# REV'n'GE!

## #85

## Retro Emulator Vision and Game

## Silent Service II
The best underwater marine simulator for Atari ST

## 3D Starstrike
A very well done Star Wars clone

OTHERS REVIEWS:   1943 * Blue Max * The Black Cauldron * Abraca-dabra * Bionic Commando * Arcade Classics * Starfire * Suicide Strike * Starglider II * Grand Prix * Skrull * The Big KO * Crazy Python * Star Battle * Nations of the World: Australia * Stickybear Math * America Adventure

CONSOLES REVIEWS: Pole Position II * Space Mountain * Nekketsu Kung-fu Road

# EDITORIAL ISSUE 85

I have reached the <u>number</u> "85" and now there are 15 issues to the final goal that does not mean anything about the future of the Fanzine, but my personal gratification when I reach it. I hope during these 15 issues to find some ideas to improve a bit more on the sections of the reviews or leave everything as it is and move on.

The titles chosen for this issue should be quite interesting and after spending some time looking for Amiga games that could be installed on HardDisk, I found many of them that I want to review in this way avoiding the usual change of disk, even if it better use the floppy disk anyway also because many of you can decide to play it back on a real Amiga that could not have a harddisk. Certainly with this device you have a different gaming experience and often you wonder when it changes from the "floppy" version especially for the graphic and sound content that sometimes are not be available.

In this issue I was a bit strict with the scores, but although lover of these retro games is to say that replay today in 2018 is not like in the 80s and 90s and you become more objective to find good and bad things. Today we are used to playing with ultra mega sophisticated titles and many remakes of the past that make us play back in modernity by reviewing the originals with detached neutrality.

The next one will be a special dedicated to "3D" and it does not necessarily mean what you might think. However the three-dimensionality will be very present.

Enjoy the reading

## Contents Issue 85                                    April  2018

**JUDGMENT OF REV'n'GE!**

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

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

Some platforms that have historically high level of graphics..

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

With Reservation
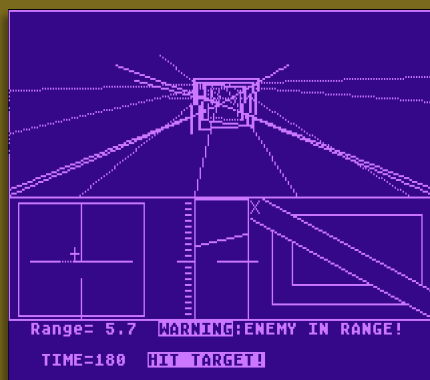
Promoted

Gold

Silver

Bronze

**3D Galax (Amiga)**

This is the good old Galaxian / Space Invaders in 3D polygonal graphics that well exploits the characteristics of the Amiga. If the gameplay remains unchanged compared to the classic 2D is a title to play.



**3D Munchy (BBC)**

This is Pacman in 3D version that looks very promising and certainly this view helps a lot.



**3D Red Baron (Atari 400/800)**

The most difficult to review title because a flight simulator totally vector, but also transparent in the cockpit. Looking at it seems very confusing, I hope that the gameplay is excellent.



**3D Time Trek (Amstrad CPC)**

It looks like a clone of Star Trek and even if it was, the graphics attracts me a lot and I hope it's fun and playable.

**Blue Max: Aces of the Great War** is a military flight simulator that for once is held during the First World War and certainly becomes a game of a certain historical value even if it is not clear if it is a faithful historical reconstruction. Of course you can fly on those historical aircraft such as Fokker, Sopwith, Spad and many others.

This title, however, for those who want it can become a strategic in all respects with a general hexagonal
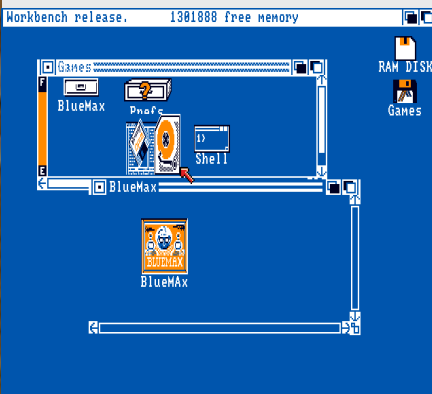


map (a bit like Battle Isle) and manage this great war in turns with the computer or with friends still maintaining a window fixed for 3D flight.

Among its features there is the split of the screen in two part for the challenges against the computer or your friend in real time using two joysticks or choosing the most appropriate controller for each challenger.

It's a game that is in only 3 disks and therefore no problem of changing the disk even if you can install it on HD (if you have it) that, however, requires more memory, while remaining that if you have 1 MB you can hear all the sounds. The game also starts with only 512k of Chip RAM, but you lose a lot of music and effects.

The introduction to the game is very

beautiful because you see a "red" triplane and a beautiful digitized animation in black and white that certainly will please the fans of war historical reconstructions (as anticipated if you have only 512k of memory you miss too much sound effects, so try to have at least one Amiga with 1 MB even if it is not clear if it is totally required of Chip RAM or divided between Chip and Fast. To me it crash with 512k + 512k).

After a very long loading appears the options screen that is very beautiful, colorful and you have so many choices to start flying immediately without getting lost in frills or you can study them all to discover their every secret and all its hidden potentials that anyway I briefly anticipated it.

For those who want to play immediately without wasting time you just have to click on "*Begin Flight*" and start with a random mission that is good to get comfortable with the flight, with your plane that is
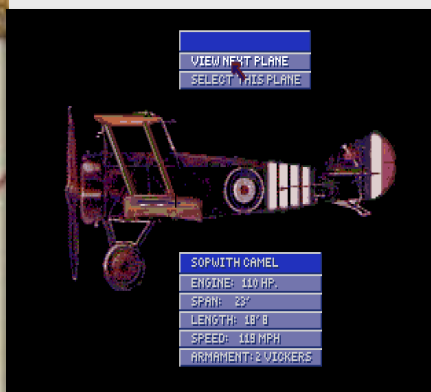


quite understandable and as in reality were simple aircraft equipped with a front machine gun and your eyes to find and aim the enemies.

It is a simulation that reproduces very well as it was at that time without complex cockpit and in fact you have not on the screen apart

from the indications on speed and altitude. Everything is done only "on sight" as it was in reality.

Returning to the options you can choose the type of game to play that includes practice; a one on one battle; strategy practice and a complete campaign; you can choose your airplane by checking the various features and watching their images (no 3D previews); choose the weather conditions and finally start the game.

As in all 3D polygonal games you can not miss the detail settings that affect aircraft (internals, externals and animations) and the terrain, the management of the VCR and sound (I left the default settings that show medium-quality aircraft, no animations and low quality terrain - keep in mind that the game is compatible up to 68030, so you have a good margin of graphic improvement).

A very important thing to remember is that you can not participate in the campaign if you do not register as an active driver and unfortunately this option forces you to unprotect the first disk on which you have to save your data and although you can skip this procedure, then there are problems because it does not work as it should.

ALTITUDE 3570     AIRSPEED 86     DAMAGE 0

This is a game that should be installed on HD to avoid damaging the boot disk.
After creating your pilot, choosing the type of controller to use, you can



ALTITUDE 5925     AIRSPEED 89     DAMAGE 58
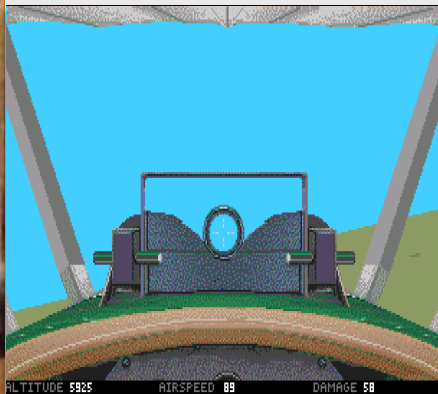
access at Campaign that are very fast with some digitized graphic images (unfortunately in black and white, but perhaps it is a choice to stay in theme with the historical period) and a short text that shows you the objectives. It's all here because as soon as you press the mouse button you are flying on your chosen plane (or use the default one).
If you lose your life during the campaigns, the game ends by returning to the options screen to start over again by creating a new pilot or using one of the previously created ones, changing the various settings to continue with a new career (if any).
The flight is realistic and there is always the risk of a stalemate with these propeller aircraft and the best thing is to speed up because if the engine stop to work in the flight

there is no more hope to restart it even flying in a dive to gain speed.
It's a simulation too precise of those realities, but it is certainly more challenging to bring home the skin with such a complicated flight full of unknowns as the management of the engine that was certainly not comparable to the planes of the Second World War.
For the pure strategy fans there is the possibility to practice for a certain time limit on the tactical management of the war, but it is not clear if it is implemented in the complete campaign or it is only a practice option because I have not found any trace of this function in the various choices.
I must say that it is interesting this type of strategy and despite all the option of command at sight I do not like this type of function in a flight



simulator that should be totally this one and in fact is what 99% of people do with games of this genre.

**Silver**

In the previews of the last issue I showed you a game for Amstrad CPC which is incredibly similar to Domark's Star Wars with a first-person 3D polygonal graphic with transparent vectors and colors very similar to the mentioned title. It is in fact a clone but with a new story concerning the Earth Federation that is attacked by the Outsiders who create considerable damage to the fleet.

In despair you are sent, a StarStriker fighter pilot, to destroy the various enemy bases on some moons with a direct hit in the core of the base itself (a direct reference to Star Wars for the destruction of the Death Star in the game of the same name).

The clones are never loved because they copy the successes of others games, take the same graphics and never bring innovative ideas, but here they change a little history that in any case during the game you do not feel it too clearly.

There are four stages of play: approaching one of the bases destroying enemy fighters, the second phase on the planet's surface, the third through the tunnels of the base which is defended by turrets until reaching the tunnel that leads to the center of the base that must be destroyed; the fourth phase is inside the reactor where you have to destroy two generators and if you are

wrong you have to start again from the third phase.

The gameplay is very good because the vector graphics is very fast in the first three phases, while the last there are strong slowdowns, but the complexity of the reactor is very high and I must say that even in Star Wars I never seen a scene so complex.

The general quality of the vectors that make up the spaceships, the structures of the surface and the tunnels is definitely very low, almost an economic design to be able to make it run well, but in addition there are beautiful cut-scenes that show you the objective and they are very accurate.

It's a title that starting as a clone leaves doubts about fun and playability, but I must say that it must not be deceived by appearances even if the first phase is definitely a bit too much equal to Star Wars, but with different spaceships quite well processed.

The difficulty is very well calibrated because it goes from "easy" to "very difficult" and if you choose the first

you enjoy it because you have almost infinite shields and even mistakenly manage to get to the reactor that is not easy because you have to destroy the



generators and if you do not make it you have to start again from the previous phase and it does not matter what level of difficulty you have chosen.



### Amstrad CPC= 8

It's a good Star Wars clone and for certain things I like even more especially the phase of the reactor that is very complex as vectors and seems taken directly from the film of the same name.

You play well, the gameplay is good, the speed of the vectors is in line with other games of the same type, there are no slowdowns except in the last phase which, I repeat, is very complex.

Play it because you will discover a really successful clone.

Silver



In all these years and these issues of the Fanzine I have never reviewed this vertical scrolling Shoot 'Em Up that takes place during the Second World War between the United States and (I assume) Japan in the open sea with different levels that take place all on sea formed by two phases each and a boss at the end level to be defeated to go to the next.

The first phase takes place in the sky above the sea between the clouds to



make its way through the enemy air forces; the second phase, on the other hand, takes place very close to the surface of the sea where you must attack the various enemy ships of all types and support aircraft.

The battle with the end level boss takes place at this stage just above the sea where you have to destroy the pieces of 90 of the enemy artillery that can be aircrafts and naval vessels of enormous sizes.

As a shooter it is certainly very compelling, even if repetitive because in every phase you do the same things, but change the scenarios a bit, change the difficulty and the mission objectives.

It is the follow-up to 1942 and changes have been made to improve and increase playability by removing the lives and adding an energy bar that can be regenerated with bonuses,

but if it drops to zero, your plane explodes and ends the game.

During the various phases, in a regular way, a wave of red planes arrives that release a generic bonus that changes of type if you hit it having in this way the choice if to regenerate the energy, to have powerfull fire, the double fire or a triple fire.

There are of course the classic Smart Bomb that destroy all the enemies in the area and that in this title have special features because they are different in the two phases: the Smart Bomb in the sky is one type, while on the sea level is another.

In the original Coin-Op version in the sky the Smart Bomb was a thunder, while on the sea level it was a Tsunami.

This version for Amstrad CPC is very good in the colors that are really well applied and typically of this platform and is a pleasure to watch especially compared to competitors who were often not very lively from this point of view.

The size of the playing area is Lilliputian because you see it from the images is quite small, but they did a good job of making all the sprites adapted to this window. A good choice for the fluidity of the action even if the vertical scrolling is not very smooth, but nothing serious. Good music and good sound effects.

In this version there is no difference between the two phases because in both the distance it seems on the sea level. To hide this limitation they added clouds in the first phase.



The difficulty is very well calibrated and certainly better playable than other versions, but the ships in the phase on the sea level are very difficult and unlike other versions it is not enough to be in line to destroy their super cannons.

### Amstrad CPC= 8

Another game for Amstrad CPC that strikes me a lot because of its general quality in graphics, colors and speed which makes each stage very compelling.

As said in the review definitely repetitive, but with the addition of energy, different weapons and Smart Bomb you have a shooter that for a while will make you spend time.

Bad for you eyes the management of the phases that lose the difference between a flight in the clouds and a flight at sea level. Here it was difficult because the quality of the graphics on CPC is so well taken care of that managing two different scenarios would have complicated things.

Another simulation in this issue, this time for the Atari ST and dedicated to the naval genre starring a beautiful American submarine of the Second World War immediately after the famous battle of Pearl Harbor.
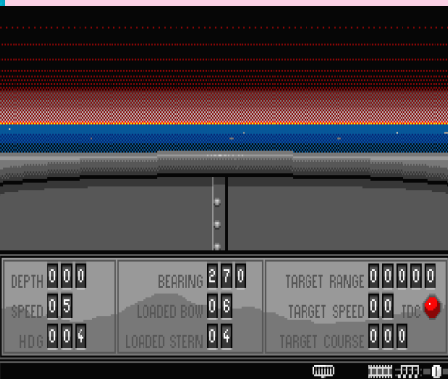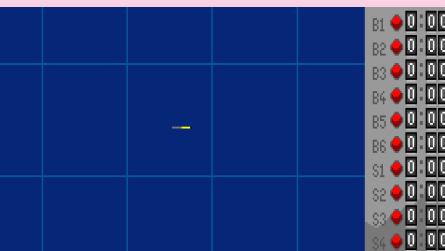
The best of the American Fleet was destroyed in that attack by treachery and among the few resources remained were the submarines who immediately seek revenge against the Japanese ships that did not know this new weapon that could approach them without being noticed.

**Silent Service II** is a very complete naval simulation for submarine management, while the war is tactically managed because you have to find targets using a map to locate enemy ships, approach, stay under water at periscope to detect them and then hit without make you notice or at least as less as possible.

The hardest part is control the submarine where you have to decide the speed, direction, keep track of engine effort, fuel and what's important is the supply of torpedoes that is not infinite and once finished, ends your mission because you can



not shoot down enemy ships.

When you bought the game, there was also a large, beautiful map in the box that showed you the scenario and location of the enemy fleet to

help you take measurements with your map and help you figure out where to go.

I'm a big fan of these submarine titles especially those with simulation for submarine control and arcade fighting. These vintage games, however, were decidedly more complex with perhaps a tactical part too complex, but with this title you will have fun a lot to point the enemies and see



them explode (if you're good).

The ST version is installed on Hard-Disk to be faster in loading and immediately I tell you that the initial music is very beautiful and definitely above average and give nice contribution.

The game has an interesting copy protection because if you were wrong, continue on a training mission. You will wonder how you can go wrong with the manual in front? Well, the quality of the images is not that excellent, they are black and white and it can happen that you get confused (after a few attempts I found the right code).

The game is complete with Training, a Single Mission, a Complete Battle and Career.

There are eight single missions and you have a more general random option (longevity is very high), but you can not choose the type of submarine that you can do if you choose a complete battle.

In the complete battle you have the

map where the entire Japanese Fleet is indicated, but with the chosen option you can only complete a goal and do only that while ignoring everything else.

In the general map, which is a digital copy of the paper that you have in the game box, you can manually move directly to the target area by skipping



the journey to reach it, but it is still calculating the real time to reach this area.

Same for the career in which you have to choose an area and reach it to start your mission that will then be extended to the others once cleaned up by the enemies.

The ST version is very complicated because you only use the keyboard to play and even if you have a complete key table (and not many all in all) it is not easy to manage the whole submarine because sometimes it is natural to use keys for some operation, but in this title are associated with other functions. The cursor keys are used for navigation and when you have the periscope it is natural to use those to change the view while it use others keys.

I must say that initially seems a problem, but I tried the DOS version that uses only the keys (and the joystick if you have in the sections of sighting and fighting) and the Amiga that instead has the optional mouse you can use, to see some difference in playability.

To be honest with the keyboard it is much better because this title was thought of in this way and it is much faster to manage the various operations. It takes a while to memorize the keys, but who has already had the opportunity to play strategic naval will find almost the same functions associated with the same keys.

Technically it's a great game because the simulation is very good and the tactical part is simpler than you can imagine since you only need to find enemies or if you choose Battle or Career you can use it to move directly to the main target area.



The various sections of the submarine are very well done, accurate navigation tools and torpedoes management that as in many games of this kind you can not shoot randomly, but you must be at the right distance from the enemy ship.

Many excellent graphics screens showing battle scenes such as launching a torpedo shows the submarine underwater that opens the compartment and fires a torpedo and then sees its trail to the enemy through periscope view.

There are all the typical animations with explosions, smoke, splashes of water when the enemies shoot you with cannons when you are on the surface and they discover you.

High quality audio with digitized voices really well done for the various commands and also the sound effects are of the same quality and therefore a title that from this point of view is one of the best before the most advanced submarine games that have cut off the Atari and the Amiga.

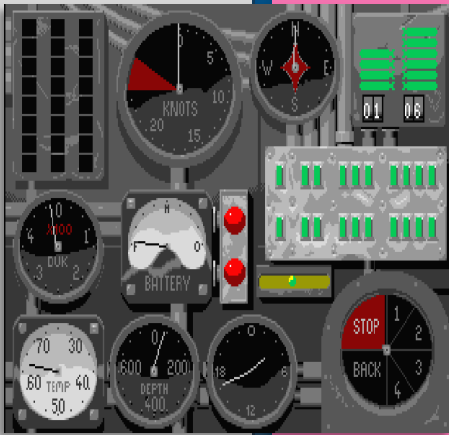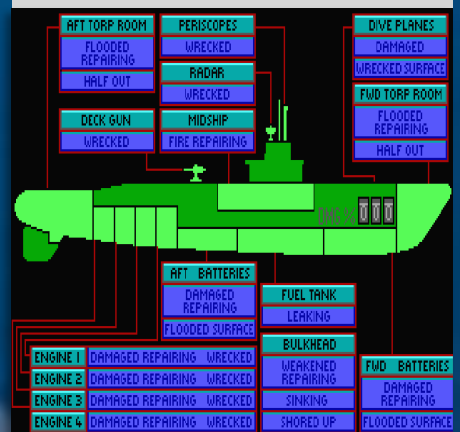This is the last most beautiful comple-



te game from the point of view of graphics and sound for these two computers.

A little note on the exterior graphics: it is generally very good with various nuances to make it all very credible even if qualitatively bad to see for the screening that at certain times, like the sunset or the evening are a fist in the eye.

For the rest everything is fine and also the playability via the keyboard.

# THE BLACK CAULDRON

**Gold**

## Apple II GS (1987, Sierra - Disney)



**The Black Cauldron** is a graphic adventure of Sierra that is not yet Point and Click genre because it resembles the playability of *Space Quest II* and *Space Quest III*, but does not use a text parser for interactions that are activated by a combination of keys that you can do it via keyboard or using the drop down menu. One could say that it is a Click and Choose

These are the commands available:

- Shift + 3: new object
- Shift + 4: use object
- Shift + 6: do
- Shift + 8: look

Interactions are automatic for the type of object, for example, if you are in front of a door using the "do" command, open the door, if you are in front of a person, talk to him and so



on for everything else. The inventory can be called up with the "Tab" key. You can not use the mouse to interact directly with objects and people, but it can still be used to "choose actions". With this game, Sierra starts to get very close to the new Point and Click genre.

Returning to The Black Cauldron know that it is a game based on a Disney movie that has the same name in which the protagonist Taran, you, is an assistant pigkeeper, one of which one day shows signs of super powers. The Evil Horned King wants this power and capture it to find the "Cauldron" from which it seems he can access this energy.

Taran must embark on this adventure to save this pig and defeat this evil being.

Like all the adventures of this kind you can interact with people talking to them and then collecting objects to put in the inventory to use them later in place and at the right time.

There are several puzzles to solve that often consist of manipulating objects to find a way to continue as you are used to doing in all adventures.

There are also Easter Eggs to discover, references to other Sierra games and doing certain things you find yourself in *King's Quest III*; it is also the first graphic adventure that includes more final sequences depending on what you do in the game that makes it certainly interesting because there is the desire to see them all replaying several times. Today it is free and can be downloaded from the Al Lowe website.

The Apple II GS version is made really good using its hardware in both graphics and sound.

The colors are well applied and there are all the nuances to make the environments more plausible and certainly from this point of view is really a pleasure for the eyes.

Not least is the sound that immediately begins with a beautiful music and during the adventure there are sound effects very well done as the verses of animals or objects with which you interact.

Among the vintage adventures this is perhaps one of the most playable because it takes away the parser and adds the mouse to the interactions even if it remains occasionally a bit uncomfortable.

## Apple II GS= 9

The beauty of this game is not so much the graphics or the sound that are made very well, but this new interface to use and manipulate objects and more endings depending on what you do in the game that leads you to play it several times to discover a different final.

This game has also become freeware and so now there are no more excuses. Run to download it from the site of its author and play a lot.

1991    ONCE UPON A TIME    Coktel Vision

Gold


Help Josh to look everywhere in the dwelling!


That's it, Josh!

**Abracadabra** (or *Once Upon a Time: Abracadabra*) is an adventure that integrates Point and Click sections and arcade sections presented each with a page of a book and on the whole it seems to read a fable where you participate in the various scenes.

It is a game created and published by Coktel Vision in which you can see its typical trait and with many graphic similarities with the Goblins series and other similar ones. A Software House is often recognized by the unique characteristics that it carries as a mark of recognition.

It's a children's game for the kind of story that is told as a fable in the series "Once Upon a Time ..." which includes several games, the puzzles are very simple and the use of the mouse to not create problems in the find and use objects. The arcade sections are immediate since where to avoid the dangers and use a magic wand to defend yourself.

playing because you immediately see a page of a book that tells you about the events and then witness the introduction in which a dragon brings a child in which you have to choose which family to give him that can be poor, rich, noble or directly the Royal family.

In any situation you decide to create your character, then you have to give it a name, physically edit it becoming in fact the hero of this fable that has to recover a precious magic bracelet stolen by a bad magician whether you decide to be a farmer or a prince.

There are three levels of difficulty and once finished you can redo the various levels from where you want to improve your score or face challenges at a higher level.

This version for DOS is very beautiful graphically thanks to the use of VGA graphics in 256 colors and also a good sound that surely accompanies you happily and know that it is a title that is available in various languages. In games of this type there was never a lack of translation into other languages, which unfortunately has not always been for games in a different age range (it is not a fixed rule because there are exceptions and see, for example, Coktel Vision) .

When you are in the options screen there is one that takes you to a menu with a series of animals and some Nations flags that allows you to listen to the name of what you choose in the original language.

**DOS= 9**

Coktel Vision always makes really good titles in any age range and is fun for anyone from the child to the adult.
They are simple but well constructed games and able to attract the attention of the player with many details.


What color is the jacket?

This adventure consists of three different phases: the search for objects in Point and Click mode; crossing a forest avoiding the various dangers and finally the battle against an end-level boss managed in Point and Click mode again.

The target is clear, but it is still very well done since you started

c by Moby

rogramming by M.D.O.

# Readers Reviews

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

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

Thanks to:

**DanyPPC** from Amigapage.it
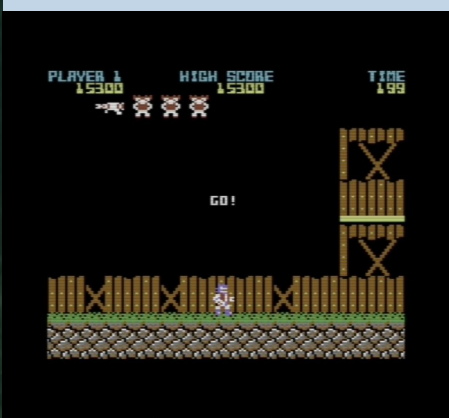
**Albe75** from Amigapage.it

# BIONIC COMMANDO

These days, having some time, I decided to go to the rediscovery of an old game that I had for the Commodore 64, and that I was passionate when I was, haimé, young ... **Bionic**



**Commando**.
Perhaps many of you remember it in particular for the exceptionally beautiful music. The fact that with the SID processor could be composed so complex music was not an unknown thing, and that many games of the time had 'sound effects' and amazing soundtracks, made it clear to most people that the C64 was absolutely the first of the class.

But let's close this brief interlude and let's talk a bit about this 'platform game' full of action and fun. The coin-op game, released by Capcom in 1987, was converted at the same time to the most popular home computers of the time. The versions I have seen and compared are those for C64, first of all, for Amiga and for NES. The purpose of the mission is to prevent the use of destructive weapons by a criminal organization that intends to use them to dominate the

world. So, as the hero of our time, we are ready to start for this impossible mission to prevent from happening. The game consists of five levels:

1. The forest
2. The forefront
3. Underground base
4. Final base
5. Mission end - stop missiles

From the initial game screen we are asked to press the joystick's fire button to start the game. We can also choose different degrees of difficulty
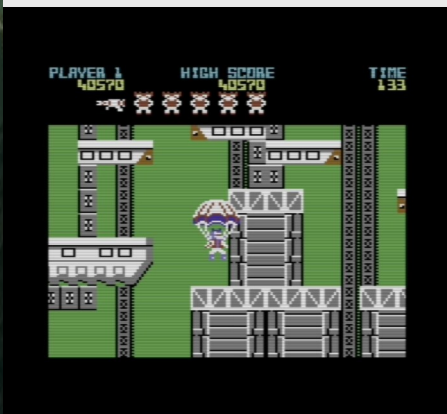


using the function keys. It starts from novice to expert difficulty. Immediately we find ourselves parachuted, in the true sense of the word, to the 'stage 1'.

What is striking is the simple and well designed graphics. In the C64 version we can see the complexity of the work done by the programmers that push the graphics and above all the sonorities of the Commodore home computer to its maximum. The graphics are fluid and make the gaming experience enjoya-

ble.
In dealing with the mission, we have only a bionic arm with a harpoon with which we need to scramble to climb the different platforms, and a gun to defend ourselves from the enemies that face us. During the mission through the different levels of play, we are offered the opportunity to equip ourselves with more powerful weapons. In fact during the game the weapons literally rain from the sky attached to a parachute. It will be our ability to intercept them to gain them. In the same way you can increase the score. Instead of weapons, sometimes, it happens to find a chest hanging from a parachute that '*catches*' makes us increase the score.
To overcome the different levels you have to do is to reach the multitude of platforms that compose them, facing ever more fierce enemies that make the task difficult. The game is fairly intuitive and the path to follow is mostly bound. At any moment it is easy to understand in which direction we must direct to complete the level.
At the end of every 'stage' there are

no end-level bosses to break down, but a simple sign warns us to have arrived at the end of one.

I must say that I was a little disappointed. I would have expected to go to a higher level having to face the 'monster' on duty, as happens in titles like Toky or Dragon Ninja, to give an example.

The mission continues in a similar way throughout the game experience, the only things that change are the settings and the music, more and more beautiful and catchy, to reach the end of the last level where you have to shoot a missile to destroy it and thus foiling the criminal organization plan.

I compared the Commodore 64 and Amiga versions and I must say that they are quite similar in content. The Amiga version has a better graphic look. For example, the protagonist is better defined on a graphic level and looks more like a man than the C64 version where, in my opinion, it looks much more like lemming with brushed hair ...

A disappointment on the Amiga version are the music. You have a com-

puter with a powerful sound chip and what do I hear? The music is the same, even for sounds, to those of the C64 version. It seems almost as if the Amiga has the SID inside.

Finally there is to report a further version that is that for NES, the

one I considered among the three taken into consideration completely different, both for graphics and for 'sound'. I must say that this version is a mixture that reminds me of Bionic Commando in some levels, while where the graphics are taken from above reminds me of Commando, another title of the same Capcom (ndr). Nothing to say for the very well-defined graphics similar to that in the Amiga style.

My advice is to play Bionic Commando on the Commodore 64. I'm sure it's the version you'll love most, and you will not easily take your fantastic music out of your mind for the following days, as it's happening to me right now I'm writing this review.

Review written by Albe75
Translated by Seiya

## Commodore 64= 7

Summing up, I well rate the C64 version, where there is the commitment to its realization and can be seen.

## Amiga = 7,5

For the Amiga version they could do more with regard to sound, not so much for graphics that are much better than C64.

## NES= 7

I did not like it, but it's my personal opinion. They could leave things as they were, following the level building of previous versions, instead of making the choice to change game visuals and so on. This score is for graphics and game quality.

END

you have to choose your favorite title and play :)
To exit the games you must press the "Restore" key; if you play with WinVice it is the "Page Up" key (at least with the Italian keyboard).



**Arcade Classic** for the Commodore 64 is a compilation of, sorry for the repetition, arcade games that are presented very nicely in an introductory screen in their respective original cabinets where you can also see inside the monitors those titles that you will then play full-screen .
The included games are the four most famous and played by millions of people both as Coin-op and at home:

- Space Invaders
- Asteroids
- Snakes
- Space War

As you can see, these ones are very



famous titles and i almost do not even need to explain what you have to do.
Personally I really liked Asteroids that I played when I was very young in the Coin-Op and I loved his vectorial graphics and in this compilation you can replay it more or less exactly as it was.
Of the four games, Space War and Snake, had to briefly explained. The



first is essentially a duel between two players who must destroy themselves by paying attention to the gravitational force of the sun that attracts you to it. The second mixes the game of the Worm with Tron in which you have to take food that is very difficult as it must be perfectly centered and avoid the second worm. The one who
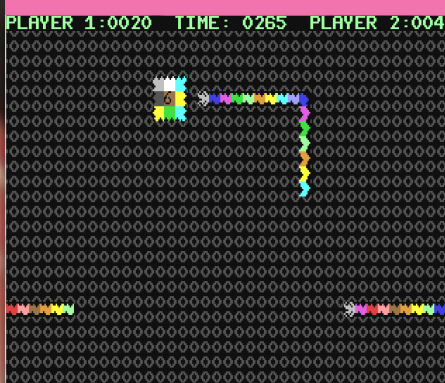


forces the other to crash first is the winner.
From the screen of the four cabinets

# Starfire

This is a first person 3D shooter that has a vague resemblance to Star Wars for the shape of enemy fighters and the objective space cruiser of your mission.

Your aim is to destroy the Exidy, the enemy vessel, but it is not easy because it is surrounded by a fleet of enemy fighters that defend it. You are not scared of this mission almost impossible because you have the fastest spaceship in the Earth Fleet and a new pointing system that works very well and I can guarantee you that it is something new and innovative.

You have four lasers to destroy the enemies that are first centered in the viewfinder and then activate a new system to center them even more accurately and only in this case you will be able to hit them causing big explosions.

Certainly this new combat system is fun and makes this game appealing that I recommend you try not only because it has good 3D engine that scale the graphics in the distance for the fighters and your shots.

The aim is not only to get to destroy this cruiser, but also to reach level 16 where the enemies flying very fast and able to easily hit you.

**Commodore 64= 8** ✋

Vaguely resembling the Star Wars by Domark as a style of combat embellished by this new targeting system that I personally like very much.
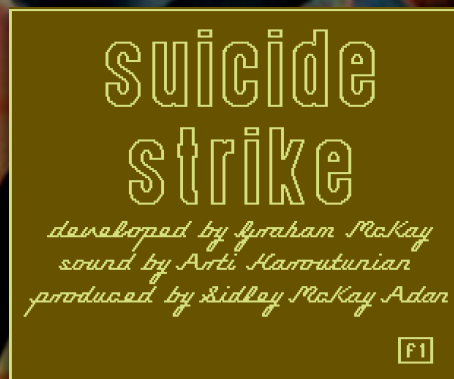
# Suicide Strike

It's a third-person 3D shooter behind your fighter who has to demolish enemy bases after an approaching phase where you have to free yourself from the enemies who defend it.

These are many and of all kinds because there are land vehicles, airplanes and even missiles that point directly into your position.

To complicate things you have the not infinite fuel that runs out according to your speed and the maneuvers you do to avoid enemy bullets.

Thanks to the 3D view you have other features because you can get up and down in altitude to hit and avoid enemies.

You can not hit an enemy helicopter if you fly at low altitude and you can not hit a tank otherwise.

Even the enemies follow this rule (*unbelievable, but true*) and therefore allows you to do a bit very basic strategy to be able to complete your goal.

Technically very simple, however, has the fluid scrolling of the land that gives a good sense of speed and a good interior with attention to detail.
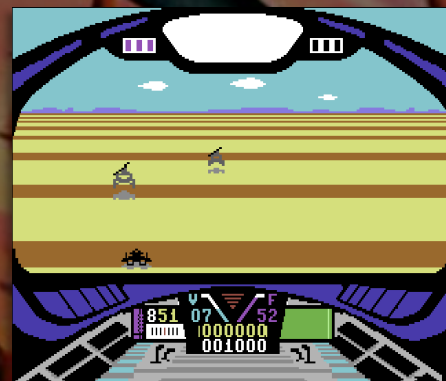
**Commodore 64= 6,5**

It's a good title with a not very intriguing gameplay, but it has characteristics to keep the interest alive, at least for a while.

Not bad graphics especially of your aircraft really well cared for despite the size and this very fluid scrolling of the terrain that gives the sense of speed and distance that you travel.

# STARGLIDER II



It's a title that needs no introduction because it's a classic 3D Vector Shoot'Em Up that was something extraordinary in its day, but it is also today because when you play with your ZX Spectrum you can admire many detailed polygons on your screen.

Compared to the previous title this time you not only have a much more beautiful and detailed graphics, but you have a more difficult goal as you have to explore different planets, each with its own characteristics, to search pieces to create a bomb to destroy once and for all your enemies.

The words are beautiful, but then the game is a bit less because all this polygonal graphics (even if they are transparent vectors) makes it quite jerky and complicated the way to fly even if visually it is worth to load it to admire the detail.

More you play, more you destroy the various structures, more it becomes fluid, but in the global reigns a bit of general confusion.

As a polygonal 3D it is excellent and spaceships and buildings are very complex, which justifies these disappointing performances a bit.

**ZX Spectrum 48k= 8**

Although the performance is poor, the quality is very good because it is all in 3D including the terrain and there are a lot of vehicles and buildings that are structurally very complex. All the explosions are also in 3D and makes it a title to have even if the gameplay isn't good due to this jerky graphics.
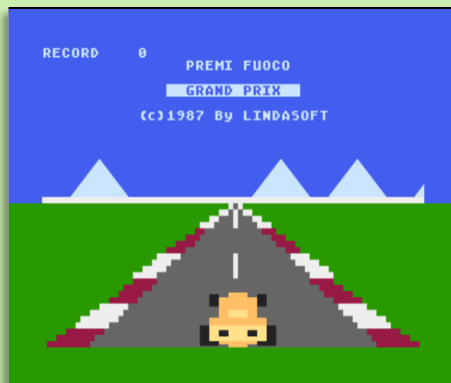


# Grand Prix

It's a title for Atari 400/800 (minimum memory is 48k) that takes you into the world of Formula 1 to take part in this event trying to get to the finish line first.

As a playability it is very similar to Pole Position even if it is much more difficult because you can not afford to collide another car otherwise exploding and you have to start all over again.

In reality, the game is very simple because winning is only an additional option as while you are running your score begins to increase.

The more you go on and the more points you make; there is not even an option for two players and at the end it becomes a race to score maximum points.

Not bad because the features of this Atari are good for a very colorful graphics even if the detail is a little better than an Atari 2600. The speed of the graphics and its fluidity are certainly its best business card and the performances are from Coin-Op. It's worth a ride!



**Atari 400/800= 8**

A face not so much for the graphics that is still pretty, but for the playability and fluidity that have the characteristics of Coin-Op and you play it really well even if the fun in the long run makes it a bit tired.

SKRULL
BY HUGUES RENAUD AND CEDRIC CAZAL. COPYRIGHT ©1988 EDITION

Looking at the images, the first thing that comes to mind is that it is a "Prince of Persia raised to the cube".

In fact there are some similarities quite clear in the scenario and also the character, but it has nothing to do with the title mentioned except for the graphics as it has a totally different and perhaps not so much rewarding gameplay.

Skrull is a clone of Barbarian by Psygnosis because it adopts the same system of movement and combat with icons that you have to use with the mouse paying attention to what happens on the screen and promptly click the right one to not let your character die before you have done some heroic action.

You play Skrull the Barbarian who is a child born of the love between light and darkness and there-



fore the only one able to bring back to the world the light that is disappearing altogether.

This adventure takes place in dark, humid and labyrinthine underground caves with many traps like jumping chasms and monsters like vampires, dragons, tarantulas and bats.

Of course if you are looking for adventure and heroism this is a game made especially for you.

Are you ready to have fun with this title?

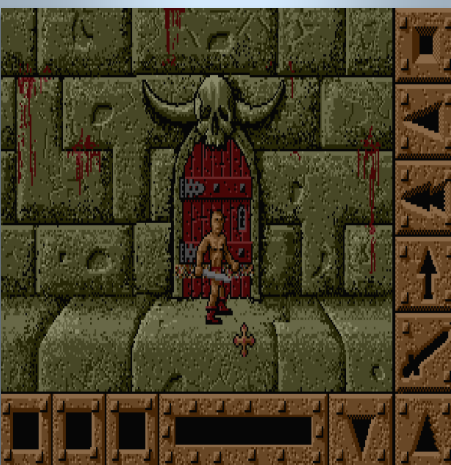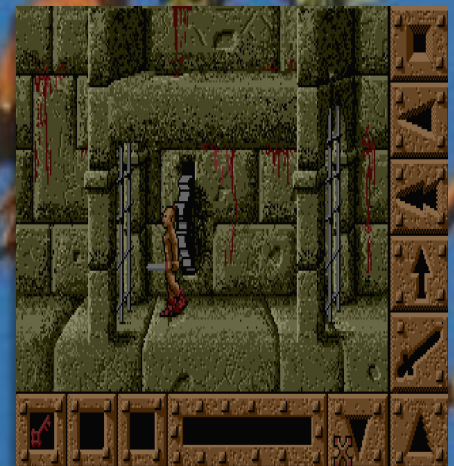The problem of these interfaces is the management of the icons, the mouse and what happens on the screen be-

cause there is a slight delay when you click on the icon and what happens on the screen and then all the action must take into account this thing.

In Skrull there is also another difficulty because in order not to fill the screen with icons only some have been drawn and the direction ones indicate only "left". To go to the "right" you must right-click the mouse button on the "left" direction icon. This system often leads you to confuse because instinct is used the left button and often die or fall into a chasm thinking to have clicked the right icon.

The other fighting icons use the same system: the two mouse buttons on these icons have different effects that if badly used, lead you to lose a life.

Another obscure thing is that nowhere is the number of lives you have: endless lives, 3 lives, 50 lives? Maybe 4, you have to count them from time to time.

It is not just an action game because you also have to collect objects that leave some monsters as keys to open doors





**Atari ST= 5,5**

This type of interfaces are uncomfortable and ruin the gameplay of an arcade that would give a lot more fun if it were left to the player the freedom to move as they like.

I do not like these interfaces because there are delays between the command and the actual action so you always have to do everything a little early and in the long run (after 5 minutes) many of you will not load it anymore.

The graphics are nice and quite defined, but it is not very fast and maybe this is also the cause of certain delays in the commands ...

The audio part is not bad with a nice little music at the beginning and good sound effects.

**The Big KO** is a Boxing sports game by TyneSoft that guarantees the general quality of being able to reproduce this genre as best as possible (*usually the most well known software houses and with many successful published software tend not to disappoint almost never*).

It's a purely arcade title with 2D side view that shows the entire ring and you have the whole baggage of shots that make this match as believable as possible.

There are no managerial parts to manage your athlete and as soon as you finish loading and pressing the joystick button you just have to give him a name and look at its characteristics.

A game that does not betray the tradition with some kind of innovative ideas given that every athlete has a limited energy bar that decide if you have won or lost; if you win you get a code to be able to start from the last defeated athlete. Definitely Arcade.

Your goal is to beat eight athletes from the Big Nose Heap to the Chip N 'Nasty and become Champion.
Will you do it?
It starts immediately after the choice of the name with the presentation of the two athletes who will compete: "*on the left side bla bla bla .... - on the right side blo blo blo...*". Without wasting time in chat or presentations of the match, but as already mentioned, it is purely arcade and the aim is only to beat your opponent and become the Champion. No strange strategies or anything, just win.

If you lose, a musical jingle will remind you a lot of laughs against you, so it is better to try to avoid it and have to start all over again from the choice of the name.

Technically very well done in general from the first presentation of athletes with funny and sarcastic faces and in the ring you see them in full and I must say that they are made



in the same way with a good attention to detail. Early music and good sound effects during the match.

The most important thing is the playability that does not seem to be there because you do not understand how to throw a punch if not very randomly and after many attempts. It is not enough to press the joystick button and not even make combos.

As an arcade it's fast, but every time you start over again, giving the name, the presentation phase and losing regularly the match, makes it very frustrating.



## Commodore 64= 6

How Boxing's game is not as bad as it is structured. A typical arcade where you have to beat all the opponents and become the champion.

The problem is that you do not understand how to throw a punch because by moving the joystick you can move in the ring to the left and right, lower and raise the defense. The fire button of your trusted joystick seems to be ignored, but every now and then, totally randomly you throw a punch. But you do not understand how you did it.

Nice to see, but the gameplay is affected by this fact.

# CRAZY PYTHON

## Crazy Python (1983, Data 2000 - Atmos)

It is the classic worm game in which you are a voracious Python who devours all the food that is in a maze, lengthening and increasing speed at each meal having to be very careful not to bite yourself that becomes difficult to avoid just at because of this labyrinth that leads to contort your body blocking every way of passage.
You can change direction at any time if the route is clear, but beware that you can not do a back gear that is lethal.
The very simple purpose: to eat all the food to move to an increasingly

SSS    SCORE:    200    BONUS:0180
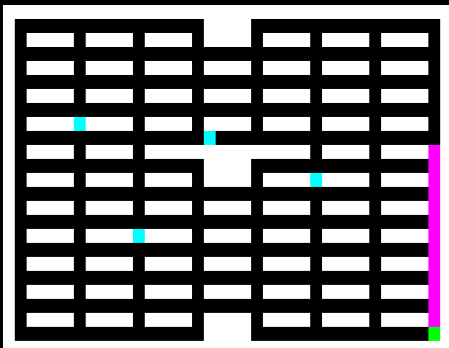
difficult level where the food is in places such that with every movement you risk biting yourself.
     It's a classic of a very famous Coin-Op game that has been cloned, resumed, reissued in various editions, on various platforms because its simplicity lends itself very much to making amusing remakes.
Good gameplay definitely simple, but compelling with a well-calibrated difficulty.
For the rest there is not much to say, you well see, but often poor graphics condemns a good game to be ignored by believing it of low technical value.

**Atmos= 7**

**A very nice little game that takes a classic Coin-Op that you should be entertained only if you engage seriously because even if it does not seem, it has a very accurate playability and it does not allow that you wrong.**

## STAR BATTLE

COPYRIGHT 1987

START GAME        (PRESS F1)
DIFFICULTY LEVEL (PRESS F3) = NORMAL
FILTER SETTING    (PRESS F5)

SHIELDS DESTROYED
STAR BATTLE    RADAR    ET = 0:01:45.1
DAMAGE STATUS          ENERGY  =   8028
RADAR SHIELDS
TORP. SCANNER          SCORE   =  00400
                       SECTOR  =   1,3

various kinds that must be destroyed and avoided their counter attacks.
A quick explanation for a game that fascinates lovers of this genre because it has really nice space combat with a pointer that changes color when the enemy is centered and beautiful particle explosions.

## Star Battle (1987, Saturn - Commodore 64)

It's a very nice and complex game and it does not seem like it at all, but when you start playing you find out that it's a 3D shooter where you have to travel between one system and the other to destroy all the enemies and free your galaxy.
Between one sector and another you have to travel in hyperspace that is not quiet anyway because from time to time (in fact always) there are asteroids that must be avoided or destroyed and you have the freedom to move in any direction.
Arriving at the sector you have chosen there are a number of enemies of

**Commodore 64= 8**

It's a good 3D shooter with enemies and objects that are well scaled in the distance and very well done the hyperspace phases with the calculation of the path, the acceleration, the asteroids to avoid and destroy with the difficulty of navigation.
Beautiful battles with damage to your equipment such as short and long range radars that then also prevent you from finding the areas that you have to clean up properly and avoiding the wrong ones.

http://www.amigapage.it/index.php?pl=intro
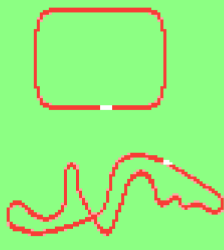
# Divertiamoci con i Box

## POLE POSITION II

1: TEST      2: FUJI

4: SUZUKA      3: SEASIDE

©1984 ATARI      ©1982 NAMCO



the curves face much better even at full speed making the race more interesting.

Well the explosions (simpler of course) with the pieces that fly everywhere.

The cars are different and have been redone losing that crude original graphic and applying only two basic colors for cars: yellow and blue, while you are a dark yellow to differentiate a little from others of the same color.



TOP    10600    UNIT    LAP    0:00
SCORE  10600    75      SPEED  00MPH
                LO

> PREPARE TO RACE <



SPACE MOUNTAIN      SCENE-01
                    MAX 000000
P-1 000000    P-2 000000

### Pole Position II (1987, Atari - Atari 7800)

A game that needs no introduction because certainly anyone over 40 will have played hundreds of times in the various games rooms and then also in the various conversions on Computers and Consoles.

It is an arcade Formula 1 game with the aim of winning if possible or making the highest score, qualifying first of all for the race.

The original version was characterized by a large graphics formed by very large pixels that did not take away the detail and had an incredible speed so that already in its basic simplicity you have to change gear in the curves to not end up off the road, the puddles where you slipped and you had to drive a certain way to resume driving. It was also characterized that at each accident the car exploded and the pieces flew from all sides.

It was a Namco game, but it was also licensed to Atari, which produced its cabinets with some minor differences and in fact the conversion to this Consoles of the same company was certainly facilitated having the development team available for any help.

The original graphics, in my opinion, it was so blocky (Pole Position was also famous for this) that it would be easy to bring it back on home systems, but it was not so.

This Atari 7800 version is very good for the playability that is a bit better than the original because

### Space Mountain (1984, Tsukuda Original - SG1000)

The name confuses a little, but it is a game strongly inspired by the original Star Wars with lots of Tie-Fighter and X-Wing that have been designed very similar.

The plot is also the same because your purpose is to penetrate the enemy base, fly through its narrow passages and finally destroy it (just like Star Wars).

The trend of those years was to resume big hits Coin-Op, change the name, adjust a little the graphics and publish a title that is destined for success because the basic structure does not change with the title to which the developers were inspired.

Compared to the original title, Space Mountain is not in vector graphics and is not in first person. The view is behind your spaceship (an X-Wing) with the pointer at the center of the screen and a radar that shows you the position of the enemies.

A really bad game, one of the worst I've ever seen on this console and I'm amazed that it could have been conceived in this way.

It is very slow and has the control

### Atari 7800= 8

The graphics do not excite me a lot, but it's well done. The gameplay is perhaps even better than the original for a high and not frustrating driving speed with easily feasible curves, but be careful that everything changes when there are other cars besides yours.

A good conversion even if I expected something more from the details of the cars.

reversed (absurd and who knows why it must be so) and you move in jerks (perhaps it is wanted in this way) trying to hit the enemy at a certain distance because if they get too close you can not  more fire againt them and enemies ships destroys you with one hit.

You have no shields, you have no energy and a ridiculous weapon that makes your opponents laugh.



## SG-1000= NV

It does not deserve the score because it is horrible in the technical realization that does not even seem an SG-1000 with jerky movements probably also wanted in this way with an absurd difficulty especially because you have no shields or energy and a single enemy shot destroys you.
Add also the flight with the inverted commands that together with this movement make it all ridiculous.
The graphics are ugly and looks almost like a worst parody of the game from which it refers.



## Nekketsu Kung-Fu Road (1985, Epoch - Epoch SCV)

As anticipated in the previews of the last issue, here is a title that would have  give you satisfaction.

This game, listening to the early music, seems like the good old Kung-Fu Master and even the game action seems very similar even if there are differences.

Start immediately from the graphics because it is very good, very detailed with various shades of color that make the protagonist and opponents of very high quality.

When you start you can also choose the color of your suit in different shades and then when you start assist a short animation of the protagonist who shows all his skills in this discipline.

The game remains side-scrolling with enemies advancing towards you that you have to hit with your fists or kicks. Here too you will notice a strong resemblance to Kung-Fu Master because you have the same baggage of blows with attacking enemies alike.

In Kung-Fu Road, however, there are greater difficulties because in addition to human enemies (which are of different types) there are objects that are thrown at various heights that must be destroyed or avoided and even historically very strong and aggressive animals.

The gameplay is not excellent and I'm sorry a bit given the quality of the graphics because the levels are long with many of those enemies that after a while becomes very repetitive and tiring come too soon.

## Epoch-SCV= 7

It's a good game that might remind you of Kung-Fu Master from some elements such as music and game structure, but in the long run it's less attractive because it seems endless with levels that become ever more crowded with humans, animals and objects. It's very repetitive and the end-level bosses are very far away and it takes too much time to fight with them.

# AUSTRALIA

INLAND INTERNATIONAL SOFTWARE

©COPYRIGHT 1990
JEFF BROWN and JOSHUA DINERSTEIN

**Amiga, 512k (1990, Inland International)**

**Nations of the World: Australia** is an educational title on the physical, political and industrial geography of this Country, but it is not exactly what you might expect by looking at the main menu because it is an Australia Quiz in which you challenge your computer in one of the six topics of your choice or all.

It's true that it is a Quiz, but it is an educational geography because if the players are wrong is given the correct answer with a visual indication to let you understand better (*even the computer give wrong answers and this is good for you*).

Very often, you learn notions and these question and answer titles also serve to this goal and are very similar to those school tests of the same type.

It's a game to see your knowledge about this Country quite unknown to most people and then you still have the chance to learn something new.

Before starting the challenge on the Geographic of Australia you can set some options on your name, if you play against the computer or with a friend of yours; choose whether to use the music or the voice (the first is boring and the se-cond, via *narrator.device* is not very rewarding in this specific case); the difficulty if you play against the computer and the number of round to do.

You can set these options right away, but every time you start the challenge you are re-proposed for final confirmation if they go well or you have changed your mind and want to change something.

You are ready now to see how much of this Country you know.

It's a knockout Quiz because you go ahead on the current category until you give the correct answer and when you are eliminated, the second player continues to see who has scored the most points.

Every time you play there are no random questions asked, but always in the same order and then you know how to well answer. This could be a defect for someone, but being an educational this thing is important for you to learn well the physical, industrial and political geography of this Nation.

When you turn off your Amiga you will have learned the capitals of the various regions, their flags, the population, etc.

**Amiga= 6,5**

It is an educational game of political, physical and industrial geography on Australia, a Nation still unknown in many ways and through the questions and answers you will learn something more then books in a fun way.

As a genre it is a bit limited and certainly if it had been more complete educational it would have had a much higher absolute value.

All the questions of the various topics have the same graphics without customization that for the type of program can also be fine, but it deprives you of an aesthetic aspect that in these titles is a pleasure to see.

The musical part is boring even if it is well done and the voice of Narrator.device in this specific title is not good.

**Gold**

Mathematics returns with the Commodore 64 in an educational title that well represents this genre allowing you to learn this subject with fun without the pressure of a study concentrated during school hours.

Remember that the basics of mathematics must be studied at school, but then you can apply them with fun in video games to see if you understand the lesson.

Your digital teacher is Stickybear who will teach you how to do addition and subtraction operations for children between 6 and 9 years
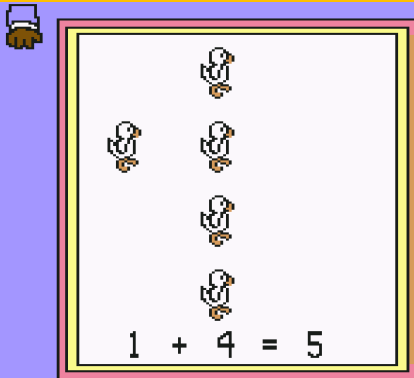


old. It is an age in which math is to be learned and in this game you find out if it has an important value to be used as additional material to the scholastic one.

Although it is a mathematics program is characterized by the fact that each operation is associated with objects, animals that every time give the right answer you can watch their animations that are made really well and very funny. If you give wrong answer you don't see them until you have given the right answer.

The program is not a simple questions and answers quiz because they have built a story to try to keep you glued to the monitor to do math operations.

The addition has been associated with a thief who tries to escape from a prison and must build a rope to escape and this stretches each time you give
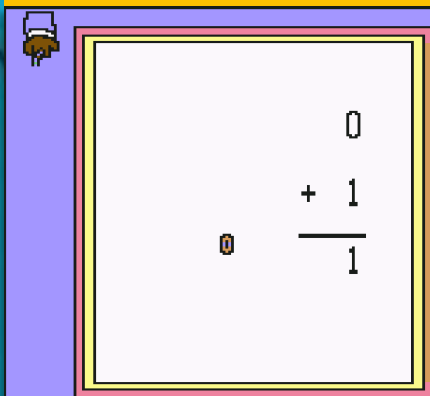


the correct answer.

Even for the subtractions they created another story that thanks to your answers you will help to realize and complete.
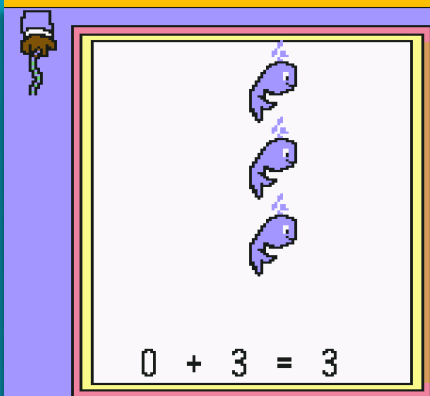


In this way you put into practice what you studied at school and more children have fun to see that for every right answer there is as a reward a fun animation and a completely novel that is the basis of this program.

The Commodore 64 is welll exploited

to provide very clear texts and numbers with different types of operations that are alternated between those in line and those in the column



to get used to recognize the various types that are taught in schools.

In addition to beautiful and accurate graphics there are also many very nice musical jingle.

**Commodore 64= 9**

It is an excellent educational that thanks to the graphics and the many animations teaches basic math very well in a fun way and only to those who well answer will have a funny graphic effect and the completely of a story that was invented to give the desire to keep answering so many questions.
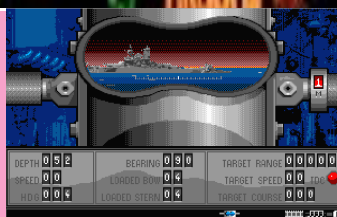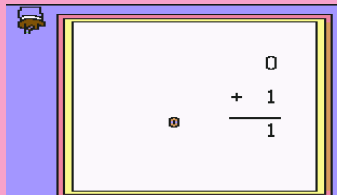
# REV'N'GE!

# Top 3

| | |
|---|---|
| **Silent Service II** |  |
| **The Black Cauldron** |  |
| **Stickybear Math** |  |

# Multimedia

# Compilation

# Office

**America Adventure** is a hybrid between a multimedia and a Quiz on America where you can view some features of this Nation and participate in some specific questions that still have the feature of multimedia because there are photos, videos, animations that help you or try to help you find the right answer.

Among the interesting multimedia discoveries of this title is the Drive-In, the well-known outdoor cinema where you arrive with your car, park and see an indoor movie. The graphics take you back to this

type of cinema and you can view the trailers taken from five productions in black and white and in color that relate to the culture, history, geography, politics, music of this Nation with a very good quality.

In addition to this multimedia part you also have a fairly well covered encyclopedia on this Nation that can be recalled with the **"American Tour"** which allows you to see all its aspects with text, music and images that can also be enlarged to full screen. You can print on paper; you can do research by topics, by the individual terms and also by the timeline that can not and must never be missing in these productions.

Only for this part you have so much to see and each section has its music that helps to increase its value that is

already very high in itself.

Still multimedia on the US population from the beginning of its history as a Nation to the present day to see how it is distributed and a fun part about all the presidents of the United States that you can see thanks to a morphing animation to go from one to another. You can watch this animation automatically or have fun using the mou-

se.

There are three Quizzes: Finding the State, Finding the Capitals and Where is?

These are three very difficult exercises because the computer will never tell you the right answer even if you

are wrong and you have to find the correct one by using a little help that gives you some information that one US knows well, but not others, such as for example, an help tells you that in that State there is the Mountain Rushmore. They are precise aid, but not for everyone as well as those to find the capitals.

The Quiz "Where is?" is different because there are photos of some very well known areas by the world such as Broadway, the White House, etc.

**DOS= 9**

Usually these DOS PC productions are excellent in all for the high level VGA graphics with lots to explore. In this case, a good job was done without using the CD-ROM, which unfortunately limits the number of videos, but it works on all PCs , but with some problems of audio configuration because it is a bit scary on hardware conflicts.

Fortunately it also works with the PC-Speaker if you have problems with sound card, but it's a shame because there are so many different music to listen to.

# To the next incredible issue
# #86
# May 2018