# REV'n'GE!

## #108

## Retro Emulator Vision and Game

## Commander Blood

**A CD-ROM space-time graphics adventure**

## Bocce

**Simulmondo born from this game**

**OTHERS REVIEWS: Killer Gorilla * Plummet * Flight Deck * Robotland * Robotron 2084 * Castle Top * Dungeons of Daggorath * Rotox * Black Tiger * Rolling Thunder * Smurfen * Danger Zone * Bomber Attack * Mickey's 123's * Scary Poems for Rotten Kids * Leisure Suit Larry 1 * Scenery Animator 4**

**CONSOLES REVIEWS: Ghostbusters II * Fifa International Soccer * Asterix and the Great Rescue**

Spring issue after a winter also this year is not very interesting because after a very cold winter started in November 2019 we are back in a temperate climate and perhaps a little too much because many ski facilities in these areas have seen the snow lose under the nose. I must say that I was also hoping to see the snow here after the last snowfall of 2018.

An issue that should have good reviews and also, as usual, some that I decide to do after reading the comments on some forums, especially to see and check for myself if they exaggerate or not. An errata corrige on the preview of the game "Dead on Time" for Amstrad CPC that I had already reviewed and then replaced with another title.

In this issue 108 there will therefore be more reviews for Amiga both among the normal ones, the short ones and also in the Multimedia section. Amiga in this last section was important for the fanzine since I initially focused on all the material released for this platform also for ease of use and also because it has a less demanding target.
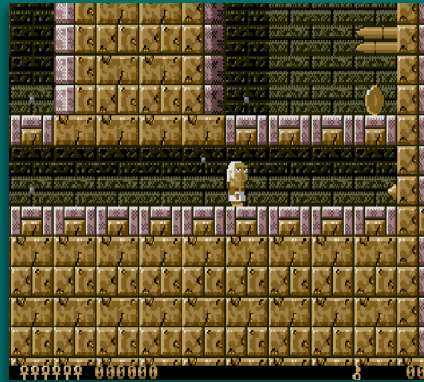
Enjoy the reading

**Cyper Cop - Amiga**

A Beat'em Up that looks a bit like Robocop and that perhaps also has better playability. You will read it in the next issue.
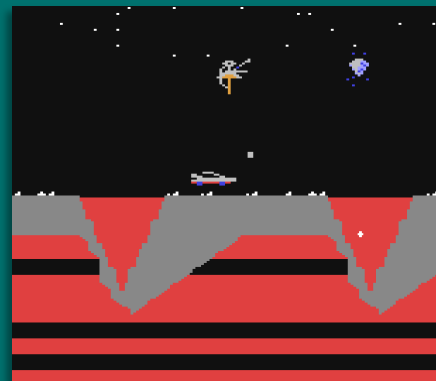
**Entombed - Atari ST**

A platform game where you find yourself inside some Egyptian tombs looking for objects to collect.

**Xyphos - DOS**

A spatial simulation that in some respects resembles another, but graphically it looks much better. Will all that glitters be gold? See you next issue!
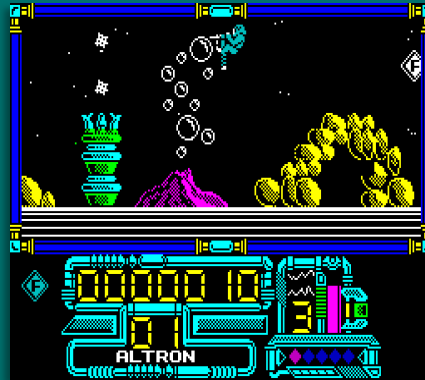
**James Bond - Commodore 64**

It is a horizontal scrolling shooter based on the character with the original music of the film

**Death or Glory - Amstrad CPC**

A multiple scrolling shooter that has beautiful colorful graphics and spectacular explosions as I like them.



**Pogotron - ZX Spectrum**

It is an action game in which you have to find pieces of your spaceship that must be re-assembled to leave the planet and face the aliens in a horizontal scrolling shooter phase with an end level boss.



**Lode Runner - MSX**

It is a classic platform game in which you have to collect objects by climbing the stairs and use ropes to avoid enemies. You have a special power to trap them.
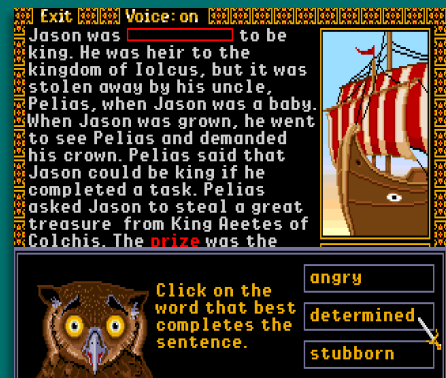


**Greek Mythology - Apple IIGS**

An educational perhaps not much loved because you have to well read a story, understand it and then answer questions or insert the right ones in order to create a sentence of complete meaning.

## 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

**K**iller Gorilla is a Donkey Kong clone for Amstrad CPC in which you have to save the beautiful girlfriend who was kidnapped by the jungle beast irritated by the chaos of the city and also to make you angry.

It is a short-lived game because it has only four levels where in the first three you have to climb the stairs to reach the various floors avoiding the barrels that the Gorilla throws at you and occasionally using hammers to destroy them.

In the fourth level you have to remove the screws that hold the structure together to make it collapse and kill your enemy.
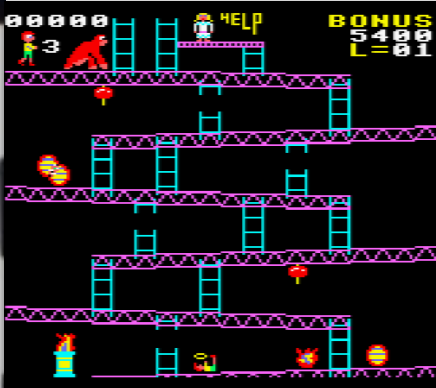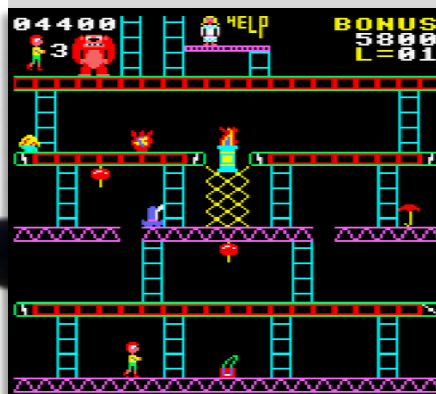


If in the original the purpose of the various levels was only to reach the roof of each skyscraper to save your girlfriend, now in this title you have to end the chaos that this Gorilla is causing and surely having a goal to reach is even more interesting.

Four levels seem few, but having a plot that must end with your victory are the right purpose to not become boring and to allow you to see the epilogue of this adventure.

The levels for many players may be few, but they are difficult because each of these ones is made in such a way as to keep you busy for quite some time. There are not only the barrels that the Gorilla throws at you, but also fireballs that appear on the various floors, platforms that break under your feet and elevators that are constantly moving and you must find the right time to take them.



The graphics are magnificent in the choice of colors and the very nice detail including the animations. The gameplay is excellent and the levels are well balanced in difficulty and even if there are actually few levels, the desire to defeat the bad Gorilla will make you appreciate it very much.

After the fourth level, it starts all over again with a higher difficulty.



### Amstrad CPC= 9

Excellent clone of the Arcade version of Donkey Kong in which you will feel like the original stuck in the Amstrad CPC both for the quality of the graphics and also for the playability. There are no flaws because a great job has been done.

**Gold**

**P**lummet is a platform game only for ZX Spectrum in which you are a hero who is hired by the Mayor of New York because the elevators of the last newly built skyscraper are defective and you have to climb the various floors and bring ropes to bring them down in safety. It seems relatively easy, but it is not because the levels that make up this building are composed of three screens that scroll vertically and after taking the ropes that you find scattered throughout the various floors you have to attach them to the ceiling in the top screen and then connect all the rest.

Strangely, despite being a hero, there
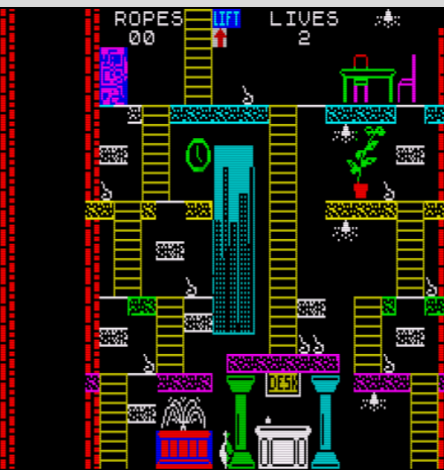
are security members who shoot at you and lethal doors. You have to defend yourself and shoot them. You can do this, however, only if you have the rope with you. To open the doors you have to shoot them because they are lethal at the touch of your hand.

Since there are no classic enemies who want to prevent you from saving the skyscraper, apart from the security that perhaps does not know what you are doing, these difficulties are used to make the challenge more exciting.

In reality, however, it is not entirely true because in addition to these difficulties there are others that are lethal mobile platforms that crush you (even in this game the pixel makes the difference between life and death) and the drops that fall from the ceilings that kill you instantly.

You have three lives available to reach the last screen, you can only carry one rope at a time and even if you lose a life, the one you have taken remains. There is no time limit because the elevator with the trapped person falls only at the end of your third and last life.

The difficulty is high because if you

get to the last screen and lose a life, start again from the first floor and you have to do it all again.

The graphics are very colorful and therefore meet the limit of the Spectrum which does not well handle the moving sprites and so they are monochromatic and transparent. Not for this it is bad and the playability is very good because a little attention is enough to overcome any trap. On the somewhat crowded screens there is a desired slowdown that allows you to pay more attention and hit the most dangerous enemies.

Aside from the transparency of the moving sprites, it's a great game.

## ZX Spectrum= 9

The graphics are excellently designed and for the eye it is a good point because it immediately attracts you. Transparency is not a problem because it is a hardware limit of the platform and does not create problems on the playability as it happens in other titles.

The difficulty is well balanced because you simply have to be careful and you have no time problems.

FRANCESCO CARLA' PRESENTS
BOCCE
DESIGNED BY IVAN VENTURI
(C) 1987 ITALVIDEO
SIMULMONDO SOFTWARE

**Gold**

**B**occe is the first ever Simulmondo game that is very inspired by *Leaderboard Golf* despite being two completely different sports.

The young Bocce programmer is passionate about the rules of the game both in the indoor and outdoor version and tries to give the maximum realism of the balls in the way of rolling, bouncing and their trajectories thanks to trigonometry and physics.

The care with which this game is made is very high and you can already see it from the first screens with



the representation of the statue of a bowler who seems almost a parody to the marathon runner of the Athletics games and then all the others that you can admire in this title.

This is a game just not to play, but the eye rightly wants its part and overall it make it a really nice title.

With this game the



Simulmondo logo is born, that is a planet with two satellites that turn around it and that will remain forever imprinted as a symbol of the Software House.

Bocce allows you to choose whether to practice, whether to play in an internal or external field where the structure where the track is located and the type of terrain changes, but does not change the game system.
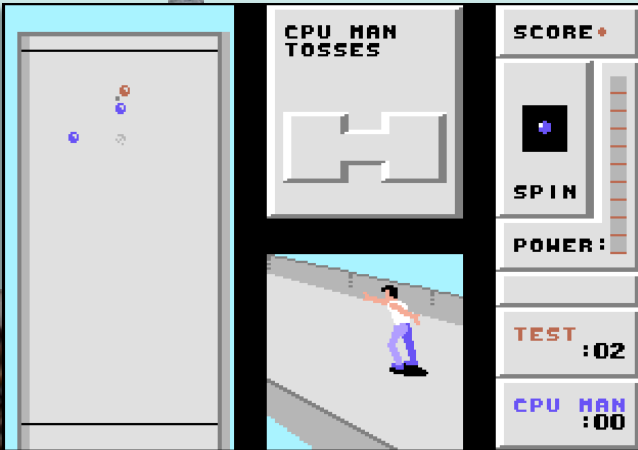
The screen is divided into four parts: on the left there is the track where to throw the balls; at the top center there is the setting of the direction of the shot; in the bottom center there is the animation of the player throwing the ball; on the right you have the power of the shot and the score of the two players.



The aim of the game is to throw balls and get as close as possible to the cue ball that is thrown before starting the game called "Jack".

You must get as close as possible to your opponent and also push him away by pushing his bowls away; he will do the same thing.

It is a bowls game, but there is a lot of inspiration with *Leaderboard Golf* not in its graphics, but in the general system that you already see when you are asked which settings to set that very reminiscent of the title mentioned and then a simple and immediate playability that you will like lot. The animation of the bowler who throw the ball is done very well.

### Commodore 64= 9

This game has a high historical value because from this one the Simulmondo is born and gives way to a series of incredible successes.

Bocce is easy to learn and is damn funny because it is characterized by a care in the management of the ball and the management of physics. Lovers of this sport will find it very real.

**F**light Deck is a 2D flight simulator because the view is from above, while in the lower part of the screen you have the typical instrumentation of the aircraft cockpit. There are all the typical stages of this genre such as take-off and landing.

Your aim is to dismantle and destroy a terrorist base that is on an island and protected from all defenses that you must destroy before you can attack it.

Your mission starts from an aircraft carrier and your 10 planes (your lives) must follow the procedure like other flight simulators: take-off and landing.

The procedure is realistic because you also control a vehicle with which you have to pick up the plane from the hangar and then place it on the launch pad. As soon as you do so, taxiing begins and in the central part of the control panel that represents



the map, a 3D view appears that you need for takeoff in which you must keep the plane centered inside a rectangle. If you don't do it, you fall and lose a life.

You have many planes available because this take-off phase is very difficult since you have to follow the ideal
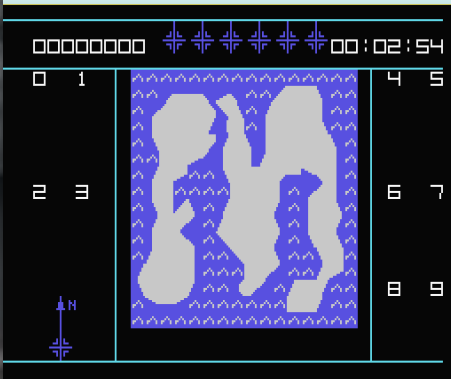


trajectory at the pixel and if you are not perfectly centered, precipitate. It is very frustrating to die a second before a perfect takeoff. I managed to take off 1 time out of 10. Every takeoff there is always something you don't expect and even the weather gives you its problems.

Once your plane is finally in flight it is not automatic taking control of it, but you have to load the map with the function keys and then center the pointer on the plane.

In flight you lose a plane when it is destroyed or you overcome the edges of the map. The aircraft carrier is not always well placed and before taking off you have to turn the ship around so that the bow points to the island and therefore facilitates control of the plane.

Not only do you have to do a stressful take-off procedure, but also be careful about how the ship is positioned. Control of the plane is not direct, but done with a pointer that must indicate whe-

re to fly.

As the name of the game says, it is almost all based on the aircraft carrier and the take-off and landing phases and even if every other combat and bombing phase is well explained in the manual, the most important one is on the ship because if you don't take off you don't do anything.

After three games and 30 planes I managed to take off with 3 planes and always with the ship facing the wrong side. The problem is also the weather and the position of the ship that leads you to have cloudy, windy, icy weather which create new take-off difficulties.

## MSX= 5

The game itself is beautiful and this realistic procedure of taking the plane from the hangar and placing it on the launching track makes it interesting. After several take-off attempts which is a little too precise in the ideal trajectory they make it stressful and boring. Every time you understand how to do it, you find another obstacle against it that has not happened to you and you cannot manage. Just a little movement of the joystick to explode. And this always happens at the last second before take-off.

The graphics are essential, in practice it is only a 2D view from above with the ship and stylized planes. The map is only for deciding where to go and bombing installations.

ROBOTLAND
SPUTNIK WORLD

Silver

**R**obotland is a very recent platform game where you wake up in an asteroid mine controlled by lethal robot guards. Your aim is to escape using a life-saving capsule that requires fuel and other items that you will need.

Your mission is to go around the various platforms avoiding lethal robots and collecting fuel and other objects.

You have no weapons and therefore to avoid the guards you have to jump them, but you cannot do long jump, but only stop and jump them while still, finding the right time and position.

To move from one platform to another there are escalators that are automatic and therefore you cannot
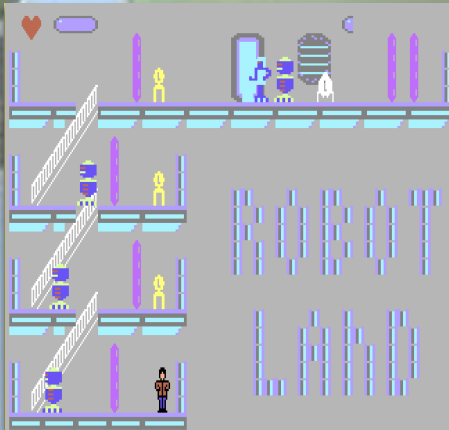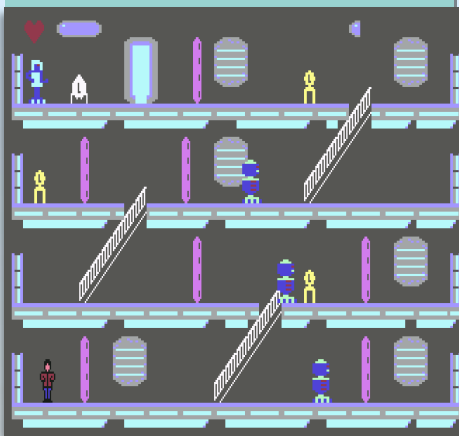


stop if a guard is coming.

You have only one life with a dose of energy to try to finish the level as it is regenerated in the next one.

Fuel is scattered across the various platforms, while the object is located on the highest floor and to go to the next level you have to enter a door.

The graphics are good, well colored and animated. Nothing extraordinary for a 2017 game, but the gameplay is good and the various levels are all different and require attention to make you last as long as possible since you have not a lot of energy.

It is a very short game since it has only three levels and the last one is the escape to the space where you

have to avoid the asteroids and take objects.

Once finished, it does not start all over again, but returns to the title screen.



**Commodore 64= 8**

A platform game that takes a classic in the best way with a playability well done seasoned with not excellent graphics, but that does its duty.

It is a little short and, however, very satisfying.

ATARI PRESENTS:

# Robotron 2084

© 1982 WILLIAMS ELECTRONICS, I
© 1983 ATARI, INC.

**Gold**

**R**obotron 2084 is a simple and immediate arcade game without too many frills and is one of the reasons for its success first in the Coin-Op version and then in the users' homes.

You are the classic solitary hero, but this time you are not a human being, but a Robot who can fire a laser in the eight directions and the aim is to save Humanity from their own creations, that is, Robots who want to conquer the world.

As I said in its simplicity it has a playability that at the time was something new and innovative that was precisely to move freely on the screen and shoot in the eight directions,
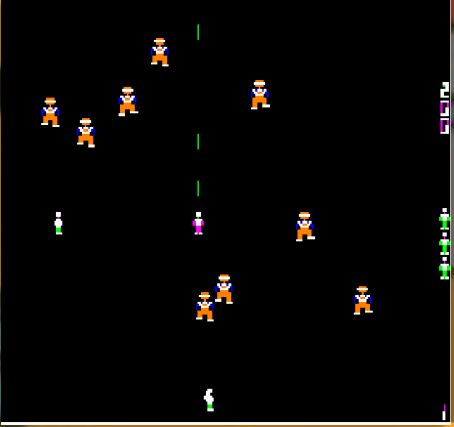
avoid enemies that you cannot destroy and also try to save human lives.

The playing area is full screen and you are in the midst of a horde of bad robots surrounding you and you have to shoot in all the directions allowed by the joystick to make your way to look for human lives.

The enemy robots are of various types and each with some more lethal characteristics than others because some are programmed to go and look for human beings and destroy them, others try to kill you by throwing themselves at you and some even shoot large bullets.

The playability in this version is really well done and you will feel like playing with the original game with the same anxiety to complete the level quickly, saving as many lives as possible.

Like all frenzied games you lose thinking of doing the right thing without reasoning. The enemies move fast, but the further you move away from them the faster they become and willing to destroy you.

## Apple II= 9

It is a timeless game that has fascinated millions of players in the 80s and continues and will continue to do so forever. It is still a highly appreciated gameplay because it gives you unlimited freedom of movement and shooting. Apple II manages to well reproduce the original game with its graphics, excellent playability and also good sound.

# CASTLE TOP

Atari 8-Bit (1987, Alternative)

**C**astle Top is a re-imagining of "*Hunchback*" in which your wife, Jessica, is kidnapped by Frederik, Lord
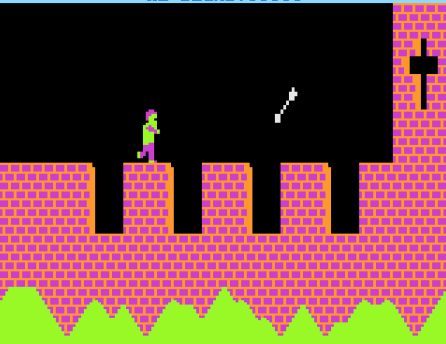


of Alcombury, and held captive in the highest tower of his castle.

Her fate is that of slow suffering and death if you do not decide to help her and because you are a noble Knight then you will do everything to save your beloved Jessica from her terrible fate.

To be able to save her you have to climb the battlements of the tower and find the right path avoiding enemy soldiers who try to prevent it. As usual you have a  time limit which your loved girl will die of pain.

Just like the game from which it draws inspiration, you have to jump from one platform to another and reach the opposite side from where to start and go to the next level.

The levels are the intermediate stages

of the tower where Jessica is kept and you must jump on their battlements at the right time avoiding the attacks of enemies that are spears, normal arrows and those that set fire to the platforms.

It looks like a good game, but it is not because it is extremely difficult since jumps are badly managed by a sort of pixel precision since if you jump in the wrong place you fall.

The jumps must be millimeter also because in addition to jumping on the platforms you must avoid the arrows that arrive. Those that ignite the platforms are launched at random and



not following a criterion on the basis of which to calculate the times and obviously it is a little luck to catch the right time and the synchrony to do everything.

The idea is right, however, poorly managed for the jump to the right

pixel.

As graphics it takes up "Hunchback" and for what you see it is well done and colorful. It should not show an ultra realistic landscape, but simply help you understand what you need to do.



## Atari 8-Bit= 5

It is played in finding the right time to be synchronized between the jumps and attacks that are made by enemy soldiers. Making a jump by one pixel compromises everything. Once you start jumping, you can no longer stop to think or reason about what is on the screen.

**Gold**

**D**ungeons of Daggorath is an RPG that uses the text adventure graphic parser to move, pick up objects, arm yourself and fight. The view is in first person and the graphics are in 3D vector a bit primitive because up close it is made up of well-defined lines, while the objects and parts of the labyrinths in the background are in points.

Even the typical elements of this genre such as magic, characters and the combat system is very rudimentary, but no less beautiful.

It is a fairly short game because it has five levels to explore and they are full of monsters of various types that are well calibrated in power because as you go deeper and deeper into the caves these become more and more powerful. If at the
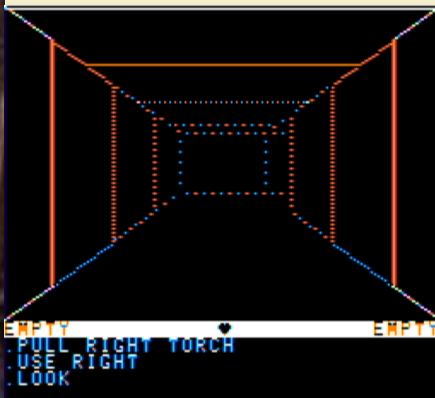


beginning of the game you only need a sword stroke to destroy them, in the advanced levels things are much more complicated because in addition to attacking you have to defend yourself.

The adventure begins completely in the dark and you grope to look for a torch that then illuminates the path in a very credible way with the reflections of the torch on the walls that
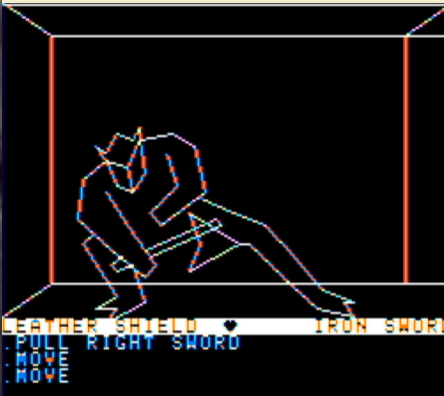


this mix of lines and points creates a lot of suggestion.

The engine of the game also creates a certain realism in the management of your character who is injured, gets tired if he runs too much, the heart beats faster and faster and you have to stop to rest, the monsters generate sounds that become stronger and stronger as you get closer and some of them may even attack while moving.

The parser commands are not exactly the same as in a graphical adventure and have been replaced by other less intuitive ones, but in the manual and during the game demo they are explained in detail.

It is the use of the object that is a bit complicated because, for example, to use the torch you have to choose which hand to hold it in (**pull right torch**); to turn it on you must indicate which hand it is in (**use right**); to see the corridors you have to give the command to look at (**look**).

To move the **"move"** command; to turn right **"move right"** or **"turn right"**. Same thing also for weapons: **"pull right sword"**, **"use right"**, **"attack right"**.

The graphics, as already mentioned, are very nice to be in 3D partially transparent for monsters and solid for the walls because you don't see those hidden behind a wall.

The sound is good because you listen to the beat of your heart that must remain as calm as possible and then the screams of the monsters that increase in intensity as you get closer to them.

## CoCo= 9

A primordial 3D RPG that immerses you in a decidedly good realism thanks to the very well made graphics and the sounds of the heart and screams of the monsters that roam the various corridors.

The parser is the most complicated part, but once you understand how it works it becomes a game to play.

REV'n'GE!

# REVIEWS

## 16 & 32 Bit Computer

**Amiga, 512k (1990, U.S. Gold)**



**R**otox is a multi-directional shooter in solid vector graphics even if it is not seen in first person, but from above.

It is the 22nd century and Lieutenant Kowoiski, a mercenary of Solar Exploration Co., was seriously injured in a battle to capture a Chinese spaceport on Titan.

To save him, he is transformed into a cyborg, a computer-assisted machine to become devastating in battle.

You are that cyborg, ROTOX, who must be tested on the battlefield and for this you are sent to a complex infested with hostile life forms.



The gameplay is more than fair because it has a rotation system to understand since forward and backward is normal, but when you change direction the camera is fixed on you and everything else rotates to give you a new path.

The enemies always move in the same way following a predefined path and to hit them you have to synchronize your movements with the rotation to be able to hit them
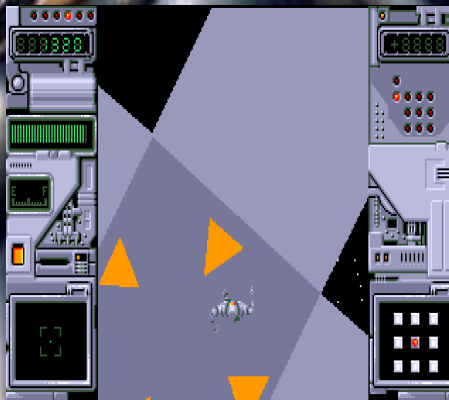
and it is not easy with this system that is innovative.

It is not a simple matter of standing still, twirling the map and hitting enemies. The rotation changes according to the forward and backward movements and you are often not in line to hit someone and therefore you have to find the correct rotation to hit them.

You cannot jump and to move from one area to another there are retractable bridges where you have to calculate the times, in those that rotate you have to synchronize your rotation with that of the bridge and it is extremely difficult.

The structures in which you fight are formed by triangles, spheres, squares shaded in a certain way to give the sensation of three-dimensionality.

All the moving sprites are bitmaps as well as the explosions, but the landscape is made as described above and although it seems flat it is not because the complex where you are is in the middle of space, the view on the other rotates 360° and when you lose a life you restart from you close to the camera and falling towards the structure that slowly becomes bigger and bigger as you get closer. The graphics have a strong slowdown in this case.

The intro animation of when you go into battle and the one where you lose the game are beautiful.

The idea is certainly good and different from the usual shooter, but it is perhaps too difficult to synchronize the rotation with other structures that are essential to continue.

**Amiga= 7**

The basic idea of this Rotox is certainly good, but less the desire to continue after a certain point because then it is a bit trivial and becomes very frustrating when you have to synchronize with certain structures to pass.
The graphics are well made and this is also interesting to have a solid vector game, but with a 2D view.

**Gold**

**Black Tiger** is a well-known and played Beat'em Up platform in Arcade version whose conversion created a certain expectation in quality and playability because from Arcade to Home Computer they were not always successful.
As a game structure it is more a Beat'em Up because you have to



fight against the various enemies that exploding release coins to buy more and more powerful weapons, shields and armor. Coins are released by monsters, but they are also inside chests that you open if you have the key. The shops are run by older men you meet along the way.
You are a barbarian who must defeat three Dragons who have come down from sky and brought the

kingdom into darkness.
As a barbarian you have an agility to jump and climb every structure and also to fight while you do it because there is no respite. Bats fly and so you have to hit them while jumping or even climbing a rope, a ladder that can be rock or a huge bone from an extinct animal.
The weapon you use is double because the main one is connected to a chain and at the same time you throw knives. You can buy more powerful ones, but the system remains the same.
On the ground there are several ampoules that breaking them give you money and keys to open the chests, but also fearsome enemies among



which a kind of drops of water that are difficult to destroy. This was also the beauty of this game and its playability that ate tokens in the Coin-Op. Easy and difficult at the same time and also because it gives the player the freedom to go where he wanted and decide whether to go to the end of the level and face his boss or go looking for coins, risking to lose all lives.
As usual you also have the time running inexorably and from time to time you find hourglasses to have a little more for the exploration of the

levels.
The Atari ST conversion is excellent because the playability, the difficulty, but also the aesthetic aspect has been perfectly reproduced in every detail.
The only negative note is scrolling which is a bit slow and there is no music, while the sound effects are well done.
The expectation, at least on Atari ST, has been well paid.
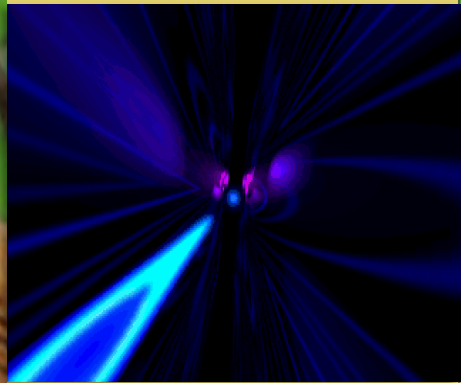
**Atari ST= 9**

More than that on Atari ST it was not possible to do. Everything in the original game has been well reproduced and the playability is almost equal to the Coin-Op. Scrolling might have been more fluid given the size of the actual playing area, however, with graphics like that, you have to pay for something.
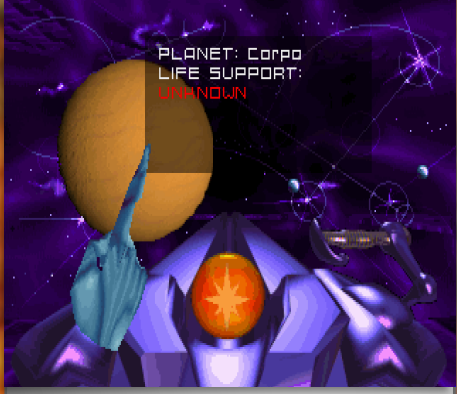
Commander BLOOD V 1.0

**1**

Gold

**C**ommander **Blood** is a first-person graphic adventure on CD-ROM and is the sequel of *Captain Blood* and how the prequel is focused on space and time travel without specific limits.

Bob Harlock is an interstellar trader, who is also the oldest being in the world with his 800 thousand years and knowing that life is abandoning him now he decides to travel back in time to the birth of the universe and watch the Big Bang explosion.

In order to fulfill his last wish, the Clone Consortium Commander Blood (his company) builds a powerful space-time spaceship, the Ark. You are his commander.

The game is based entirely on a com-



PLANET: Corpo
LIFE SUPPORT:
UNKNOWN

plex communication system between the inhabitants of the universe where some are peaceful and others much less. To assist you in communication and also to have suggestions on what to do you can talk with a powerful and intelligent on-board computer that also works as a manual to learn the procedures to continue the adventure.

The game has undergone changes from the Beta version to the Final 1.0 version (of this review), but there is also a patch to 1.2 available only for the French version.

In the final version, 9 video sequences and 29 extras have been removed



which are still inside the CD-ROM, but not accessible from the game. Other sequences and scenarios have been cut and added to the following of this adventure: Big Bug Bang (Commander Blood 2.0)

The races present in Captain Blood are the same also in this sequel and some, for the occasion, have had changes.

The game uses pre-rendered scenes and animated sequences and the interactions with the alien races are instead made with the Croma-Key.

The interface of this is adventure is a bit complex in the sense that you have your hand on the screen in which to access the various options.



Oooooh!

In the three screens you have a red ball with which you have to interact. One is used to answer the phone, one to view the star map and find the planets to communicate with and another to start a space travel.

The introduction to the game is not at the beginning, but you can see it awakening your captain Bob Harlock who is in a cryogenic sleep waiting to see the birth of the universe.

From the star map you can choose a planet and then go to visit it and talk to the race that lives there. Each planet has its own animated space travel sequence that surely gives to this little monotonous game some variety.

### DOS= 9

With the CD-ROM games become more and more beautiful from a graphic point of view where nothing is wasted and the quality is fully enjoyed. With this game many animated sequences and scenarios were made and many of which were canceled, but present on the CD-ROM and others were used to create a third chapter of the Captain Blood saga.

As hardware you must have a good 386 and 570k of memory otherwise it won't boot. It is not very fluid, but perfectly playable in this configuration.
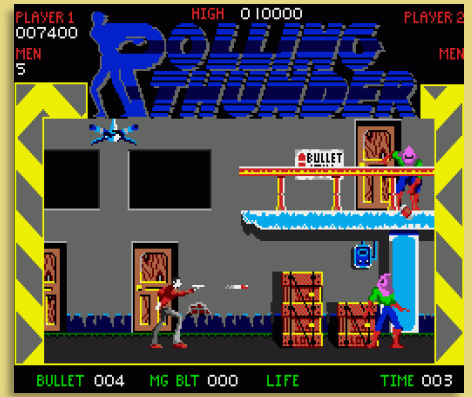
# ROLLING THUNDER



regards the graphics that well reproduce the Arcade with a good definition of the characters and also the backdrop to interact with. The animations are good and I really like the playability.

I must say that the difficulty is very high, but after all the original was too and game after game I found it more and more intriguing.

It has some bugs in the audio in the sense that the sound effects sometimes are off and sometimes on and the options with the function keys seem to be ignored. This bug, however, could be that with the emulator it doesn't work so well, but it seems strange to me.

It is a platform shooter that I want to review here to reveal a moment of the Amiga version that I read on the forums that it didn't like very much as it is made and not very appreciated.

A few issues ago I had reviewed the Commodore 64 version which due to the limitations of its hardware has undergone changes to make it playable and at the same time remain fairly faithful to the original game.

The Amiga version is well made as

**Amiga= 7**

Of course there are games of this genre that are incredible on Amiga, but all in all it is a good conversion from Arcade. It is not one of those titles where you have to go in jeopardy because it is very difficult.

---



# Smurfen



obstacles along a static screen and avoid something that flies (honestly I don't understand what it is). You move very slowly than this bird and you must make sure that when you jump it is not in your path.

The graphics are pretty enough especially for the Smurf which is well made and also for the backdrop that reproduces the forest. The bird is black and in the levels where the sky is also its own color it becomes a problem,

The gameplay is fair and you play with it for a while.

It is an arcade game dedicated to the Smurfs, that famous animated TV series that recently made a film.

A series that inspired several computer and console video games.

This game for the Commodore 64 is a P.D. (it's not commercial) and try to give some fun with these funny blue characters.

The aim of the game is to jump over
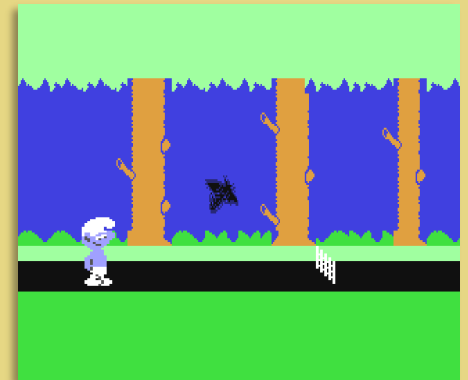
**Commodore 64= 6**

It is simple and immediate in playability. It is not, however, a simple game because it requires attention in jumping obstacles and avoiding a flying thing. The graphics are taken care of in its simplicity, but the color of some backdrops should have been different from the color of the bird.

# DANGER ZONE

It is a side scrolling space shooter for the Plus/4 in which you pilot the new spaceship XT/99 which after a long test phase is finally ready to enter the battle trying to bring it back home in its entirety.

It is a classic game of this genre in which you must destroy all the alien spaceships asteroids that come towards you.

The enemy spaceships can be destroyed, while not the asteroids and therefore you must avoid them.

Your spaceship has shields to resist a few hits, but if you get too many, you lose one of your precious lives.

Your laser tends to overheat if you use it continuously and therefore you have an energy bar that measures this situation and if it is too low your fire ratio is less effective.

In space there is also a sort of gravity because if you move too fast the spaceship is strongly drawn towards the edges of the screen making the flight extremely complicated.

Looking at the images it seems like a game without too many pretensions, but by playing it you will find that behind its simplicity there is a good idea.

## Plus/4= 7

A shooter that from a graphic point of view does not offer many things because everything is very simplified, but hides a game that is not as simple as it seems.

---

# Bomber Attack

It is an arcade where you have to pilot your bomber over the targets and drop the bombs to destroy them.

The aim is essentially to score points and these are awarded based on whether you totally or partially destroy a target.

Enemies attack you with anti-aircraft defense systems and fighters.

You initially only have 25 bombs and you can have another 25 bombs only if you make 100 points and after another 25 bombs every 200 points.

The game ends if you are hit three times by the antiaircraft or by enemy fighters. If you are hit twice, one of the hits received is fixed.

It is a genre that is always very popular because it is an action game and you have to commit to keeping everything under control.

The simple graphics are well made for a Commodore PET and certainly attract attention in the same way. The gameplay is good, but the keys are a bit horrible, but like all things you have to do a little practice.

## CBM PET= 7

It is a good shooter which in theory is very interesting and I must say that I didn't think it was so well designed. It is a genre that always likes.
Pity that keys is so bad set.

# 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.

A thanks to:

**DanyPPC** by Amigapage forum
♦ *Galencia* (issue 83)
♦ *Who Dares Wins* (issue 83)
♦ *LuftrauserZ* (issue 83)
♦ *Sam's Journey* (issue 87)
♦ *Ghosts 'n' Goblins* (Issue 88)
♦ *Terrapins* (issue 88)
♦ *Worthy* (issue 89)
♦ *Sydney Hunter* (issue 89)
♦ *Rocky Menphis* (issue 90)
♦ *Bosconian* (issue 91)

**Albe75** by Amigapage forum
♦ *Bionic Commando* (issue 85)
♦ *OutRun* (issue 86)
♦ *The Last Ninja* (issue 90)

# 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 screen-shots 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):

*Leisure Suit Larry in the Land of the Lounge Lizards* is a graphic adventure prequel to the point and click era; it is a "Move & Type", that is, to make the character walk with the cursor keys of the keyboard and to do the actions using a text parser.

The game was created with the Adventure Game Interpreter (AGI) engine made famous by the *King's Quest: Quest for the Crown* game.

The protagonist is Larry Laffer, a middle-aged man, still a virgin, who looks for women to have fun, but without luck and this will be the concept of the whole series.

The basis and structure of the story resume the 1981 text adventure for Apple II, Softporn Adventure.

Larry Laffer is a 38-year-old man (40 in the 1991 remake), a "loser" who lives with his mother and hasn't lost his virginity yet.

So he decides to go to the city of Lost Wages (a parody of Las Vegas) hoping to have the experience he has not had before.

In his adventure he will meet four women: an unnamed prostitute; Fawn, a low-morality club goer; Faith, a secretary loyal to her boyfriend and Eve, a beautiful girl who will be Larry's ultimate goal.

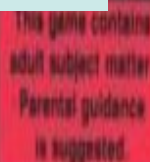The game was released in 1987 and as mentioned above is a very old engine that is not yet fully pointed and clicked and uses the keyboard to move the character; the mouse is used to point an object and then the commands to perform an action are done through a text parser and the result is of this type: use the cursor keys to move Larry to a door, click it with the mouse and then with the keyboard type "open door".

The commands are very sensitive to speed and precision so if they are given too quickly or are not perfectly aligned with objects or other elements the player is warned with an error and a solution is given.

In the game you can be attacked or be overwhelmed by traffic and in the Sierra games unlike other Software Houses the protagonists can die as, for example, Larry meets a prostitute and will be infected with a sexually transmitted disease and will die in a short time. This fate can be eradicated by buying protections.

The aim of the game is to lose virginity, but there is no time limit for this.

To continue his adventure Larry needs money to pay taxis to move between some areas of the city and to meet the women he meets and therefore he can try to earn them by playing casino in Blackjack and Slot Machines.

## THE ORIGINS OF THE GAME

In 1986 Sierra released a text adventure called **Softporn Adventure** which is a text adventure that should have had a graphic alternative.

Al Lowe after losing the Disney license for some games, proposed to Sierra to create a remake of Softporn Adventure with an improved system and an agreement was reached.

Lowe considered Softporn Adventure very primitive and so he decided to add a graphic engine, the Adventure Game Interpreter, improving humor and creating a character on the screen, Larry Laffer.

Softporn Adventure creator Chuck Benton is included in the final credits and the game's puzzles are identical to those of the text adventure.

The audio theme of the game is inspired by Irving Berlin's 1929 *Alexander's Ragtime Band* song and was composed in 20 minutes and for Lowe the audio of this game was considered much better than many other computer game music.

cit, compared to other titles, the series was quite modest and the sex was treated with irony and never went into free vulgarities even if in some episodes some "Easter-eggs" unlock sections with explicit content.

Over time the series has become more and more explicit and the most significant episode is *Leisure Suit Larry 7: Love for Sail*.

I n 1991 a VGA version of the game is released with sound card support.

This remake uses Sierra's new Creative Interpreter engine and was released for Amiga, DOS and Macintosh.

For this first remake, Al Lowe became director, designer and assistant programmer, while Ken Williams became executive producer.

The graphics of this game was 256 colors with support for sound cards such as Adlib and Sound blaster and made it much better visually and sonically. In addition it transformed the game from "Move & Type" into "Point & Click".

As a point-and-click adventure, the game completely used the mouse to move around and to collect and use objects; as in many adventures Sierra there is no list of verbs, but everything is managed by the mouse.

The various commands are accessible with the right button while actions are performed with the left button.

On the screen there is a hidden menu that appears by moving the mouse up or down on the screen where you can access to inventory and options to load or save a game, to change the detail and to return to DOS.

## CURIOSITIES AND NOTES

The game features an entrance test to determine the age of a player with a series of society-based questions that only an adult could have answered.

However, as the context of the questions is highly localized, those who did not live in America found the test very difficult to pass, but the manual suggests pressing the combination of **ALT + X** keys on the first question to completely evade this test.

During the game you can also call the Sierra On-Line.

Although for the time the game's sexual point of view was quite expli-
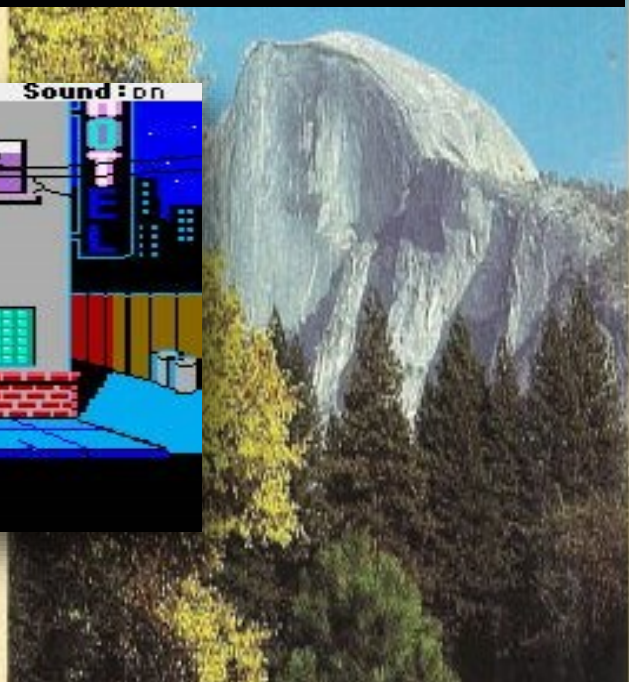
**Leisure Suit Larry in the Land of the Lounge Lizards= 9**

A very nice game full of humor and dementia and if the aim is not the noblest it is still really fun.

There are adult scenes during the game, but everything remains soft because there are almost never completely explicit scenes and this increases the desire to go on to find out how far this adventure goes.

The 1991 version become it completely into a point and click icon and makes it much easier to play than the original version. The 256-color graphics, support for sound cards like the Sound Blaster renew it for the better
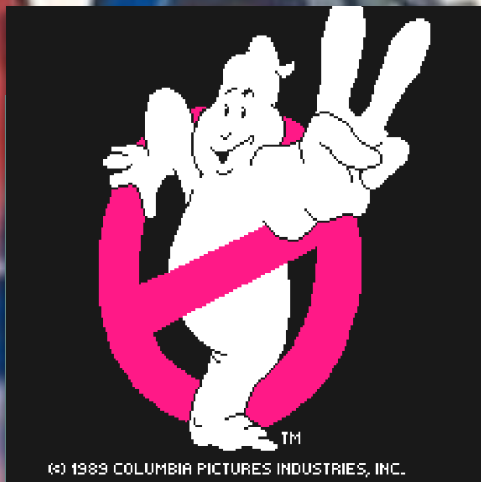
ghosts you encounter.
With the Statue of Liberty you have to destroy the ghosts using his arms and finally arrived at the museum you have to defeat the evil ghosts and then each of the four Ghostbusters must go through a macabre gauntlet one by one and then destroy Vigo.

Many sections of different types that make it varied and fascinating because it is another way of presenting this adventure that is always different in the various conversions.



**Gold**

## Fifa International Soccer (1994, Sega - Master System)

Football is the most famous sport in the world (apart from the United States where it is little practiced) and many computer games have been made, each with its own technical characteristics of visual, playability, fidelity with or without official licenses.
This title is well known because it is the father of the modern one and its story is born from this first chapter and therefore it is "FIFA 94".

It is an international version because it does not include Club teams, but not less fun because it is
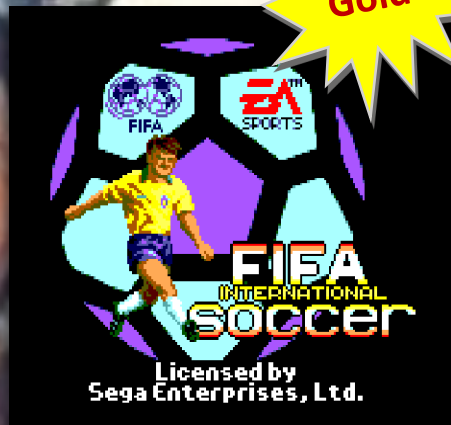
## Ghostbusters II (1990, Activision - NES)

The game takes up the seven main scenes of the movie which are of three different types and include running on foot, driving the Ecto-1A and controlling the statue of liberty.
Each of these three actions involves a different game mechanic because when you are on foot you have to catch the ghosts using the traps that don't need you to block them with the proton beam because they are able to capture everything and even you if you are too close .
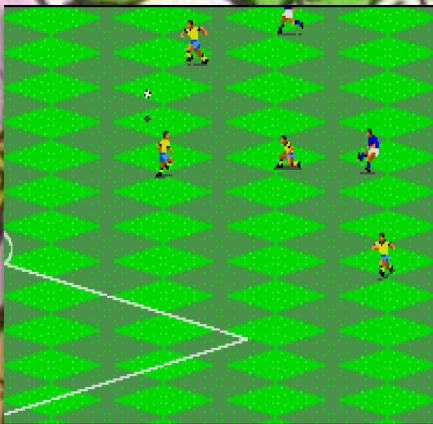When you are in the car you have to drive through traffic and destroy the

**Con Riserva**
**Promosso**

**NES= 6,5**

The review seems like a truly unmissable game, but it is not so because it is very difficult and every scene always has something unexpected. You don't have the proton beam, only the slime shooter and you cannot use traps in all levels. Some monsters cannot stop them, others slow you down and when they hit you, you lose one of your three lives.
This difficulty is present in every scene, but it is poorly calibrated and immediately it seems impossible to go on.
Graphics and sound are well done, but compared to other games it seems a NESlittle underutilized for this particular title.

**Gold**

to the other and avoiding any deadly traps and then taking objects that will serve you in the most advanced levels such as, for example, bombs.

Fantastic graphics that seem to have come straight out of the TV series with smoother animations and unprecedented gameplay. Each level has its own difficulty which is not exaggerated, but which must be faced in a different way.

still a challenge with the National teams between different countries where everyone tries, through sport, to be the best of the others.

The view is isometric which is its characteristic and which allows to have a wide view of the field and also of the stands where the fans are.

Compared to the Computer versions, the gameplay on this Master System is incredible because you are not alone, but your companions really help you. In the comment I explain it better.



## Asterix and the Great Rescue (1993, SEGA - Mega Drive)

An arcade action game in which you play the two protagonists Asterix and Obelix against their enemy par excellence: the Roman Empire.

The aim of the game is to free the entire Orvio village from Roman control and then free their friend Dogmatix.

The game mechanic in all the arcade versions of this series is to punch and kick the unfortunate soldiers that whatever formation they take, the result is always the same.

To resume the comic style even in the game there are various cartoons of when you punch or kick that will surely make you laugh. However, it is a fairly comical type of action for how it unfolds.

Not completely Beat'em Up, but it is also on platforms jumping from one

### Sega Master System= 9

Given that it has a very well-made graphics as well as animations that you can consider perfect and without flaws.

The nice thing about this game is that while you control the player with the ball, the teammates play according to their AI and intervene on their own to catch the ball and when they do, you take control.

Goalkeepers are more responsive and come out to meet the ball and therefore it is less boring and consequently more realistic.

### Sega Mega Drive= 9

In all its video game incarnations these characters have never disappointed and this in particular on this Console shows it with graphics, animations and sound that seem to come out of a television episode for the cure in every situation. It looks like an interactive cartoon. Everything has been reproduced in every little detail.

**Gold**

**M**ickey's 123's: The Big Surprise Party is an educational game in which Mickey Mouse wants to prepare a surprise party for another Disney character who is randomly chosen at each game.

The theme of the game can attract attention, but it is all based on math at a pre-school level to teach the basics of these operations and therefore be helped by fun graphics and animations.

Each of these is focused on the numbers 1 to 9 on the keyboard and everything will require one of these that must be pressed to activate some graphics, animations or to continue



organizing this party.
The first thing to do is to choose a gift, find the food and then send the letters to the guests.
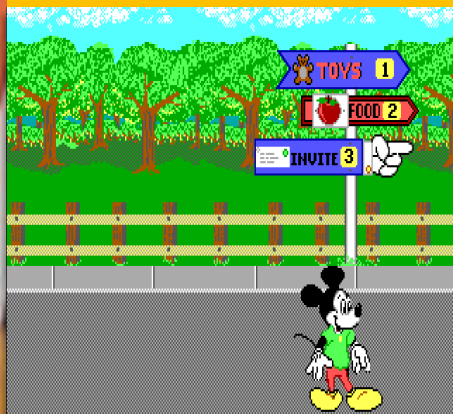
When you are in any place you have to press a numeric key to activate a creation, purchase or send invitation cards.



If you do nothing, Mickey Mouse acts on his own and decides how to behave.

It is a game that is used to have fun watching a very simple interactive cartoon in which to use the numbers to continue in this story.

Then at birthday you have to use the



numbers to feed the guests being careful not to leave any of them without food and this you have to do by purchasing a certain number of these ones based on the guests you have.

Preschool mathematics, however, assisted by an adult who has to make some calculations before leaving to the imagination of the child.

The graphics are really beautiful and look like a cartoon for the size of the characters, the animations that are cured in a way that attracts attention and not just for a child.

Moreover, the educational games are the ones most cared for in quality and the games of this type are always beautiful at any age.
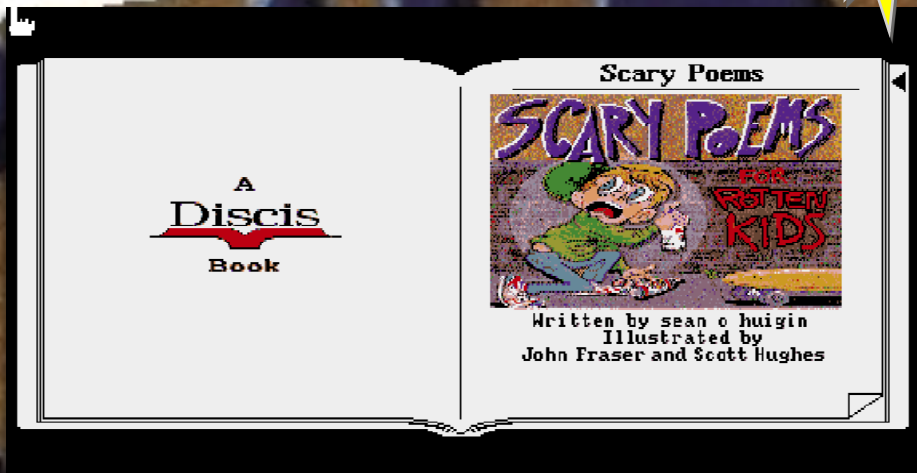
**Amiga= 9**

When this type of games educated well, not only in aesthetic quality, but also in the concepts they want to teach, they deserve these scores.

This in particular combines an interactive cartoon in which to learn counting math notions that are important.
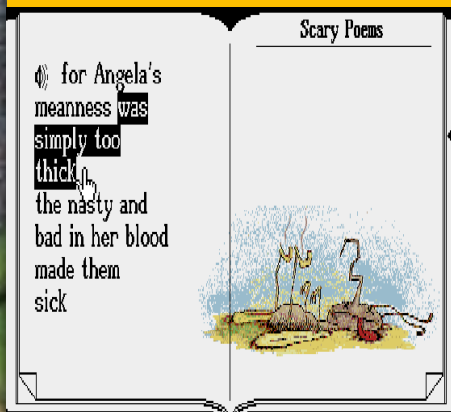
**Amiga CDTV (1991, Discis)**

**S**cary Poems for Rotten Kids is an educational taken from a book of poems with a somewhat macabre content, but still for children and the-refore in the end nothing so scary. They are mixed text and image books to make reading more interesting.

The video game version was made to make it easier to read thanks to liste-ning to the voice that reads the text and the interactions with words and images.

Listening is of excellent quality becau-se in addition to a human voice that reads the text there is a background music that is in theme with the rea-ding and there are also sound effects that are synchronized with certain words such as a "scream" or scary verses.

By clicking with the images on certain things in the drawing you have a de-scription or even a jingle that makes you understand what is the theme of this poem.

The interface is simple and with the right mouse button you enter the con-troller and sound preferences to asso-ciate some functions such as "one click" to listen to a sound, or associate it with the display of an image or use a "double click" for a image and only one to listen to a musical jingle.

You can customize the interaction and reading as you like best to sit, close your eyes and listen to this poem.

## Amiga CDTV= 9

An educational in which to know and discover a poem by reading and listening to it and identifying yourself thanks to themed music and sound effects.

The CD-ROM was well exploited although perhaps some anima-tions would certainly have made it more interactive.

# Box Art:  3D Covers
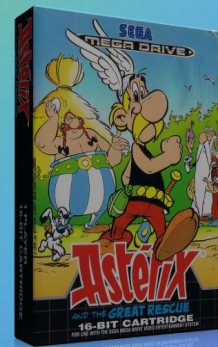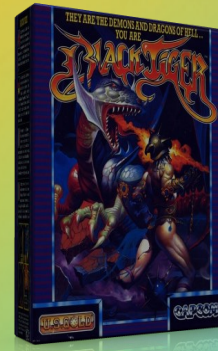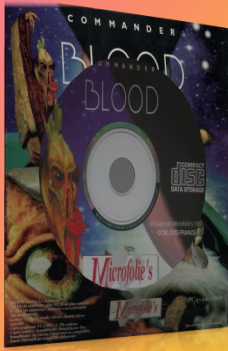
# REV'N'GE!

# Top 3

| | |
|---|---|
| **Black Tiger** | |
| **KILLER GORILLA** | |
| **Dungeons of Daggorath** | |

# Multimedia

# Graphics

# Office

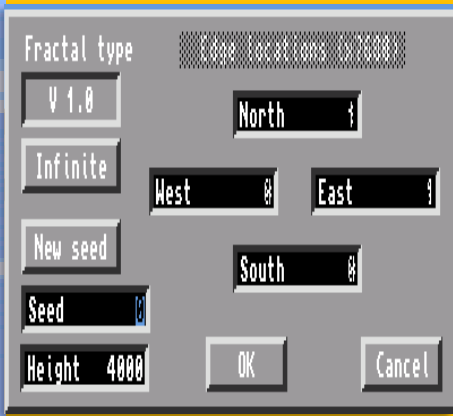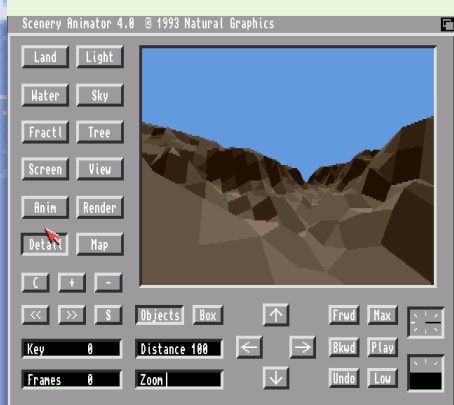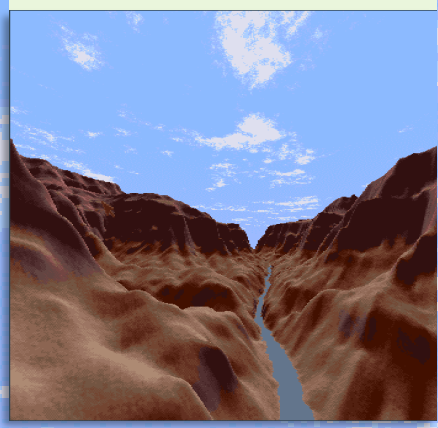**Scenery Animator 4.0 © 1993 Natural Graphics**

Gold
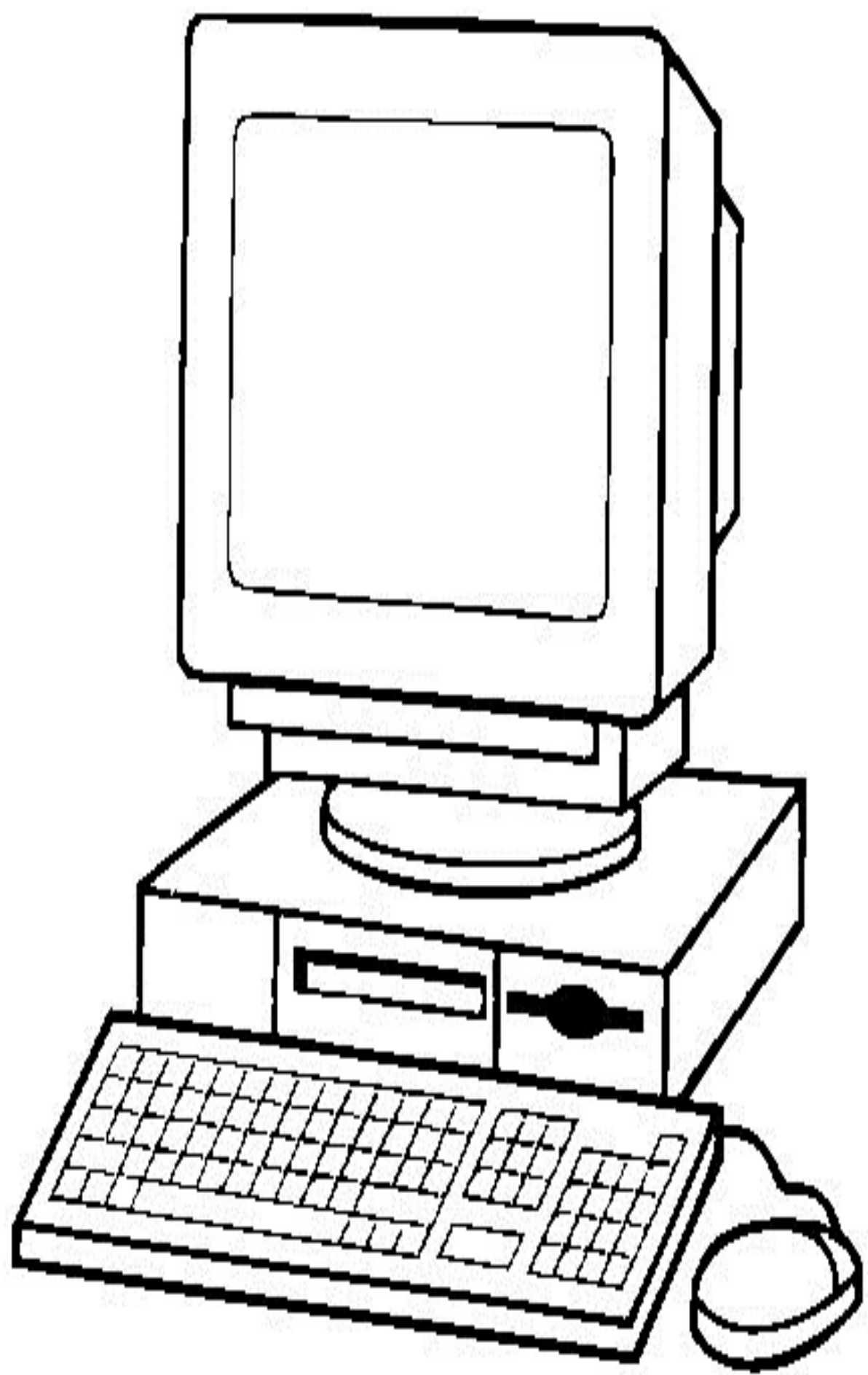
Amiga (1993, Naturl Graphics)

**S**cenery Animator 4 is a fractal rendering program with which to create landscapes of various types and complexities that do not require advanced knowledge for modeling or the use of the various options to add elements to your productions.

You can't create real landscapes of places you know because it doesn't work. It is essentially based on worlds created with random seeds.

However, you have the possibility to enter coordinates that should draw a

**Scenery Animator 4.0 © 1993 Natural Graphics**

truly existing location.

The imported landscapes already have their settings on the "snow", "vegetation" and "rocks".

When rendering, textures are used that are applied according to real heights such as, for example, snow above 2000 meters or rocks at 1500 meters. All the options to apply the ground textures are freely modifiable as you like to recreate a real or a fantasy landscape.

You have a map to see the scene and change the view of what your eyes see if you were in that position.

In the main page of the program you can then move the view up, down, change the distance or combine them to find new points of view.

There are different formats with which to save the product for even an

easy export to other systems and you can also create animations that certainly lengthen the time because each frame must be rendered.

The rendering system offers a very high quality and a good speed even of the basic Amigas because it also works with an Amiga 500. The use of

**Fractal type** · Edge blockforms correction

V 1.0 · North 1 · Infinite · West 0 · East 1 · New seed · South 0 · Seed 0 · Height 4000 · OK · Cancel

a mathematical co-processor is foreseen and therefore on advanced systems you can exaggerate with the options to create landscapes of a realism that while not photographic will be truly impressive.

Fractals are intelligently rendered

**Frame Buffer Colors** — Sky, Snow, Rock, Veg, Water, Soil
**Amiga Screen** — Low Res, Interlace, Hi Res, 320x512, Super, 352x566, 368x580, 384x580
R 160, G 208, B 255
**Frame Buffer Dimensions** — Width 768, Height 480
**DCTV Depth** 3 4 — OK, Cancel

because the hidden areas of a landscape are partially rendered because then in the end you don't see them and therefore you only work with the visible parts. This is why even with a 7 Mhz Amiga you will have more than satisfactory results.

### Amiga= 9

Fractal landscape programs have always aroused incredible charm because they allow you to create them based on your fantasy once the random seeds have created them or try to look for the real ones using their coordinates.

To the next incredible issue
#109
April 2020