario.

Barnyard Blaster - Atari 8-Bit

It's a simple game where you have to shoot targets at different levels with your gun to make as many points as possible. Fun should be assured.

Metal Warrior - Commodore 64

It is the first in a quadrilogy of a side-scrolling arcade adventure in which it boasts very accurate graphics for environments and animations to attract the player.
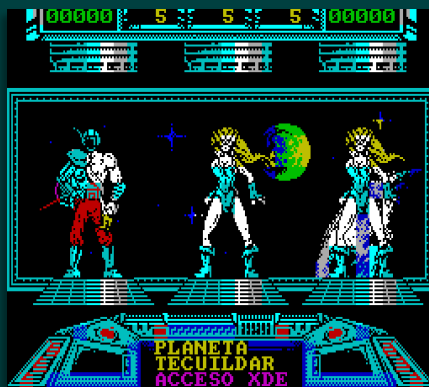
The Eternal Light - Amstrad CPC

It looks like the classic Zelda 2D RPG, but perhaps the view hides another type of game. Follow REV'n'GE! and you will find out.


Nemesis - Commodore 64

A classic Shoot'em Up converted from the Arcade version for the Commodore 64 and which should guarantee many hours of fun thanks to the many bonuses available.

Space Smugglers - ZX Spectrum

It's a shooter without scrolling because you do everything on this screen that you see.
You have to hit one of these three characters that change every time in order to continue.
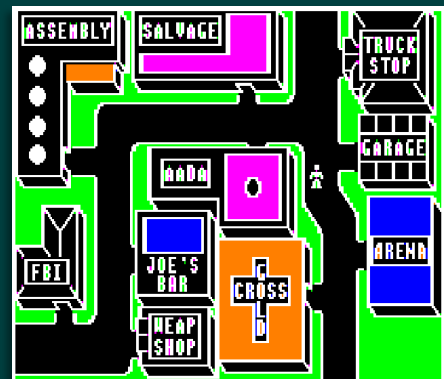
Autoduel - Apple II

It is a game that has RPG elements and arcade action game where you have to assemble a team, buy a car and defeat those who control the city with fear.

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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 graphics and audio if they sin here or there are punished.

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

Gold

Silver

Bronze

Gold

Magiczna Ksiega is an exclusive platform game for Amiga that is decidedly humorous for the plot as a malicious virus transforms the Amiga into a Spectrum (*ahhhhhh no!*) And to neutralize this curse you have to go around the various screens looking for four pages of a book that will serve precisely for this purpose.

It is rare to find titles that focus the story or goals on the computer they run on, and in addition to making them appealing they are even more fun and encourage you to play and replay.

If you have 1 MB of RAM chip you can see the beautiful cartoon introduction that shows you this curse.

It is not a linear platform game because it also includes secondary objectives since you meet characters who will ask you to help them, for example, to give them particular items you need to look for.

You have a yo-yo with you to destroy the enemies and you can jump to avoid them and reach the various platforms. You have five lives, four energy points each and when you lose a life you start again from the beginning of the level.

Overcoming each of them you will receive a password to be able to continue where you came from, given its difficulty which is represented by the fact that every life lost you start again from the beginning of the level.

The supplied yo-yo is very functional but it has a really very short range and this forces you to get very close to the enemies taking into account that these ones require more than one shot, remaining stunned for a fraction of a second for each hit.

Pulling the joystick lever at the bottom you enter inventory mode with some actions to take under certain circumstances (the game is Polish and the text is that and therefore you have to try any icon for the whole game)

What immediately catches the eye is the graphic quality that, I must say the truth, does not even seem to be an OCS Amiga for the quantity of colors, shades, ultra-detailed backdrops that recreate the various environments with lots of details.

Your character as well as the others are treated in the same way and then add a fluidity at 50 fps.
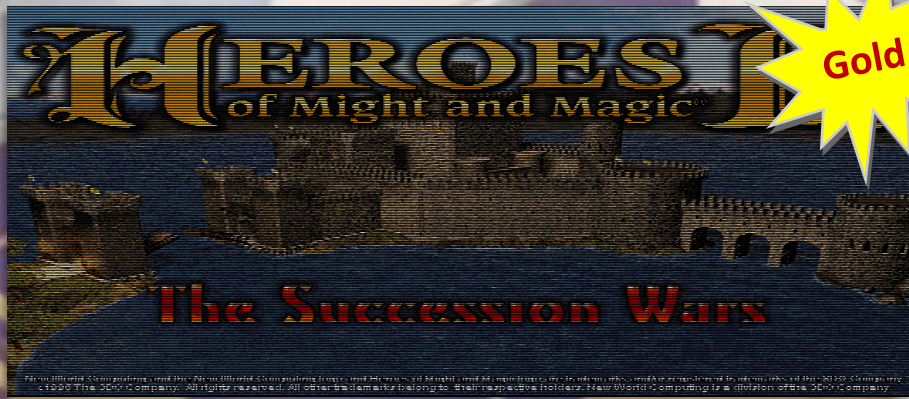
Unfortunately there is no accompanying music, but at least you have excellent sound effects. The music is only in the title screen and between levels, there is a really nice musical jingle that makes you hope you can hear it during the game.

The difficulty in general is good, you have so many lives and even the energy you have should be enough to make you finish each of the four levels.

Amiga= 9

Exceptional platform game with OCS graphics that looks like AGA for an aesthetic cure above the average of other titles of this genre. It is related as a plot, as a game mechanic and with a well balanced difficulty

It is a game that uses hardware because only if you have 1 MB of RAM you can see the introduction.
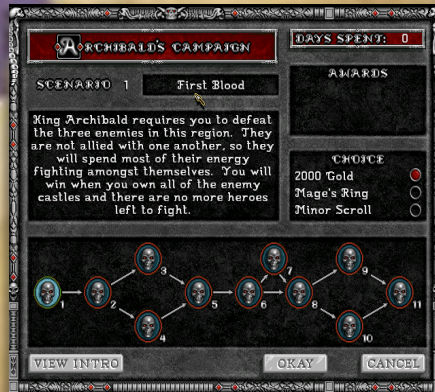
Heroes of Might and Magic II is a Fantasy strategy genre that has recently been ported to the Amiga AGA using the same graphic used on PC and therefore there are no qualitative differences between the two versions.

In practice, when you start it on an Amiga and on a PC one next to the other you will see virtually no differences except for the MIDI music that, at the time of writing this review, are not there yet.

The story takes place in the kingdom of Enroth, a place full of magic and there are so many types of creatures like orcs, unicorns, hydra, demons, dragons, etc. A typology of the Fantasy genre.

In the game there are six castles, each of which has a hero class that goes from good to bad and has a different strength ranging from the weakest to the strongest.

You must choose one of these and defeat the others to become the master of the kingdom by conquering other cities, finding resources and artifacts. The conquered cities must then be fortified, improved for the supply of goods and weapons. In order to win, you must use strategy and tactics, combining them for the final victory.

There are two game modes: Standard and Campaign

In the first you have to choose one of the many scenarios divided by the size of the map and their general difficulty, choose the difficulty of the game and finally which class of hero to give to your opponent. The classes are set by the scenarios, but some of them give you the possibility to customize them as you like.

In the second one you have an introduction that tells you about the criticality that the kingdom is experiencing, the dragon attacks that are out of control and from here you are introduced to your mission: to choose one of the two sons of Lord Ironfist, Roland or Archibald, that will help you in the succession to the throne. Each of these two has different and elaborate scenarios and therefore there is interest in trying them both. In this mode the missions are sequential and you have no way of doing any customization except the choice to start with a good sum of money or magic.

Whatever mode you choose the game is always the same. You are in front of your castle and you must go in one direction to fight against possible enemies, find and collect and manage resources to strengthen yourself and win the mission that is given to you. It is very simple to enter the game mechanics because by clicking with the mouse any point on the map you move and the pointer automatically changes to a "sword" when there are enemies to deal with.

When you start a fight the view changes and becomes isometric in which there are the two sides: you are in left side, as commander, with your armies on the battlefield and the enemies that are of various types: skeletons, zombies, mummies and others creatures.
You can tackle these fights in two ways: manually or automatically.
In the first case you have the freedom to position your soldiers as you want on the battlefield to try, for example, to encircle the enemies. but the clashes are automatic.
In the second case everything is managed by the computer that does not implement any strategy, but launches into a direct fighting and wins who has more soldiers and more energy for each of them.
        If you are defeated you lose your hero and by clicking on the castle you have the possibility to recruit new soldiers from your terri-

tories and you can add, based on your resources, new structures that generate soldiers or you can use your money to recruit a hero.
In the main map where you move you have around you the resources to be recovered such as gold, timber and so many others that you see and that are

automatically taken when you pass over them.
Some of these objects give you a choice whether to take, for example, gold or experience points that serve both because the latter allow you to learn some skills that you need not only to fight, but also to enhance your territory.
You have energy points to be able to move, take objects and fight and once finished you have to leave your turn to your opponents one.

You also have the skills to dig up the ground to look for artifacts, but an option that takes you a whole day and every time you try the system warns you if you can do it or not.
        A really nice game that despite having a myriad of options it's easy to immediately take our hand and it takes little time to understand how it works in the management of resources and military recruitment.
Nothing can be said about the graphic because it is the 1:1 copy of the PC version. As far as hardware is concerned, only AGA and you must have at least a 68040 and 16 MB of memory.

Amiga 1200/4000= 9,5

Excellent fantasy strategy game that brings the Amiga into a world that before this moment seemed impossible and today in 2019 you can verify that it was possible even in the past.
Stellar gameplay and despite having so many options and a very huge manual has the ability to become very easy in a short time.

SORCERER LORD FROM PSS

Sorcerer Lord is a strategic game of medieval warfare where the armies of ShadowLord are threatening the peace of the kingdom of Galanor. The alliance of the various races that live there are not ready to be suppressed, enslaved or extinct and so are preparing for war. You must coordinate the defense.

It is a turn-based game in terms of movement and combat in which you and your enemy recruit new troops, new armies on a 2D hexagonal map as tradition requires for this kind of classic game of that period.

The fights are only textual and despite having a very simple gameplay there is still a certain type of tactic to apply because the playing field can be used to favor some creatures over others.

In spite of the kind of game the magic is not an important thing and even being there it is not under your direct control; you must be able to defeat the enemy with your own strength and the courage of the creatures you will send to the battlefield.
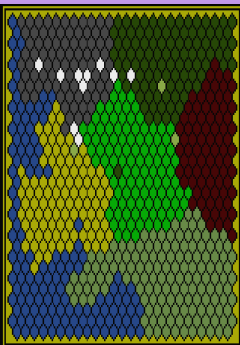
The game has five phases for any turn: Shadowlord's movement, his fight, Galanor's alliance, Galanor's movement and finally their combat.

In practice, you act directly in the last two phases and the icon on the screen does not run in all directions, but follows the hexagonal map with NW-W-SW-SE-E-NE directions and therefore a bit complicated to center initially your units.

The enemy on the map is indicated

with a monstrous red icon, while you are indicated as a cross (as per tradition).

You have to move the pointer over one of your units, select it, move it in any direction and if you take it to an empty castle, a part of the army will take control of it and one less castle for the evil troops.

The movement can be normal or forced, but in this last case the strenth of the troops diminish much faster and you have to deal with fatigue and therefore your troops will do less road than in the normal march.

This is also part of the tactic to be applied according to the terrain and according to the type of enemy to be hunted.

The game is not eternal and you have 40 rounds to end it on the lowest difficulty.

An Atari ST version that uses its hardware to have a successful aesthetic appearance for the detailed map of the landscape and the various types of terrain.

No music, but only very good sound effects for movement, fighting, weapons and creatures screams.

Atari ST= 7

With Reservation — Promoted

A strategic one that despite its simplicity of interface is a bit complicated in accessing the various commands that have a different movement than usual. In general, as the type of game is nice, and once you understand how it works, you have a lot of fun, but in the long run it can get a bit boring because the battles are automatic, you don't see anything, and of the five phases you only have the last two. The waiting tends to tire.

BBC (1983, Acornsoft)

Silver

viator is a civil flight simulator for the BBC in which you fly only one type of aircraft, the Spitfire Mark II, in which you have to apply all the typical procedures for the take-off, flight, combat phase avoiding the stalls and then the landing.

As a simulation you have everything you can expect like a sophisticated reproduction of the airplane, of its cockpit, a 3D world (with transparent vector graphics) and a perspective view.

Having realistic commands and procedures you always must have the manual under hand because for everything there is the risk that the mis-

sion or the flight become disastrous.

You were a pilot during the war and now in 1950 you decided to buy an old Spitfire and fly again with the plane you know all about. One day you learn that some people have spotted a meteor that has fallen around the town of Acornsville and that a strange creature is devouring all the cultivated fields that are around it and is getting huge. They are alien creatures that will destroy everything, including people.

Your goal in the game is to score more points by destroying these aliens that are aboard spaceships of various diamond shapes and depending on their size you have a certain score.

It is a real flight simulator, but with a decidedly out of the ordinary scenario because it applies to an alien invasion. Nice idea for sure.

The part of the flight is difficult because the graphics, while representing the scenario quite well, can be confu-

sing (transparent vectors for the scenario and the cockpit is really difficult) and then with commands that are not standard than other flight simulators that you already know.

The first thing to do is turn on the engines with the "T" key, give power with the "E" key and then remove the brakes with the usual key of all the simulators "B", up the carrier with the "U" key and set the flaps with "F" key.

After being initially concerned about graphics that seem unclear, when you are flying things become happier because the scenery is well done with mountains and other things on the ground to give you a point of reference.
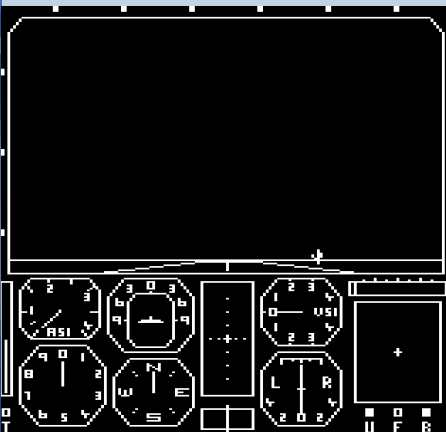
There is no map of the city so you have to explore this world to find your goals.

The controls are only a little too sensitive and therefore it is difficult to return to the horizontal position correctly especially when you have to make landings. It is a simulator with an arcade purpose. Every time you have to start over to beat your record.

BBC= 8

It is an innovative flight simulator because it is such in procedures, but the aim is that of an action game in which you have to destroy the aliens to make as many points as possible.
Every time you play you start all over again because the purpose is just to score points and rank.

DEATHBALL 2000

WRITTEN BY S. SCREECH

© 1984

ALPHA
THE FIRST AND LAST NAME IN SOFTWARE

Bronze

Deathball 2000 is a 3D maze game in which eight latest-generation technological androids are placed in an arena to confront one another to see which Androids manufacturer is the best.

These androids are subjected to a series of tests of strength, intelligence and agility in various sports including

THIS IS THE ADVANCE EG TEAM

1 2 3 4 5 6 7 8

THIS WEEK YOU ARE PLAYING THE LONDON DEATHBALL XI AT HOME

1 2 3 4 5 6 7 8

the famous DEATHBALL.

Your aim is to control the androids, one at a time, by going around this 9x9 maze to find a ball and score goals at the only one gate available.

The name of this sport is because you can use every technique to be able to take the ball to your opponent even by destroying it. The aim is to win, but also to show which company is the best.

By controlling the androids you can use their every view in every direction to be able to control the presence of the opponent, but also to find a path to reach the ball.

After loading, you have a series of options before starting this game, including making a fast one, a competition or a league, change the name of the team and choose the duration of the game.

The game structure is mixed between a hand ball game and an RPG because you have to assign strengths and agility to each of the eight androids.

It is played only with the keyboard and the controls are very uncomfortable because they are associated with the number keys for movement and then the rest of the keyboard to switch to another android and to take the ball.

It is not, however, a real-time game since it is turn-based and therefore you have to move all your androids in your turn and then it's up to your op-

ADVANCE EG   0
LONDON DEATHBALL XI   0
TIME REMAINING 23
YOU ARE LOOKING NORTH

ponent to do the same thing.

It is a bit slow in recognizing commands, perhaps because the view is in 3D and therefore you must also wait for the labyrinth to be drawn. You have no commands to attack your opponent and I have not understood how to deal with him because when

you have him in front of you you can overcome him as if he were not there.

It is a game that attracts your attention because it is a turn-based sports similar to the hand ball in which you have to collect a ball and bring it to the goal and at the same time play as an RPG with different characters each with their own characteristics and place them tactically in this arena.

The graphics are nice with a good design for the maze and the various androids.

ZX Spectrum= 7

It is a bit difficult to give a kind to this title because it is a cross between a sports game in which to score goals and a turn-based RPG in a maze.

The graphics do not count that much because your aim is only to advance tactically for this arena, take the ball and make goals

Gold

Rupert and the Ice Castle is the sequel to "Toymaker's Party" and is a platform game even if there are objects to collect and use at the right time.

In this new adventure Rupert and his friends Jack and Jenny have to enter Ice Castle to save their others friends who have been frozen.

To do this you have to jump on the various platforms and reach them avoiding all the enemies you encounter because at each contact you lose one of your four pills and if you finish them all you have lost.

It's a game that never ends because once your friends are saved twice, it starts all over again in a more difficult

ON TOWER TOP STANDS BADGER BILL
SO RUPERT TAKES THE SAFEST DRILL
ICE PILLS   PL 1
5   03400

RUPERT SEES THE BOUNCING EGGS SO
RESCUES BILL WITH BOUNCING LEGS
ICE PILLS   PL 1
3   00000

way and this one is given by the phases to free them.

Initially each of them has only one screen and it means that it is enough to find him and free him. When you have freed them all, you will have to do it again but each of them has two screens. In the first you have to find the right object to use in the second screen to free your friend.

After these two phases the game restarts from the beginning with a greater difficulty.

A very intuitive title that allows you to overcome all difficulties in a calibrated way, giving you the chance to save your friends twice and differently.

It is not easy, however, to jump on a platform and escape the enemies because if you are hit by them on the platforms or by the stalactites you are thrown off the platform or from the top of the castle to the ground and

you have to try again.

There are no pixel problems and therefore the jumps are done in a more than good way and you can do them both in long and high and certainly this helps in the general playability.

However, you must pay close attention to stalactites which are perhaps the real bad enemies because they fall randomly.

The second time you have to save your friends the difficulty is much higher because the scenarios are more complex and there are many more enemies that strike you when you least expect it ruining even a good play.

A beautiful title on Commodore 64 for a graphic that well recreates the glacial environment of this castle with your friends in the same situation.

The characters are really well designed and equally detailed and cared for in everything.

Only sound effects during the action, but with musical jingles when you save your friend.

Commodore 64= 9

A platform game that works well without being stressful in the jumps even if you have to find the right pixel in certain situations also because these are also used by enemies.

Some are slippery so you also need to be very careful.

Fun guaranteed for this two phase mode that alternates between difficulty and makes it very long-lived because having no end, you can play in every moment to see how far you can go.

Gold

Solomon's Key is a platform game with elements of strategy because in each level you have to look for a key to open the door that leads you to the next one.

You have a magic wand that allows you to create and destroy blocks by creating a path to reach the key and at the same time block and destroy enemies. Some of these you can kill by destroying the stone where they walk and others you can only block them. Some enemies break your stones, others have the same ability to create and destroy stones.
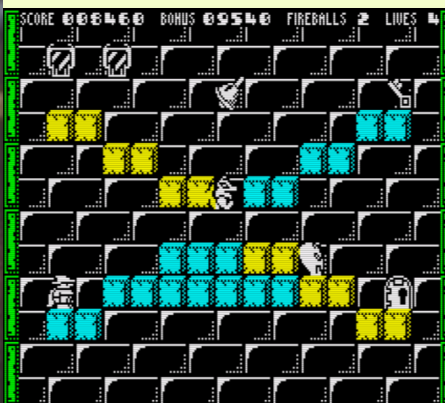
I think it is not necessary to say that contact with one of these evil creatures takes away one of your six precious lives.

There are also bonuses that you can find by destroying some blocks and
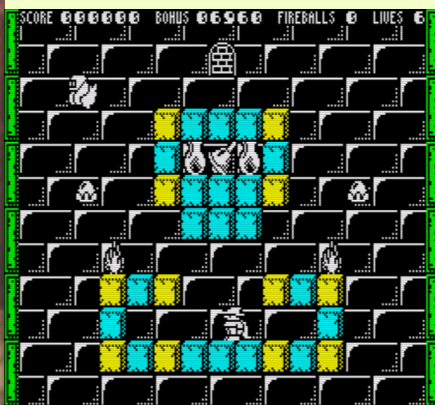
to make this adventure much more interesting you have to finish each level within a certain time limit.
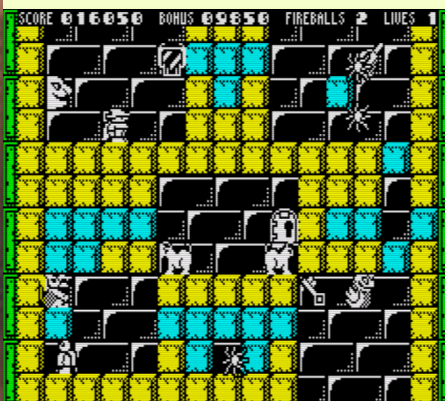
A game that, as it was designed and built, is excellent on every plat-

form where the only thing that changes from one to the other is the graphics and the audio. Playability is one of its most important values and it is what has always decreed its success in every platform.

The ZX Spectrum version is very well detailed in the graphics with accurate and optimally animated characters. The environment that recreates the rooms of a castle with colored blocks showing those that can be destroyed and those that are not.

Sprite and main objects in gray, but this is a hardware limitation of this Computer, but it allows it to have ac-

curate details in everything.

The difficulty confuses you because in the first level it is easy without effort, but already from the second it is very hard because the enemies have abilities that you do not expect and you have to learn to know them by sacrificing lives.

Recommended!

ZX Spectrum= 9

With its more typical and even partially transparent graphics it is very accurate and the most important thing is that the Coin-Op has been excellently converted and there is everything that was in the original.
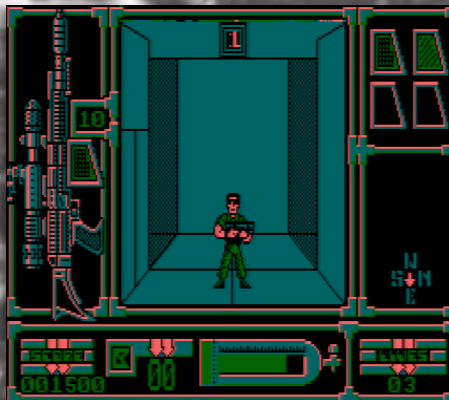Only the slot for the token is really missing.

Vindicator is "Green Beret II", the long-awaited sequel, according to the manual, which radically changes the game mechanics because it has three different Shoot'em Up phases: a vertical scrolling first driving a plane and then a jeep, a classic one side scrolling and one inside a pseudo 3D maze.

The aliens have invaded and destroyed the Earth and the survivors are scattered among the various desolate territories. Among them there is one who is waiting for the moment to intervene to chase them away. You are. The Vindicator. You have to infiltrate a military base

to destroy the computer and destroy the alien fleet, destroy the alien spaceships with a super plane or a frantic race aboard a jeep and finally explore the catacombs to face the Great Guardian and end the hostilities.

These are the phases (levels) in which this game is divided and thanks to this variety of scenes it should guarantee you the desire to finish it and above all to prevent it
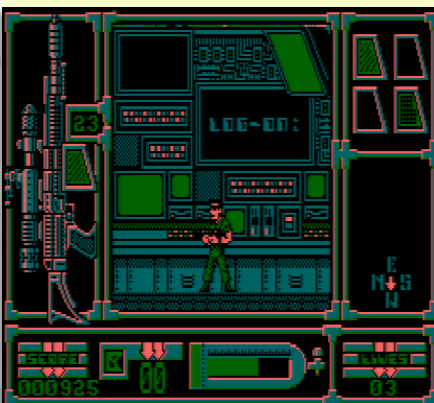

from becoming boring.

The first phase is inside the Complex and more than a simple shooter because you have to find the right path, recover the ammunition and colored cards that are carried by the Alien Guardian. You have to solve some puzzles like the "hang man" in which you have to find the word that if it is right gives you 2 pieces of map. One of these shows your position in the section and the other shows the components of the bomb to destroy the central computer. If you give the wrong answer the system resets and you have to try again.

The puzzles and the access to the Computer require the colored cards and if they are not those required you cannot finish the mission.

The other two phases are mainly vertical and horizontal scrolling shooters in which you have to destroy everything that is alien. With the plane you destroy a first wave of alien and with the jeep you must destroy the entran-

ce to the catacombs in order to access this final level.

A successful game on Amstrad CPC with good colors and also a fair amount of detail. The palette is quite limited because it is based a lot on green and blue and its nuances. This choice, however, gives the right credibility to these environments.

There are all music and sound effects.

Amstrad CPC= 7,5

A mixed shooter with sequential levels one different from the other and this never gets you bored doing the same things.

The first level is difficult because it is an all the same maze in which it is easy to get lost and can lead to moments of boredom because even the various rooms are all the same. This is initially the case because the aim is to get a little bored trying to find computer access cards. Then everything changes because when you have the maps you know where to go and what to do.

ALIEN

Alien,

in spite of the name, it has nothing to do with the movie, but it is a side scrolling shooter that is actually a remake of Impossible Mission for how the game is structured.

The character you control is a woman who moves and jumps exactly as in the mentioned game. There are


elevators that take you to some underground areas where there are aliens that you must destroy with your gun.

IM was a puzzle game because you had to search for map pieces. This is a platform action game where you have to destroy the aliens with a

weapon that has only 9 bullets.

The game interface is essential, but very useful because it shows you the number of aliens that are in the sector that is shown to you, the number of bullets and your energy.

The gameplay tends to be very poor because the screen are static and this means that running through it, you pass one full of lethal obstacles such as pools of acid and flames. You have so much energy that it is not a problem because as soon as you come in contact with traps you are thrown away and in this way you lose little energy every time.

The problem is the jumps that must be done at the right pixel so neither
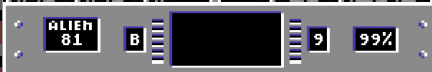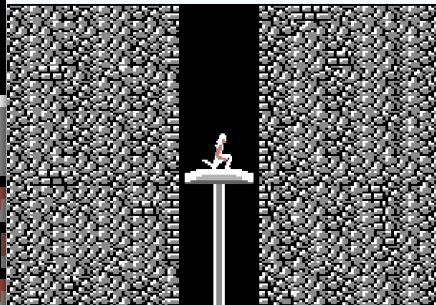
one too far ahead nor one too far back.

There seem to be problems with collisions because it often seems that you are going through walls, but in reality it has been done on purpose because this allows you to have
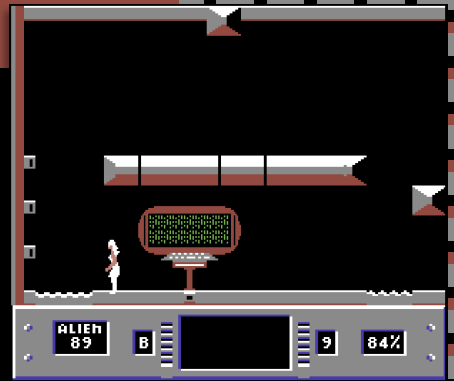
the right pixel to jump.

There are suspended platforms that have holes among one and other and certain jumps must be done in the previous screen and hope to find platform in next screen and therefore you must memorize any positions of them. This is a disastrous way to play a video game..

It is a game that captures you immediately because it remembers Impossible Mission in the game mechanics and also because you have to find passages by solving some enigma. The aliens are in one area and you have to find an underground path to get there using the only two areas you can explore.

Commodore 64= 5

It's not a good game because jumps are often made between one screen and another with platforms that require the right pixel.

It was perhaps better to be able to reach the various sectors freely and then explore it to find aliens.

After a few attempts there is a bit of regret because he could guarantee fun with a winning game structure.

TwinBee

©KONAMI 1986

Gold

Twin Bee is a vertically scrolling Shoot'em Up, a bit particular because it has a typical cartoon graphics even in its simplicity and also for how the backdrops are designed, your spaceship and various enemies.

The flight is allowed in all eight directions and you have two types of weapons of which the second are bombs that you need to hit the ground targets. There are various bonuses to be taken to upgrade weapons and they are represented by colored bells that are hidden inside

some clouds that, if hit, make them fall. Some of these can be combined together, while others can only be used individually.

The bells are yellow and change color (and type of bonus) after several shots.

"continue", so you have to use your best skill.

It doesn't look like while you are playing, but the various waves of enemies, even if they initially seem a bit silly, will put you in serious trouble because there is the typical craving for these games to run to take the perfect power-up and end up in the lethal blows of your enemies.

The playability is good, the scrolling of the screen is fluid and then there is a beautiful accompaniment and good sound effects.

Enemies can be destroyed in two different ways. If you hit them right in the middle they will explode. If you hit their cannons you will only damage those and these ships will then be repaired in an ambulance. To avoid being confronted again by fierce enemies, you must destroy them immediately.

If you decide to play with a friend of yours you have to know that the two spaceships have the same speed and you can join together to generate a powerful spaceship to launch a kind of Smart Bomb. Still in this two-player mode, if one of them hits the other one behind, the latter will shoot four multi-directional shots.

The premises are good for a really nice and fun game especially in the two player mode to join and generate a kind of super weapon.

The graphics are pretty and definitely use a Japanese style to be a bit humorous and you just need to look at your spaceship and the enemy ones.

The difficulty is very high and unfortunately there are no credits to

MSX= 9

An excellent shooter that despite a decidedly high difficulty and that becomes even more so because the race for upgrades distracts you from being cautious, keeps you glued to the monitor.

Nice even technically and that reminds a lot of the original game.

XADIUM

© MR CHIP SOFTWARE 1987

It is a game somewhere between a space race and a horizontal scrolling shooter in two phases that draws a strong inspiration from "Buck Rogers: Planet of Zoom" in the first one where you have to fly with your spaceship on paths delimited by poles with a third-person view in a 3D scenario.

In this one you can accelerate and decelerate to be able to stay out of the way.

You have a time limit to finish this race and if you hit a pole nothing happens, but you only lose precious time. The second phase takes place underground with a side view and you only have to arrive at the exit within a time limit.

In this level you can shoot everything in front of you that represents an obstacle.

The graphics, at least for the first part, are very beautiful, well colored and the 3D flight is realistic. I didn't see the second one because it is really very difficult to fly at high speed and therefore for prudence you go to half power which is not enough to win the race.

Commodore 16= 7

It is difficult, but well done and for what I have seen I would say that it is worth playing with it to try to finish it.
Technically it is well done with very smooth scrolling.

Solo Flight (v2)

I had already reviewed this game in the first issues of the fanzine for various Computers and Consoles, but for the Commodore 64 I had described only the first version, while today I speak briefly from v2 which changes something graphically and sonorously.

You fly the small Ryan ST-A plane in two missions: training and mail delivery.

The first mission is just to learn how to fly thanks to the instructors who guide you at every step to learn how to take off, fly and land.

In the second mission you have to bring the mail from one city to another in various weather conditions in which you will opt for a visual or instrumental flight.

The differences from the first game are the digitized speech that helps you a lot especially in the driving lessons and then a new dashboard wider and more detailed than the first version.

It is the most beautiful version because it is more realistic when you hear the voices of instructors or air traffic controllers.

Commodore 64= 9

A new, nicer and more precise dashboard and digitalized speech that makes the flight experience more realistic.

© 1986 Tatsumi Corp.

LOCK-ON™

Enter your computer's performance.

0: Standard PC (4 Mhz).
1: Turbo XT (8 Mhz clock or faster).
2: AT class (286 or 386 processor).

Manufactured Under License by
Data East USA, Incorporated
Adaptation by Impression Software, Inc.
and
Quicksilver Software, Inc.

Lock-on

It is an arcade flight game released for the PC-Booter, a Computer that, similarly to others of the time, allowed the loading of the game directly at startup without loading the DOS.

It is a clone of After Burner for game mechanics even though here the view is in first person inside the cockpit in a scenario in three dimensions.

The aim is to destroy all the enemies with your standard machine gun that can overheat and leave you defenseless during cooling.

The action seems to take place on an alien planet because the enemies look like that and when you get to the end of the screen, a sort of portal appears that teleports you to another region.

On the screen you have a double cross-shair because the large square is used to acquire the target that turns red and then you can hit.

The graphics for this computer are supported in CGA and EGA mode with a general quality very different from the original and much more primitive, but the colors, in EGA mode, are well applied.

The game action depends on the computer you have and that you must choose before starting to play.

PC Booter= 6,5

The gameplay is complicated for this aiming system that is a bit difficult to implement, but it is quite similar to that of After Burner, although in general it is much more primitive. The weapon tends to overheat and this is another difficulty factor.

J.P. PASQUIER PRESENTE:

SPACE

F1 : PAUSE
F3 : STOP
F5 : POUR JOUER

© COPYRIGHT 1985

Space

A very simple French game that is in fact a vertically scrolling Shoot'em Up that has a strong inspiration from Invaders or Galaxian.

There is not much to say about this title because it has nothing new on the game mechanics that can take some advantage for the current player.

You have so many lives because it is very difficult as enemies have a formation that is always in chaotic movement and graphically they look like eggs because when they attack you they change shape and are faces with hairs.

It is enough for they to touch a pixel of you to kill you, but it is still a price to pay for its simplicity.

The only purpose is to go on for as many levels as possible.

Graphically very simple that certainly does not point to the aesthetic aspect that still does its duty with this form of waiting and then that changes in the attack phase. On the other hand it has very poor gameplay.

Commodore 64= 5

It is one of the many unknown games for the Commodore 64 that are clones of many established titles that try to reproduce that winning playability. They don't always succeed because then they focus everything on disappointing goals and frustrating difficulties.

Readers Reviews

It was a new section of the fanzine dedicated to the reviews of readers who wanted to write their own reviews on the game, on the program they prefered to give their point of view and it did not matter if it had already been reviewed by me in the past.

This page will remains present even if there will be no more reviews.

It is a recognition to the people who contributed to this fanzine.

Retro Trailer

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. These 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 light blue background or light blue edges means that it is a title already reviewed in the past and I decided to resume):

In the last issue you saw the basics to start using this emulator and today you see some very interesting ones you can do.

I said that thanks to the configuration file "dosbox.conf" you can do everything and now you can see how to modify it to start the games directly from the executable without having to use the DOS shell.

Enter your favorite text editor in the "dosbox.conf" and go to the bottom of the page where it says "[autoexec]" and add the commands to start the game:

```
[autoexec]
# Lines in this section will
# You can put your MOUNT line
```

Mount C locally, enter C:, then write the game path and finally the executable.

When you click on the DOSBox.exe icon the game will start automatically (*all very simple and really immediate, but be careful that if the game requires audio and video settings you must do it before modifying the dosbox.conf*).

```
[autoexec]
mount c .
c:
cd barba
barb
```

This solution, however, is not to be preferred because in practice it prevents you from starting other games that you have copied and installed.

You can now create two customized startups to run the two games in this tutorial.

You have to duplicate the "dosbox.conf" file in two configuration files called "barba.conf" and

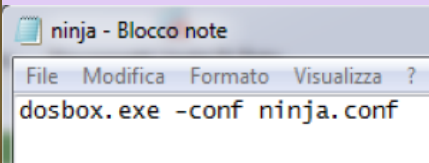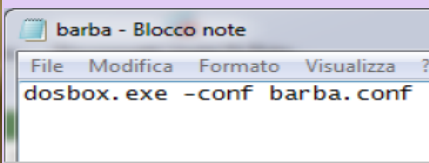"ninja.conf" respectively, which you need to modify in this way (leaving the other settings unchanged, of course!):

```
[autoexec]
mount c .
c:
cd barba
barb
```
```
[autoexec]
mount c .
c:
cd ninja
dudes
```

Now the two games are completely disconnected from DOSBox since the emulator recognizes only the file called "dosbox.conf".

How to start them then?

You have to create two "batch" files to run these games with a text editor: barba.bat and ninja.bat.

```
barba - Blocco note
File  Modifica  Formato  Visualizza  ?
dosbox.exe –conf barba.conf
```

```
ninja - Blocco note
File  Modifica  Formato  Visualizza  ?
dosbox.exe –conf ninja.conf
```

By clicking on the ".bat" file you want to try, you will see that DOSBox starts the desired game.

Now it is time to try something more difficult (if you do not know the commands of this emulator thoroughly, initially it is, but with a little practice you will have a lot of satisfaction).

How to mount a CD-ROM drive?

To learn how to do it I decided to use the game *Warcraft II: Tides of Darkness* which is available on this optical unit.

In the last issue you read that to mount a CD-ROM there are two methods depending on whether the media is real or an ISO image.

The first thing to do is create "war2.conf" to be able to configure it freely and run this game as best as possible.

PHYSICAL UNIT:

If your CD is, for example, in real drive "F" you need to modify your "war2.conf" to read it.

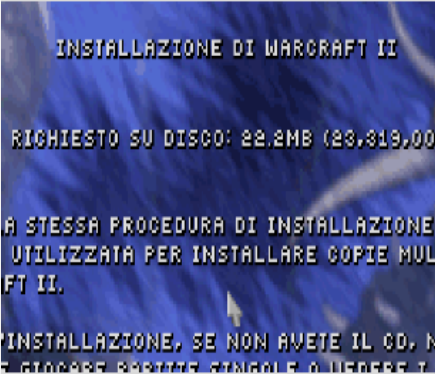First of all, mount the C partition as you have already learned and then mount the CD-ROM as follows:

```
[autoexec]
mount c .
mount d f:\ -t cdrom
```

Create a "war2.bat" file as done for the other games with the same procedure: "dosbox.exe -conf war2.conf".
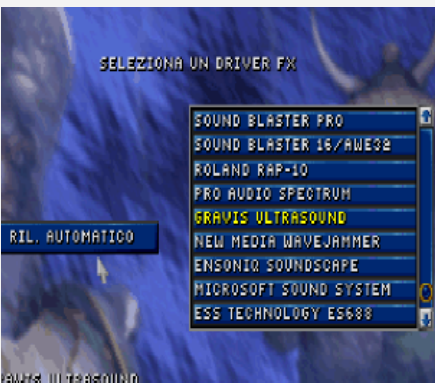
At this point double click on "War2.bat" to start DOSBox and mount the CD-ROM.
Once you are in front of the DOS shell, you see that the CD was mounted as D and then entered the CD writing D:.
Now write "install" to start the in-

stallation of the game in question, which you must configure the sound card as follows:

By default the program detects the Gravis Ultrasound, but ignore this choice and look for the Sound Blaster 16 and then configure it automatically by running the test to see if you have done everything right.
The audio for this game must be configured twice: music and sound effects.
After the installation the DOS window informs you how to proceed to start it correctly.
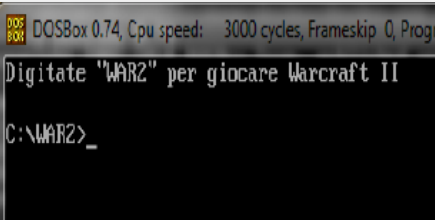
Now you can return to your war2.conf and modify it with this new information:

Mount C locally, write the path to the game and finally the executable (the .exe or .bat extension is not needed).
Save everything and start your War2.bat to play Warcraft II from CD.

IMAGE ISO

Convert the game CD into an iso image (better to create a bin/cue format to be able to take advantage of the audio tracks that could be lost in the .iso format).
Create another configuration and this time call it "**war2iso.conf**" and also create a "**war2iso.bat**" with the same procedure: DOSBox.exe –conf war2iso.conf.
The "war2iso.conf" file must be modified in this way:

Since you have mounted C in the DOSBox folder and you have your iso in a folder called "war2cd" this syntax allows you to mount the CD-ROM.

Caution!!

With the images "**iso**" and "**img**" the command is "**-t cdrom**" while for all image files that have a "**cue**" it is better to use "**-t iso –fs iso**" to prevent the CD from being mounted incorrectly or not recognized during installation.
Then adding "**D:**" enter the CD root directly and then follow the same installation procedure.

MENU IN THE DOS SHELL

Surely many of you will have had the chance to see some menus to run the program that interests you by pressing a key associated with it.
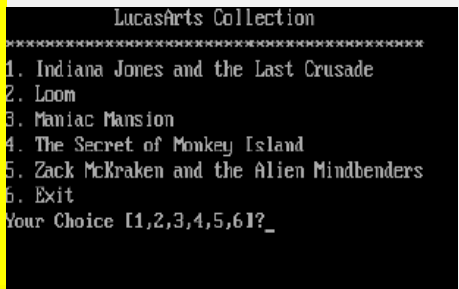
Normally you see these menus on the most advanced operating systems that have graphical interfaces that allow easier selection with the mouse that helps you. With DOS things are much more complicated because everything is done by a batch file which must be written by hand correctly and which can be used by emulator.
You can do it even with DOSBox limited to a textual table, but that has all the features to make your life easy by starting the game or the program that is associated with a letter or number of your keyboard.
In this tutorial you have discovered how to start 3 games: Barbarian, Bad Dudes and Warcraft II.
Now you will learn how to build a text menu to start them by associating them with a letter and also to be able to exit and return to the DOS shell.
The first thing to do is create a copy of the "dosbox.conf" by renaming it "**menu.conf**".

Edit this new text file as follows:

```
[autoexec]
@echo off

:start
cls
echo              Revenge! Tutorial
echo ********************************************
echo 1. Barbarian
echo 2. Dragon Ninja
echo 3. Warcraft II - Tides of Darkness
echo 4. Exit
choice /c1234 Your Choice
if errorlevel 4 goto exit
if errorlevel 3 goto war2cd
if errorlevel 2 goto ninja
if errorlevel 1 goto barba

:barba
mount c .
c:
cd barba
call barb.exe
cd..
goto start

:ninja
mount c .
c:
cd ninja
call dudes.com
cd..
goto start

:war2cd
mount c .
imgmount d "./war2cd/war2.cue" -t iso -fs iso
c:
cd war2cd
call war2.exe
cd..
goto start

:exit
exit
```

If you want to create a DOS menu games, start your script with an "**echo off**" to hide the MS-DOS shell and then immediately "**: start**", "**cls**" and finally use "**echo**" which are used respectively for management and table creation.

In the lines you create with "echo" you put the name of your compilation, of the lines to create the table and then put the full name of the games you want to use (*the procedure to write the games is this: echo 1. name of the game*).

The "**choice / c**" command followed by numbers and letters allows you to associate the games with it.

For this tutorial I show you how to do it with three games, but if one day you create a menu with 20 programs things are much more complicated, but for now don't think about it and concentrate on figuring out how to create this first simple menu.

"**If errorlevel x goto game**" represents the exit error required for the menu to work properly and must be written exactly as shown in the attached image and after the "**goto**" command the folder containing the game must be specified (not the full name that you wrote near "echo"). The "**x**" you see represents the position of the game that must be written backwards compared to what you wrote after "echo".

If you wrote "*echo 4. Exit*" the first line of "*if errorlevel*" must be this (looking at the image is easier to understand).

When you write games with the "echo" command you only have to use the numbers from 1 onwards, but with Choice / c you can't do that and after 0 you have to use the letters of the alphabet from A to Z. With "if errorlevel" however you have to use only the numbers and then learn to associate the numbers with the letters (it is much easier than it seems).

If you have this case:

Echo 1. xxx
Echo 2. yyy
....
Echo 11. Exit

You will have this result:

Choice / c1234567890A

That "A" is associated with the number 11 and so on (you decide the letter to use to associate it with that number, so you could also use Y or whatever you want).

With "if errorlevel" the first line you will have to write will be:

If errorlevel 11 goto Exit
....
If errorlevel 2 goto yyy
If errorlevel 1 goto xxx

Now you have to associate the letters with the games to start them. In the image you see that I mounted the "C" each time, but it could only be done once at the beginning after "echo off".

You have to write the commands to start the games in the order you did before with the "echo" command. In this case the first game is Barbarian, the second is Dragon Ninja and the third is Warcraft II. The fourth entry is the exit menu command.

It starts with the name of the folder where the game was installed exactly as I write it:
:barba

You must then put the folder path with:
cd barba

Recall the executable to start with:
call barb.exe (in this case always put the extension)

CD..

goto start (this very important command is needed when you exit a game to return to the menu for a new choice; it should not be mandatory to enter it, but put it because it could give you error in executing the game).

Caution!!
If in your compilation there is one or more games on CD-ROM you have to mount the CD as I explained directly to you in this script as you see in the image.

Even in this case maybe you could do immediately after "echo off", but it is not wrong to enter it at the right time during the creation of the script. The item "Exit" you can also not put it because anyway some games do not exit from DOS and you will have to close the emulator.


If you knock down the Red Baron you will receive a medal and if you lose he will continue to live for another day.

Beautiful technically with well chosen and applied colors to optimally recreate the main character in his feature and also animations. The seabed is also good.

Its simplicity makes it fun and immediate and for a while it will keep you attached to the monitor trying to make as many points as possible and defeat your opponent.
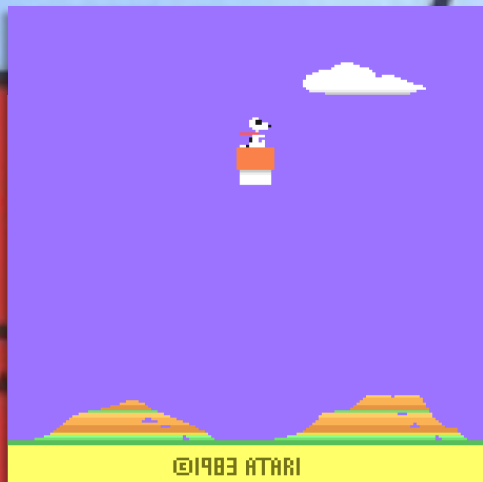
Snoopy and the Red Baron (1983, Atari - Atari 2600)

A fun game for this Console in which you play Snoopy who flies with his house to try to defeat the Red Baron.
A very comical character, and as such, this challenge too is because the kennel snoopy for the occasion can fly, chase and engage in air battles in this multi-scrolling shooter.
Not only this goal, but also collect various objects that your enemy drops from his plane: bones, hamburgers and beer.
All objects that are somehow related to Snoopy.

Atari 2600= 8

Today it certainly does not give you the same stimulus of 1983 when in fact this technology seemed science fiction.
It is still a nice game, but in the long run it tends to tire a bit because the structure is that, however, for the character it remains interesting to play.

Gold

Buggy Run (1993, Sega - Sega Master System)

It is an isometric car race in which you drive a buggy in a championship with 15 tracks and for every win there is a cash prize that can be used to improve your car.
If you play alone you have four modes: Race, Vs. Com, Freerun and Battle - if you play in two you have Race, 1P Vs 2P and Battle.
A title that allows you to vary the race with these modes to make it more interesting and more varied to be more durable over time.

In the main mode which is the championship before each race you have to configure the car and buy the

best pieces to try to win easily. In the others it is a comparison with the Computer and therefore immediate travel without getting lost in frills on the configuration.

The "Freerun" serves as training to learn to drive in this isometric graphic.

The graphics are very beautiful but very detailed for the cars, but also for the backdrop made up of various types of terrain, smooth, undulating with dunes and various types of richly detailed and animated landscapes.

Recommended for isometric racing lovers.

Gold

Safari Hunting (1983, Sega - SG-1000)

As the name implies, it is a game in which you have to hunt animals in an impassive jungle where you have to venture out on foot, but if the animals leave the path and arrive on the road you can hit them from your van.

The animals you hunt are Snakes, Gorillas, Lions and Elephants. I want to point out that you don't kill them, but use a shotgun with tranquilizers and the bigger they are, the more ammunition you need to use.

When you hit an animal, start counting the time you have to transport him from where you are to your van. If the time drops to zero while you're in the forest, he wakes up and kills you.

In addition to this risk there is also to take into account the fuel of your vehicle which is used as time to finish the game because when you go around the forest you leave the engine running and this consumption is used to make you hasten your mission.

The animals are obviously not stupid because they come out of the forest on the path for a moment and then disappear again in the thick vegetation.

If you are too close to them, they will kill you instantly.

Educational: Learning

Talking School Bus

C 3140

Gold

Copyright©1989 by Orange Cherry Software, a Division Multi Dimensional Communications, Inc.

Apple II GS (1989, Orange Cherry)

A s you have understood I really like this Apple II GS for its many educational programs that always have a simple and effective interface and allow children to access information easily.
Talking School Bus is an educational program on listening the sounds and words and searching for the right object among those you see on the screen. In some cases you must also use real colors to better represent them.

Talking Schoolbus Main Menu
- Bus Route
- On the Farm
- Farmer's Market
- Quit
- At the Aquarium
- Print Reward

Click the mouse on the section of your choice.

There are no penalties and you can wrong as much as you want because the purpose is to teach and make people understand who uses this program.
It is a game that requires a good knowledge of English to recognize objects from their name and from speech.
The mini games are:

⇒ **Bus Route**
⇒ **Farmer's Market**
⇒ **At the Aquarium**
⇒ **On the Farm**
⇒ **Print Reward**

In **Bus Route** you are asked to go and pick up a student and you must drive your vehicle using the map and the four cardinal points. Also in this case it is a listening exercise and knowledge of these directions.

Instructions Volume Repeat Quit

North West East South

SCHOOL BUS
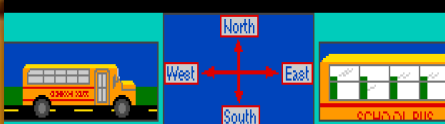
In **Farmer's Market** you have to listen to the narrator's voice that indicates a fruit and its natural color. You must find it and color it.

FARMER'S MARKET

bananas   oranges

At the Acquarium is based on basic math because you have to count how many aquatic creatures you see and press the relative number.
On the Farm is based on listening to the sounds of animals and if you find the right one it is written and you will see how the text read is the same as the sound of this animal.

Instructions Volume Repeat Quit

neigh

**Print Reward** personalizes your diploma which must be done after passing all the exercises in which you are assigned a score.

Instructions Type name Print Quit

Award of Excellence

Please type your name in the space below, then press return.
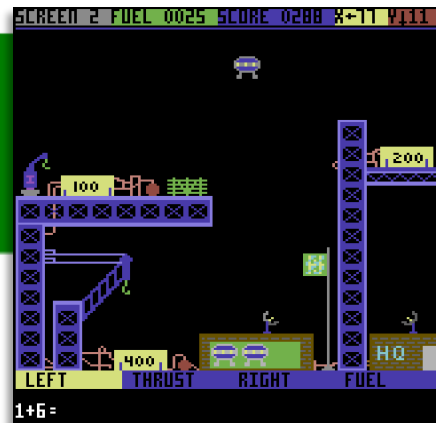
Presented to: REVnGE!

Apple II GS= 9

Excellent educational in every respect. Excellent audio quality that allows you to understand what the program is asking for, very detailed graphics and even animations, where present are successful and credible.

Space Math

Gold

Commodore 64 (1988, IntraCorp)

SCREEN 2 FUEL 0025 SCORE 0200 X+77 Y111
LEFT   THRUST   RIGHT   FUEL
1+6=

Space Math is an educational math as indeed its name says in which you pilot a space shuttle that must land on a Moon or a Planet using math operations to be able to do it perfectly.

You have lateral and vertical rockets that take effect only after you give the right answer, but be careful that the descent of your spaceship is continuous and you have to respond quickly to avoid colliding against canyon walls or other external buildings.

SCREEN 1 FUEL 0025 SCORE 0008 X+12 Y111
ALPHA   BASE
LEFT   THRUST   RIGHT   FUEL
8-7=

dings.

You have to choose the type of operation to do at the beginning of the game which can be random for each engine or set a type, for example,

only additions for the engines on the left, only multiplications for those on the right and division for the main ones.

It is an educational and at the same time an arcade game with only three lives to be able to overcome

SCREEN 1 FUEL 0025 SCORE 0008 X+45 Y131
ALPHA   BASE
YOUR LANDER HAS CRASHED!
YOU HAVE 3 LANDERS LEFT.
PRESS ANY KEY FOR NEXT LANDER.

the various levels.

A beautiful game for how it was made and as an idea. The graphics are nice, typical of these games for the Commodore 64 enriched by a gameplay based on mathematics.

SCREEN 1 FUEL 0025 SCORE 0200 X+90 Y121
ALPHA   BASE
CONGRATULATIONS!! YOU HAVE LANDED!
BONUS FOR A SPEEDY LANDING IS 100.
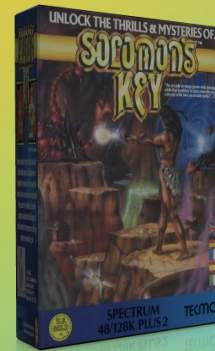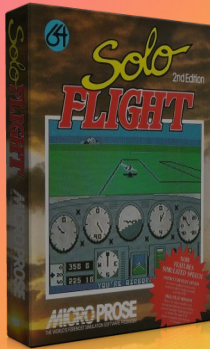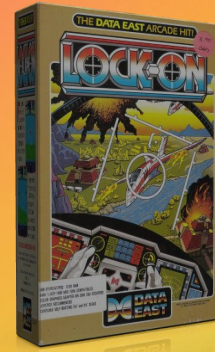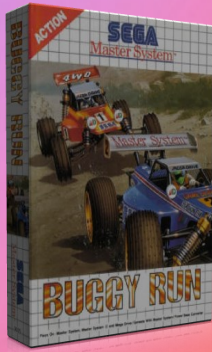PRESS ANY KEY FOR NEXT SCREEN.

Commodore 64= 9

An arcade action game based entirely on mathematics to complete each landing mission.

The operations are associated with the engines that can be random or of the type you want.

REV'N'GE!

Top 3

Magiczna Ksiega	
Heroes of Might and Magic II	
Solomon's Key	
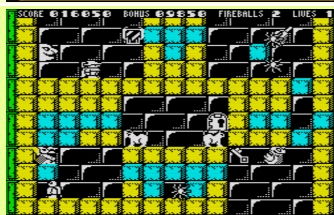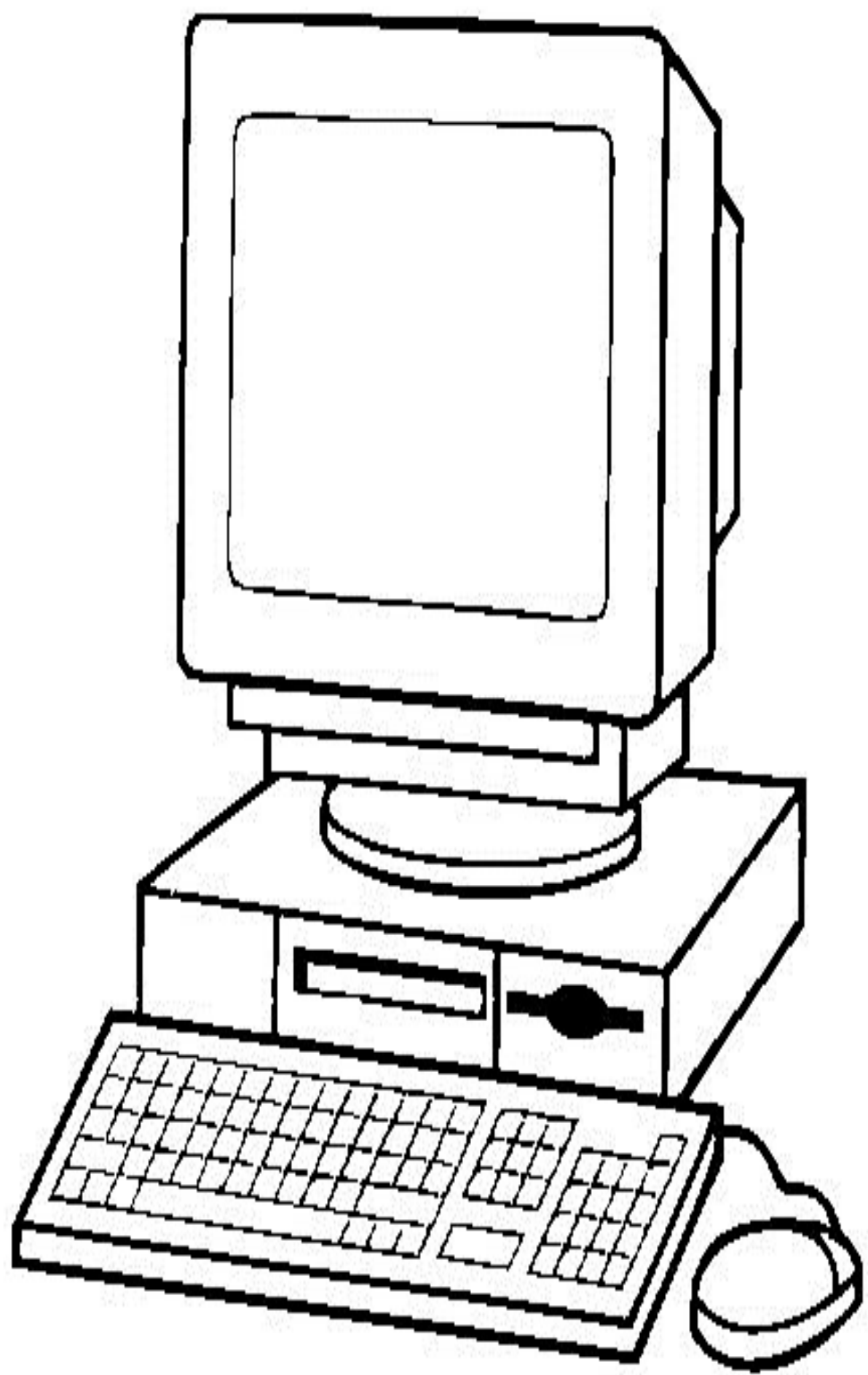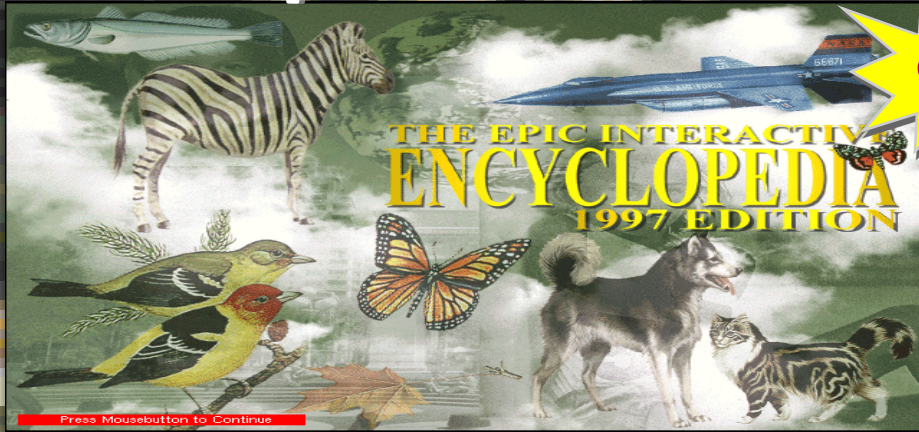
Gold

Guided Tour is the program guide that explains to you with excellent speech the various features of the interface and the three ways in which you can explore this encyclopedia.

The Epic Interactive Encyclopedia: 1997 Edition is a multimedia product for Amiga in OCS and AGA version that allows you to have all kinds of information covering every topic.
This Encyclopedia can be read in four ways:

* Encyclopedia
* Explorapedia
* Guided Tour
* EUROpedia

Explorapedia is a children's mode that allows you to learn and play with eight interactive animations where you can see animations, listen to music and sound effects with each mouse click on certain objects.

EUROpedia is the geographical map of Europe in which you can select the various Countries to read their history and listen to the National Anthem (I must say that I expected a much better sound quality and instruments more suited to an Hymn).

This is the OCS version tested on a Workbench 3.1 anyway because you need to install the CD-ROM drivers.
Excellent overall quality.

With the first you have the information cataloged from A to Z and it is the main one to which the others in way or in the other access to give you more detailed information.
The interface is very good, complex and effective because you have everything just a click away and for each item you always have the text description. If the topic has other features these are listed and you have the possibility to listen to the voice, the music, see animations and videos.
The text is read through the "narrarator.device" that once started you can no longer interrupt (*on long texts better to not use*) while the multimedia part is all digitized.

Excellent multimedia Encyclopedia with many high quality images, animations, videos, music, sound effects and detailed descriptions.
In short, a classic product that brings a decidedly modern interface to this computer compared to those normally seen on CDTV and CD32.

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