REV'n'GE!

#93

Retro Emulator Vision and Game

The Secret of Monkey Island

The beautifull graphics adeventure - Fixed review

Atomic Robokid

Excellent Amiga arcade conversion

OTHERS REVIEWS: Arena * Starblade * Rolling Thunder * Blue Max * Miner 2049er * Roy of the Rovers * Destroyer * Techo Cop * Castle Combat * Atomia * Blood & Honour * S.T.U.N. Runner * Noddy's Big Adventure * Rody & Mastico * Advanced Military Systems

CONSOLES REVIEWS: Fight Night * Defender * Al Unser Jr. Turbo Racing

After a bit of worries due to a home blackout in which the old PC seemed dead and deceased in a hurry I ordered new pieces, but the misfortune struck again. The pieces were not compatible with each other so I had to wait longer. I have to say that staying for almost 20 days without Computer, I lost the desire to write reviews and I threw myself into other projects. Now that the new PC works again I think I will continue to write again.

I wanted to do special issue waiting for the main computer, but this one did not come as I wanted and it was a little too complicated to manage the new layout without reviews. Maybe some Specials could have a box of a few pages among an upcoming issues, but that's all yet to be decided.

I do not know if I can get out the January issue because I've skipped all the time to write this issue, but I see if I can do the same. At the limit each issue will come out after the 20th of every month. In the meantime, I wish you a Merry Christmas and a happy New Year

Good Reading and Happy Holidays

Targhan - Amiga

A 2D adventure that tells the story of a hero who has to fulfill an ancient prophecy

3D Boxing - Amstrad CPC

A Boxing game that maybe is not in 3D as you expect, but that should still be playable and fun.

Blue Thunder - Commodore 64

It's a side-scrolling shooter in which you fly a combat helicopter whose name is reminiscent of a well-known TV series. In the next issue it will be examined in detail.
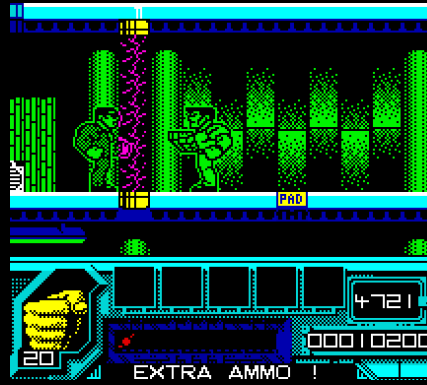
Rollin - Commodore 64

A game that is very reminiscent of a highly successful Coin-Op title. It's a clone like many others, but if the gameplay is of the same level it will be a title to be rediscovered.
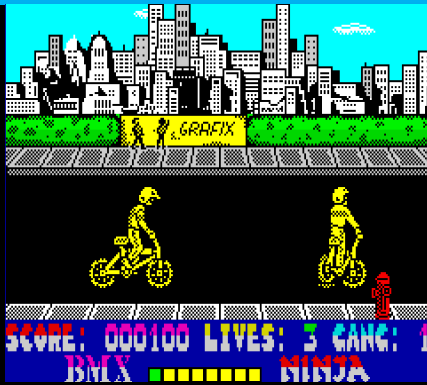
BMX Ninja - ZX Spectrum

Who said the Ninja were deadly fighters? Today they are also skilled sportsmen.

Total Recall - ZX Spectrum

You have to help Quaid in finding himself and discover the mysteries that affect the planet Mars

Buck Rogers: Planet of Zoom - Atari 5200

Buck Rogers faces his destiny in the future in this third-person 3D game. It is not a title that leaves you glued to the monitor for a long time, but it is a classic.

The Avenger of Death - MSX2

A side-scrolling action game for a very promising and ambitious computer both in graphics and sound.
To be discovered if the gameplay will be at the same levels.

Contents Issue 93   December 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.

Gold

Silver

Bronze

A R E N A

Arena is a multi-event sports title that I chose a bit by random, but it is the first game of this genre that was made for 16-Bit computers, Atari ST and Amiga.
Like any other Olympics, this also has several events:

- Long jump
- High jump
- Javelin
- Shot put
- Paul Vault
- Hundred Meter Run

The game mode is the same as all the other titles of this genre that you have already read on these pages; move the joystick quickly to take a certain rhythm and press the joystick button to perform the action.
It is, however, different from the others for a level of humor that is always present both in athletes and in referees. It is very funny to read the athlete's thoughts at that moment, how he concentrates before a try and how the various referees will


make fun of how he prepares himself or any his mistakes.
It looks like a Fantozziano film on the Olympics, provided that does not change the playability that is equal to all other games.

There is a desire to try to make every event over and over again just to read the humor of this game even if at times it is a bit cynical.
It's a multi-event title, but you can not create a tournament, do not participate in an Olympic Games, there are no animated introductions. You immediately start from the selection menu of the six events that you can participate alone or up to four friends.
Each event must be performed individually, but does not take away the
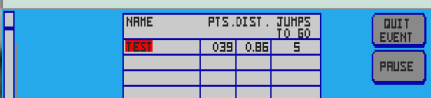
taste of a challenge because you still have to try to do the best result and enjoy this kind of humor present during the races.
An Atari ST definitely exploited in the large graphics, good use of color and well-built backdrops that make good the idea of being in an arena where you can also see other athletes who are participating in other events.

Atari ST= 6,5

I must say that the graphics are beautiful colored, large athletes and well-made Olympic equipment.
The vote is low because I tried everything, both mouse, joystick and keyboard, but I could not figure out how to move, how to activate the race or the various actions.
The only thing really interesting are the cartoons in which you read a little humor and sometimes a little stress of the same athletes who encourage you to take their control.

Amiga= 6,5

The Amiga version is the same in all respects both in animations and in sound. Same system messed up in knowing how to use the controller.

Atomic

Robokid is a horizontal scrolling shooter where you play a robot that can fly without being affected by gravity after taking the first bonus that is available immediately. From here on and for all your lives available if you stop in the air do not fall to the ground. The bonus activates a special propeller to stay in flight.

Surely this type of feature helps you since the environments of this game takes place mainly in corridors that can be mechanical, terrestrial and any other type. However, there are also completely space levels.

The game has 28 long levels full of adrenaline and as many gigantic monsters to face to overcome each of these ones. Surely there are too many levels and I do not know how many of you will be able to finish it, but often this choice also serves to keep alive the interest as long as possible.

No plot, no purpose, but simply destroy the aliens and end this long odyssey.

The side scrolling levels is made in the way that you can always go ahead and go back finding many

enemies to face.

ARK is also characterized by the many weapon upgrades and flight system found in the form of diamonds that are released by destroying a particular type of enemy.
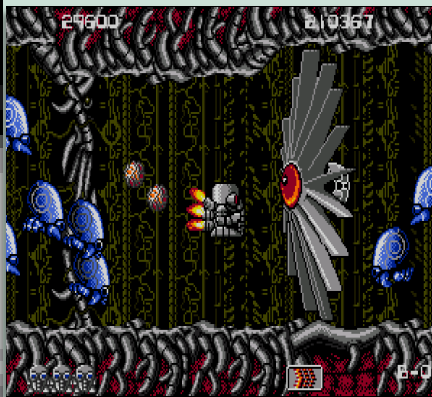
The various enhancements allow you to have, for example, a more powerful laser beam, a multiple shot to hit more opponents at the same

time and also a greater speed of movement.

The Amiga version is very faithful to the original game for a really engaging graphic, very well animated and colored in the same way reproducing every enemy, every detail of the backdrop as best you could expect.

The gameplay is much better than the Coin-op which was very difficult initially for a species of asteroids that glued to Robokid limiting its movements.

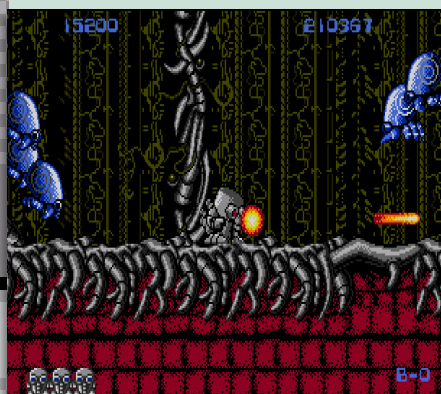Also excellent audio both as music and as sound effects.

Gold

Amiga= 9

A truly exceptional shooter that is very faithful in every detail to the original game of which takes everything as the name of the bonuses and their description when you take them. All strictly the same.

It's much more playable than Coin-Op and so if you love this kind of games you do not have to let it escape.

Silver

Atari ST= 8,5

Apart from the audio quality is a slightly different game interface and from the point of view of the graphics is the same.

Unfortunately, this version suffers from speed problems since in some circumstances there are drastic slow down that undermine playability.

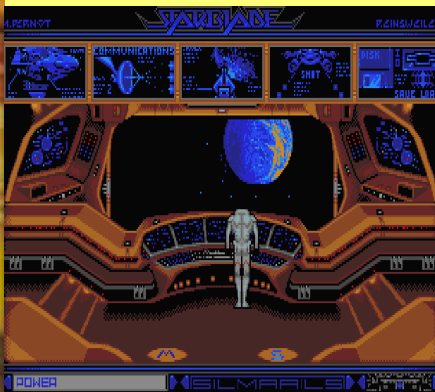For the rest there are no major differences.

Gold

Starblade is a 2D adventure game with pure arcade style that is played only with the joystick and very suitable for Consoles where there was also a porting idea never made for the Genesis and the NES.

The plot is comparable to a space epic story that takes place in the vast galaxy of Orion in the year 3001. The human race was decimated by the Cephalhydras, an insectoid race, that to eliminate them all creates Genolyn, a mutant queen who generates a legion of super warriors.

Your mission is to destroy this creature and all its warriors thanks to your super "Starblade" spaceship.

Actually reading the plot seems just something epic: you alone against a very strong and resourceful alien race.

The game starts on board your spa-

ceship where you have to approach the computer and select one of the various options including a star chart to choose the destination in a very detailed and precise way with all the related information.

By confirming your choice you will receive a message from your com-

mand to proceed.

The procedures are scrupulous because they have to be done in the right way, so the choice of destination, the acceptance of the mission and then reach the planet by choosing whether to use a conventional flight or using hyperspace.

Your spaceship is large and you also have an internal teleporter to reach the various bridges, use the terminals, open doors, take the weapons that are in particular rooms both to defend the ship from possible boarding and for the missions on the planets.

Certain operations can not be done from the bridge and therefore if there are any damages to the engine you must reach the relevant section to start repairs. Take a ride around the ship to get to know it a little and

see the various sections.

The fights are of two types: against the alien spaceships you have a post from the bridge, while for the assaults directed to individual warriors you have to do the old way and among your weapons you also have lightsabers that are very reminiscent of the "Jedi". When you are flying to a planet you can do other things like going around the spaceship and continuing to set the various options for repairs and even combat.

To go down on a planet you have to find the Hangar where a shuttle is located since your spaceship is huge and could never land easily. That's why I told you to take some trips to find out where are the various areas essential for your mission. The spaceship is very large, but the beauty is also this - take a tour to discover all its secrets and the various weapons, oxygen and other accessories for the missions on the ground.

The Hangar is to the left of the initial position, take the first lift and then follow the only available direction. Before continuing in that direction, stop or look for a small door to take arms to defend yourself because on the planets you often find aliens with guns. With the sword you have no hope of approaching it without suffering much damage.

The flight sequences are automatic, but in any case you see your hero running to the shuttle with a nice launch sequence to watch, then a screen that shows you the approach to the planet and finally another landing animation. You will see these sequences every time.

The planets are all different, each one having its own characteristics that you can see from the backdrop to try to give an important diversification and certainly from a great variety and not make everything too much the same.

Repetitiveness is in this type of games because the procedures are always the same: mother ship to reach a planet and shuttle to go on planet and destroy the super warriors.

The beauty of this game, however, is that it is immense, more than we can imagine so much that the amount of things to do and see seems a 2D Frontier with more fighting on the planets that you visit.

Beware though that it is not as easy as it seems because there are limits to what you can do and it depends on the usual problem of money. Everything has a cost in credits for both the fuel and the weapons of the Starblade or even the manual ones.

The travels cost a certain number of credits that must be recovered with the missions and if the failures do not go ahead.

Good also the fact that among the options you have to save a game as a classic adventure to be able to resume whenever you want. It is so immense that you do not hope to finish it in one day.

You have only one life so you have to be very carefull otherwise you have to start all over again or from you last save.

The Atari ST version is very good for a very detailed and well-animated large graphics and backdrops that reproduce the environments in such a way that is probably one of the most beautiful titles of this kind for this platform.

Even the sound is very good because it is not typical and you realize it during the introduction and when you listen to the various sound effects.

The only defect is the font used for the text that is dark blue on a black background with which you'll have some difficulty to reading.
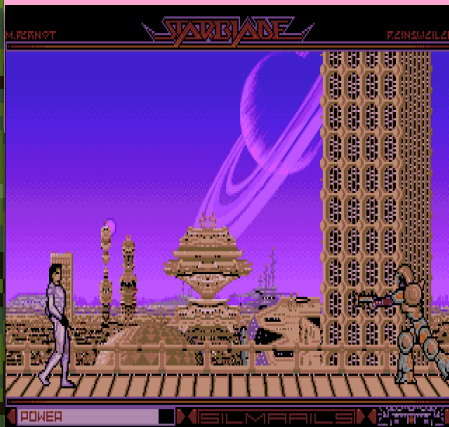
The Amiga version has the advantage of having a really powerful audio chip and demonstrates it compared to the ST version even if it is not exploited very well, but the quality is felt. The sound effects are instead identical.

As for the graphics is equal to the Atari version inside the spaceship, while on the planets things are very different with a decidedly superior graphics quality with a detail of the backdrop that is impressive. Here you can see the Amiga palette in all its splendor.

Rolling Thunder is a Beat'Em Up and side-scrolling platforms game where you are part of the world's most powerful secret police force that gives its name to this game and you are obviously their best agent.

Your mission is to stop a conspiracy that wants to conquer the world and even save the policewoman Leila who was kidnapped.

Initially armed with a simple ordinan-

ce gun, you must make your way through the various structures full of platforms, defeat the various enemies, save Leila and defeat this criminal organization.

It's a classic of this kind that closely resembles the mechanics of Shinobi, to cite an example, but there are many references and being a Coin-Op the conversion on computers was always a little feared especially on the Commodore 64 that is published by the US Gold that had moments of successes and failures

The original game had no graphics to drop the jaw on the ground, but there were many enemies on the screen in large numbers and very well made as a size, while the rest was not impossible to achieve a good conversion.

The various levels have various platforms in which you can climb down at will (and here it is much more similar to Shinobi) and many doors from which come out enemies continuously, but you can also find weapons and upgrades.

Converting it on the Commodore 64 was very hard because the Coin-Op version had 512 colors and a high detail despite its relative simplicity.

The wooden doors have disappeared, leaving space for black door, but they do not jar with the environment that has been made more suitable for these cuts.

The general palette is very deficient due to the fact that there are few colors in the enemies you encounter and each group consisting of 2 or 3 elements are all the same, but they are varied because there are those you can defeat with one shot and the most resistant ones.

However, I want to point out that the graphics in general is detailed especially for the backdrops and platforms that are very much part of the place

where you are.

The gameplay is good for fluidity of the scrolling even if the speed of the graphics is a bit slow. The game action, however, remains more or less the same as the original with lots of enemies coming from every direction and even from the various doors.

A Conversion from Coin-Op to Commodore 64 which for once is very good in gameplay.

To try, but I think you can have fun in this 8-Bit version.

Commodore 64= 7

The graphics of the characters could have been done a little better, but in general you will recognize more or less the ones you saw in the Coin-Op.

Good the fact that they managed to keep the playability alive and the various actions and ways of dealing with the enemies are the same.

I repeat, maybe they could dare more in the graphics, but better to have given up something to remain faithful to the original gameplay.

must avoid the other enemy planes and try to hit them.

The bombing as I had already mentioned is very difficult because you have to get close to the ground and hit at close range being careful not to crash into the ground or in the water.

In general it has a good playability also seasoned by a very nice original music and good sound effects during the game.

Although the graphics are very small it is at the same time very detailed so that you can also see the propellers of the airplanes.

Blue Max is a flying action game with a two-dimensional isometric view which is based on a fictional character of British aviation, Max Chatsworth, who is considered, in the game, one of the best pilots of the First World War having knocked down many enemies.

Its fame is so great that Germany offers to everyone who defeats him, the Blue Max medal. The nickname of Chatsworth now becomes "Blue Max".

It is an action game in which you have to do different missions that include bombing bridges, various buildings, enemy planes, land batteries, various vehicles and ships. For each mission you have the possibility to change some settings for the diffi-

culty, the weather conditions and the type of control.

The bombing in the First World War was very different from what you do today because you had to dive into a target and risk crashing into the ground, leaving the bomb and immediately getting back up in the air.

This dangerous system has been imported into the game with all its problems because it will often happen

that the coordinates for bombing are wrong, you are too high as altitude, if you lower yourself too much you risk crashing to the ground or against the objectives you have to hit.

The "Zaxxon" view is very useful on the one hand, and on the other it is very dangerous. You have a freedom to fly to hit enemies at different altitudes, but sometimes it is not always clear what is the right height from the ground. In this case it is important to look at the shadow of your plane that is a reference point.

The game has created controversy because in some missions you have to bomb houses and in Germany it has never been distributed. Surely this type of missions in a game of war is wrong because the protagonists must be only the military forces.

An 8-Bit Atari very well made with detailed and colorful graphics and a decidedly realistic and fluid flight.

Take-off must occur when you reach a speed of 100 otherwise you will explode on the runway and in flight you

Atari 8-Bit= 8

It's a flying war game that is not a simulator, but you do the same things with a different and much more complicated view because you have to learn how to manage the different heights and hit the targets diving on it and recovering flight secure altitude at the last moment before it is too late.

Well done under all points of view the graphics that is really good especially in the landscapes.

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"THE FUN GOES ON FOREVER"

PRESENTS

MINER 2049ER

PROGRAM BY MIKE LIVESAY
GAME CONCEPT BY BILL HOGUE

PROGRAM COPYRIGHT 1983
BY LIVESAY COMPUTER GAMES.INC

Gold

ColeCovision (1983, Micro Fun)

Miner 2049er is a title for the ColeCovision that looking at the screenshot in the preview of the last issue looks like a clone of Donkey Kong both for the form of the levels with typical platforms and a bad guy at the top floor.

Actually it is a completely different game because your aim is to survive and overcome 11 levels by coloring the platforms as you walk on them.

You can move freely in any direction, then go right, left, go up and down stairs.

To make things more complicated there are mutant monsters that can not be destroyed initially because they are red and angry. There are other pitfalls you can find in various levels like radioactive pools that are
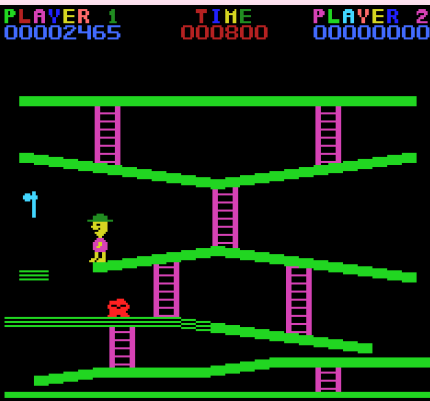
lethal and even platforms that in some levels behave completely differently from those you find in others. In some of these you have to fall from a platform into a cannon that throws you to a higher level. In some levels, like the second there are slides that you can use to get down quickly to the floors below, but be

careful that you do not stop and you can risk ending up on a mutant monster.

To kill the enemies you have to take a shovel that changes their color and
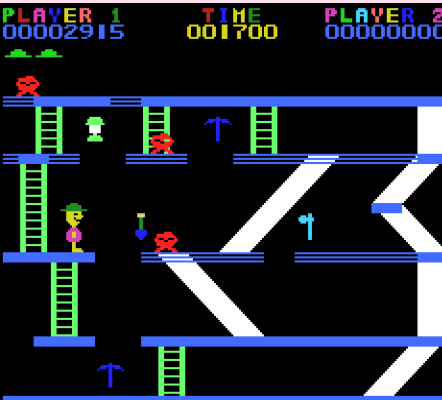
makes them more friendly for a few seconds. It's the only time you can destroy them simply by touching them. There are also some type combos that quickly go down to the ground floor with a slide and destroy the enemies.

In short, it is a really interesting game and also a lot of fun not only for the difficulty of coloring platforms, but also because some of these behave in a completely different way depending on the level you are in and that will put you in serious difficulty.

If this were not enough, there are enemies that must be eliminated with specific procedures that do not make that increase the interest and the de-

sire to play for a long time.

The graphics are very good and the colors make this game pleasant to watch, but also to play. There is a good level of general detail and everything is built to be funny and not too serious. This was also the beauty of the games of many years ago.

©Fleetway Publications Ltd. 1988

ple in playability with only one type of shooting, no type of tackle or other fouls.

Roy of the Rovers is a football adventure game because it is based on both genres.

You play Roy Race, a footballer of the Melchester Rovers team, with whom you have to save the stadium of your team that will have to be demolished the next day.

To do so you have organized a 5-player game to earn enough money to stop the buldozzer, but your teammates are kidnapped and start a race against time to be able to find them before the game starts the following afternoon.

The city's newspapers are skeptical about his success and already speculate what he will ever do because the match will be done even if he has to play only him or with one or two

temamates. The more you save, the more you can play a regular match.

In the meantime, your mother is preparing a hot tea aboard the field to restore strength to the players you save.

It's a football game a little different than usual because you have to go around the city of Melchester looking for your teammates

using a fairly typical interface for graphic adventures with verbs that are put in a drop down menu to collect and use various objects you find, to choose whether to walk or run, smile or talk to the people you meet.

The various options are activated only with the function keys "F0", "F1", "F4" and "F7" and if the joystick does not work or you do not have it, you can use the keyboard.

At any time you can go visit your mother to rest, brush your teeth to show a beautiful smile or return to your home.

You are not, however, obliged to play the complete adventure, but after the loading you have the opportunity to play the match.

The latter uses the same system seen in *International Soccer*, so very sim-

Amstrad CPC= 7

Very good adventure phase in which you have to travel around the city collecting objects and using them at the right time to be able to find your teammates. You can show your beautiful smile and talk to the various people you meet.

The city is big, but in the manual you have a map that gives you a very precise indication of the various roads.

For those who do not want to do the adventure can decide to play the game even if I have to say it is not very exciting both from the point of view of graphics and playbility.

EPYX
DESTROYER
GAME DESIGN AND GRAPHICS: MICHAEL KOSAKA
ORIGINAL PROGRAM: CHUCK SOMMERVILLE
[c] 1987 EPYX INC.

The fights are almost mini games because you take control of the weapons and you have to hit the various targets. You have several fighting place to have a lot of fun in every situation.
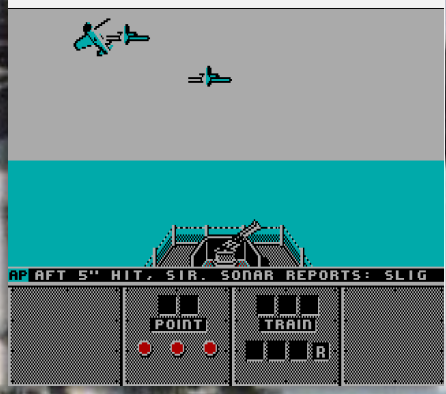
Destroyer is a marine simulation in which you interpret the commander of a cruiser during the Second World War in which you have to carry out 7 missions with the choice of difficulty for each of them.

It's a PC title with MS-DOS, but unlike others for this platform it is that it starts without needing to

BATTLE ORDERS
FROM: COMDESRON 42
  TO: U.S.S.   ENTERPRISE
        CAPTAIN KIRK
 OBJ: DEPLOY W AREA OF SEAZONE
CODENAME   FLY SWATTER
INCREASED ENEMY SUB ACTIVITY REPORTED IN
AREA.   SEARCH FOR AND DISABLE ESTIMATED I
 SUBMARINES.

GOOD HUNTING, CAPTAIN.

install it on Harddisk. It's one of those early games that run directly from boot similar to Amiga and Atari ST.

It's a full-fledged simulation because you have total control of the ship through the various commands accessible from the function keys and the keyboard to activate them and facilitate the completion of the mission that is described immediately after choosing it.

Each panel of the ship is very detai-

led and full of lights and buttons to manage every function of the ship that goes from navigation and fighting.
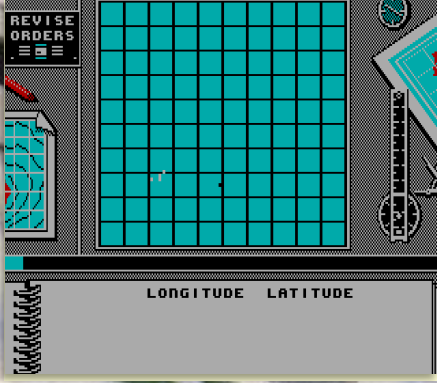
It is really well built this simulation because every part of the ship you control is very realistic: you can launch torpedoes, you can launch depth bombs from the stern of the ship, you can manage cannons in the bow and aft, you have two types of radar for enemy ships and submarines and then a control panel for general management of the various functions.

It's an excellent reconstruction of a ship in every detail and the graphics help a lot because each section is well built as you seem to really be in front of the real control panel.

REVISE
ORDERS

LONGITUDE   LATITUDE

STATION

DOS= 7

It is an excellent naval simulation that leads you to command a destroyer with all the functions well reconstructed in every detail, but easily understood after a few minutes.
Fighting is like a standalone part of the simulation because you take direct control of weapons.
The graphics are those of a PC at the end of the 80s and then in CGA, but does its job and well reproduces every detail.

TECHNO-COP

61A

Silver

Techno Cop is a mixed game between a car race and a side scrolling Beat'Em Up. You interpret, as the name implies, a policeman of the future who has the task of freeing his city from crime by chasing criminals in cars and then trying to defeat them where they hide.

It is a game divided into two phases that represent the missions you have to fulfill: in the first you are driving a Ferrari in which you have to destroy the cars of criminals and very reminiscent of "Chase H.Q" as a third-person view and game mechanics; in the se-


STAGE 1

GUN NET
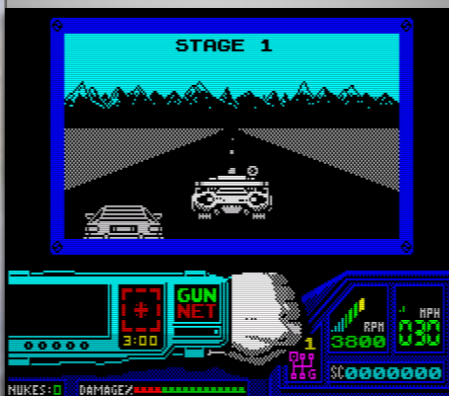
cond phase, on foot, you are in a house and you have to kill/capture all the enemies one by one using the elevators to clear each floor and reach their leader.

After cleaning the house, you have a new mission that consists of redoing

NAME: ROE KRULL AGE: 26 MASS: 185

GUN NET
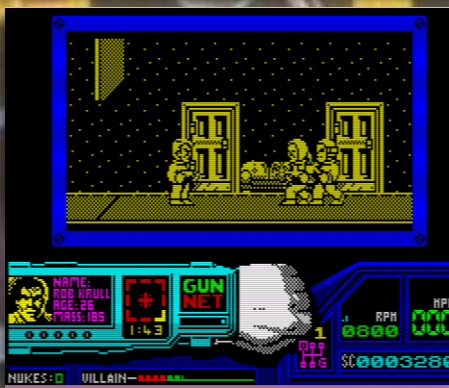
NUKES: 0   VILLAIN-

the two phases just explained.

The first phase only serves to reach the house where one of the current mission bosses is located and after a bit of driving in which you destroy the enemy cars with your cannon, you automatically stop and enter the building that can have two or more floors.

In this Beat'Em Up phase that closely resembles "Joe Blade" you have to shoot enemies to kill them or change weapons using a kind of spiderweb that imprisons them. The gun has infinite ammo, while the spiderweb does not.

From the doors of the house could come out of the innocent or politicians that if you kill them you lose the promotion and the target of your mission will escape.

It is certainly very interesting this title because it mixes two different genres, but that unites them in a way that makes it almost a film production where the hero chases the bad in the streets and then in his hiding place full of thugs who defend

him.

The proven ZX Spectrum version has a very good and detailed graphics for both phases even if they are completely monochromatic: in black and white the first and yellow the second.

The limits of the Spectrum for the graphics are these because the control panel is very colorful and well defined of every particular.

Its fluidity compensates for a little color because it is excellent and therefore guarantees a playability that makes it fun and encourages you to continue for a long time.
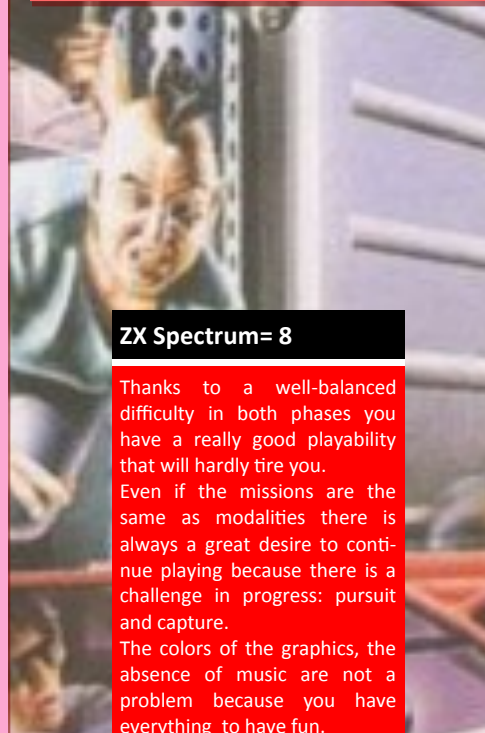
ZX Spectrum= 8

Thanks to a well-balanced difficulty in both phases you have a really good playability that will hardly tire you.

Even if the missions are the same as modalities there is always a great desire to continue playing because there is a challenge in progress: pursuit and capture.

The colors of the graphics, the absence of music are not a problem because you have everything to have fun.

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 reviewed 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".

This page remains present even if there are or no 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)

CASTLE COMBAT

Evidently in these last issues I'm choosing games for MSX that not only deserve a full page, but also "short" one.

This title that does not even have a title screen starts immediately after loading, leaving you a little stunned immediately because you do not expect it.

The game itself is a multi-directional scrolling shooter because in some levels it will be horizontal and in others ones it will be vertical.

Initially you are out of this castle, object of the game, in which you have to face three waves of flying aliens that once destroyed will be lowered the drawbridge and you can enter inside with your spaceship.

It has a bad playability because even if the enemies are not difficult to hit, it is the environment that is formed by walls that you have to avoid at any cost with the enemies who obviously cross these ones and occasionally get caught while you try to avoid these walls.

It is not bad from the point of view of the graphics that is certainly very colorful, very fantasy in this kind of shooter and also has a bit of Japanese style that often like in certain games.

It's, however, very poor in the general content and after an initial difficulty that seems manageable, as you enter the castle you realize that it is not as beautiful as the images seem to you.

MSX= 6

A classic shooter for MSX but does not have the strength to be interesting and fun as many others are.

Atomia

This game in some respects is very similar to *Atomix* by Thalion, but the most important difference is its purpose.

You have to create, with the molecules you have on the screen, the substances you see in the small window within a certain time.

It's a puzzle because to rebuild the substance you have to try to take the various molecules and assemble them.

The difficulty is that the molecules can not move freely around the room, but move from one side to the other along the walls.

By following these compulsory directions, you must move them in such a way as to combine them as you see in the small box on the left, but at the same time in the correct order.

There are 30 levels with increasing difficulty and you will already be aware of it from the first of these ones that requires a good study of how the pieces are put. It's a great puzzle game that deserves to be played for a long time.

Atari 8-Bit= 7

The beauty of this game that is challenging, but that lets you play well and with a good study of the room and the various pieces you will be able to find a solution to move to the next level.

Well done also from the graphical point of view with a good detail and also a musical melody always present as an accompaniment.

Blood and Honor is a relatively recent title for the Commodore 64 and was made with the SEUCK. It is not, however, a shooter like the others created with this kit which are usually vertical and horizontal scrolling.

You are in front at a horizontal scrolling game, but with a side view as if it were a Beat'Em Up or a platforms game.

Another feature of this title is the quality of the graphics that is much higher than the average of the games made with this kit that is often quite rough

and with few details or colors.

Blood and Honor instead shows an incredible quality so much that it does not look like a SEUCK because it has so many colors that thanks to the dithering these ones seem even more with a good effect of the shading.

I do not know the plot because the manual is written in Polish, but you are a barbarian who must cross various levels full of flying enemies and strange creatures that appear from the ground that you can only avoid. After some time traveling through the countryside, you will come to a castle where you have to enter and continue your adventure.

You are armed with a sword that you use in style Ghouls 'n' Ghosts even if initially you have to pay more atten-

tion to avoid the enemies that, all in all, have a difficulty that seems calibrated.

Flying enemies follow very precise trajectories and even if you can not


hit them you can try to see their movement in order to avoid them.

The general gameplay is more than decent and surprised me because it is much higher than other games of this type of developing language.

Surely for those who are skeptical about the SEUCK as I am, this is a demonstration that you can create interesting and playable titles. The fun maybe will not have it too much because you do not know its purpose or if it has one.

It is worth trying and playing for a long time to see if it enchants you or not.
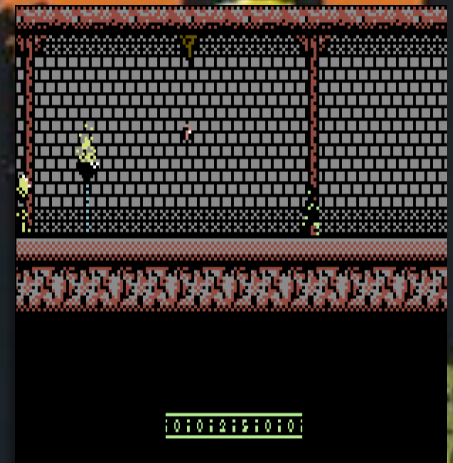
Commodore 64= 7

Being a SEUCK I was very impressed by its playability that is much higher than the other games written with this kit.

Surely the initial music is really pretty and listenable. Too bad that during the adventure there are only sound effects because this melody would have made the difference.

Overall it is not bad and maybe this team has been able to exploit the SEUCK like few others.

The game remains playable because its mechanics do not change much - certainly the original speed and its frenzy are not there for the Amstrad CPC limits.

The features you have known in the original version are all there, the levels are more or less done in the same way and so the race is the same.

For those who like "Wipeout" races genre will appreciate it for sure. 24 levels all the same in the graphics and in the landscape, however, do not invite you to find out what's next.

S.T.U.N. Runner

S.T.U.N. Runner is a future car race characterized by a third-person graphics behind the car in a polygonal landscape. The most appreciated games just because these ones become more realistic by empathizing in the virtuality of these worlds.

It is a race that takes place in 2492 on board a kind of overcraft that runs at about 900 mp/h and the goal is to reach the finish line within a certain time limit making attention that the tracks are very different from the traditional ones because your "car" follows the path in every direction

even on the walls of the tunnels also making turns of death.

In addition to the inexorable flow of time you have to face enemies that are represented by motorcycle and flying spaceship similar to birds that you must destroy with you cannon, while indestructible drones, of course, you have to avoid them.

Along the way there are also bonuses that temporarily give you additional power-up like increased speed and invulnerability. By recovering all the

green stars along the track you will automatically activate a Smart Bomb that will destroy all the vehicles you have around you.

Your vehicle has another feature that makes it difficult to drive because you do not have the brakes and therefore you always have the maximum speed. If you have a crash, it slow down for a moment, but you're back very soon at full speed.

S.T.U.N. Runner was a Coin-op and as such the expectation of conversions was very high especially due to the fact that it was characterized by a totally polygonal graphic and make it fast and fluid as the original on an 8-Bit computer could be very difficult to replicate.

The Amstrad CPC version is very fast and also quite fluid because in the conversion there is a reduction in the size of the playing area and the polygons are only present in some sections of the track.

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

Repechage

It's a new section dedicated to games from the past that I decided to repechage, to correct and adapt them to the new layout. 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 yellow background or yellow edges means that it is a title already reviewed in the past and I decided to resume):
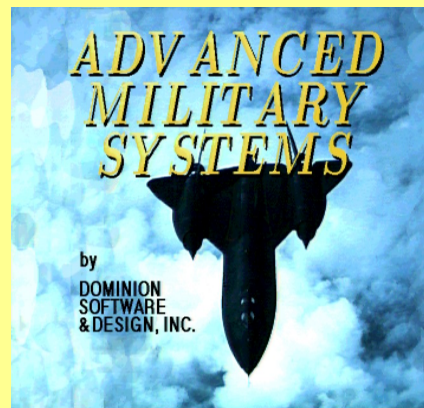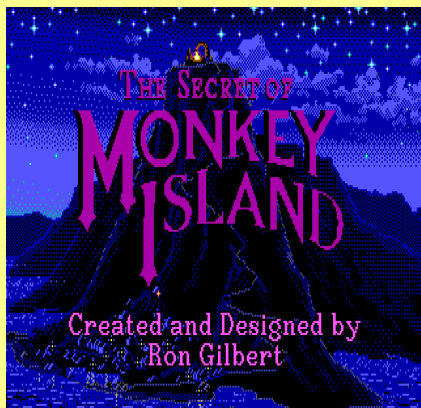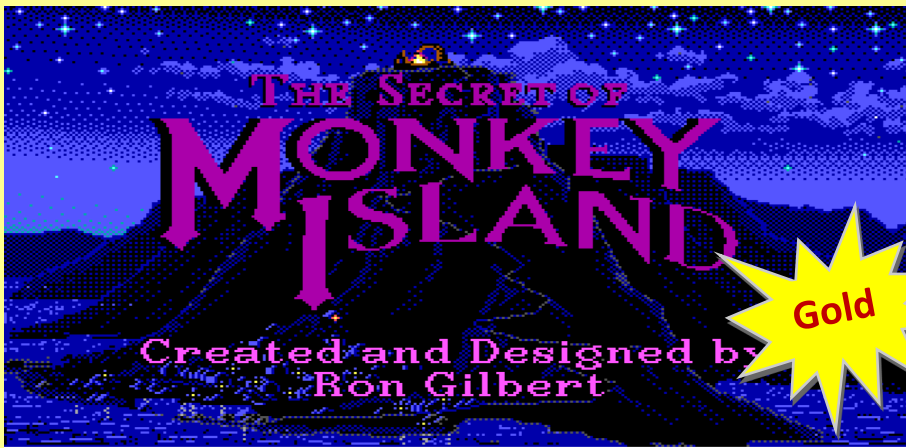
Gold

The Secret of Monkey Island is perhaps the most beautiful and most played classic adventure because it mixes adventure, humor and tells a story of pirates as a fun parody to films of this genre.

The young Guybrush Treephood wants to become a pirate overcoming three trials to prove at pirate bosses that he is worthy to join them in pirate art.

DOS EGA

These three tests consist in finding a **treasure**, stealing an **idol** from the Governor's house and challenging and winning the **Master of the Sword**.

These are not easy tests because they ask the young pirate to find many objects, interact with different characters and learn how to use the sword. After the tests, you find out that the Governor has been kidnapped by a ghost and to save her you have to look for a crew, a ship and finally set sail for Monkey Island.

You immediately realize the humor on which the whole story is focused, sometimes insane, sometimes paradoxical, but made in order to make you have fun, from having you always have a smile on your lips. It's a game that makes fun of movies and stories about pirates, but it does so well that it even seems to have a screenplay worthy of a film about

this genre.

Different versions and editions has been released for this game and for the PC DOS version there are even four.

The first and the oldest version is the one on 4 disks in 16-color EGA graphics and running on the old XT 8088.

The second version is always on 4 disks, but in 256-color VGA graphics, also available in various language, and that required an AT 286 and has the same interface as the EGA version, so it has a textual inventory.

The third version is on CD-ROM with 256-color VGA graphics, icon inventory and music on audio tracks, but with a quality not exceptional because these ones were played through a synthesizer and the result was not

DOS VGA

very different from the Roland MT-32 mode always of the floppy version.

In 2009 a special version of this game was released and it is considered a remake.

It is the technical realization that is interesting of this title because it uses the SCUMM engine to improve the gaming experience and immerse

yourself in the adventure.

The user interface is like that seen in Indy3, in Zak and Maniac, so with many available verbs and an inventory.

The Amiga version has been very well done and for the first time the Lucas developers have used this hardware as never before, even if the conversion has been quite complicated in its own way. Unlike other conversions like Zak, Maniac and Indy3 where the graphics were 16 colors, in this game the developers decided to exploit the 320x200 graphics in 32 colors chosen from a

AMIGA

palette of 4096 that was initially ignored by Lucas because they had to be recolored a game for a machine that had no market anywhere in the world.

The opportunity came because at that time Lucas was developing the 256-color VGA version and then they found the time to recolor the Amiga version and demonstrate the true potential of the machine.

The 32-color screens of this version

AMIGA

were obtained by converting the 256-color images of the VGA version by software and for this reason many nuances were lost in not very aesthetic spots but the result was much better than the 16 colors of the EGA version.

As far as audio is concerned, it was decided to make the most of the machine's potential by entrusting arrangements and programming to Chris Huelsbeck and Rudolf Stember who were part of the "Factor 5" group known for their music in the Turrican saga.

Huelsbeck used his proprietary format of "TMFX" music modules, still

today encrypted.

The ST version instead is identical to the PC version in EGA 16-color and Tandy sound.

ATARI ST

ATARI ST

DOS= 9

Amiga= 9

Atari ST= 9

All three versions are excellent, full of humor and so exhilarating at times that you will not be able to stop playing. Beware that you risk finishing it quickly even if it is long enough.

There are technical differences between one version and another that take advantage of the hardware as best they can.

The PC version is the best because it came out first and uses the SCUMM engine better than Amiga and Atari ST, which in turn, however, do not much disfigure in comparison.

The Amiga version was ambitious because it was converted from the VGA version trying to plug the many cuts that were made necessary.

The Atari ST version is not far behind because it has a graphic that reminds you exactly the first DOS version in EGA graphics.

ces and I must say that in this title there are "low blows" that are fun to watch.

An Atari 7800 really well exploited with vivid colors and credible animations with a very precise controller management that responds immediately to your commands.

Moreover, this is a console that often shows very interesting aesthetic qualities with great playability.

Fight Night (1988, Atari - Atari 7800)

A game dedicated to Boxing, but that definitely points to humor for the type of graphics and also for the grimaces when you receive certain types of punches.

The aim of the game is to face 11 opponents and finally Bronx Bomber and become the champion. Each of them has different characteristics including strength, resistance and a "Super Punch" that allows him to easily win or otherwise settle a good injury to the opponent.

There are several game modes including a friendly match, a tournament, solitary training or with a Sparring Partner.

I wanted to take a screenshot of a special fist and I managed to show you one of the athletes' grima-

Atari 7800= 9

A Boxing game that is fun to play because of having special moves that allow you to do a lot of damage.
Beautiful in graphics, soul and immediate playability.

Defender (1982, Atari - Atari 5200)

In 1981 come out as Coin-Op, Defender, a simple horizontal scrolling shooter in which you have to destroy the aliens and save people who after being kidnapped are turned into mutants.

If the aliens capture all humans on the planet this one is destroyed.

In 1982 has been released the Atari 5200 conversion that resumes the same game in the home version with the same fantastic original gameplay in all its glory.

It was a very simple game in the Coin-OP with transparent graphics, so very little to see, but at the same time so fascinating because it immersed the player so well, so that after putting the token in the slot it was as if he were to save the humanity.

The same applies to the conversion for Home Computers and Home Consoles that give that same feeling also due to the fact that they were carried very well without sacrificing almost anything from the original.

You can cross the entire planet and to identify the aliens you have a radar that shows you their presence, the terrain surface, their position and even if they are kidnapping humans so that you can accelerate and hit them before it's too late .

Beautiful title that in this version for the Atari 5200 will not make you regret the original game.

se then you have to stop in the pits for repairs. You also have a sort of turbo for temporary acceleration and recover the positions you will lose after a crash or a pit stop.

The gameplay is excellent for the fluidity of the graphics and certainly was obvious for this fantastic Console. The aesthetic quality is well taken care of as you already know and the difficulty is given only by the manual transmission, but it is not as complicated as other games of this type because it is very well managed.

You will take away a lot of satisfactions with this title on the NES, definitely better than other similar games on different platforms.

Al Unser Jr. Turbo Racing (1990, Data East, NES)

With a really long and difficult to remember name, you take a Formula 1 car race to your favorite Console (I had not reviewed this type of racing for some time) in which you have to complete a season with 16 races; for each of these ones you can make endlessly practice, take a qualifying lap and finally the race.

You have to try to win some races or make good placings because you have bonus points that you can use to upgrade and repair the car to be better able to become the champion.

Among the features of this game there is a change that can be set by manual transmission making everything more complicated, but also more realistic. Same for the damage that suffered during the race becau-

Atari 5200= 8

The conversion for this Console has great gameplay and also in the quality of the graphics that does not differ much from the Coin-Op.
It has the same defect of the original that is repetitiveness. Level after level increases the difficulty, but always you do the same things.

NES= 9

It is not only an excellent racing game, but it is especially for the beautiful graphics and attention to detail and that does not sacrifice anything for the playability and the fluidity of the race.
You also have a nice melody accompanying music during the races that give rhythm to action.
It is a typical game that you often find in the Arcades where everything was done to attract the attention of the player.

NODDY'S BIG ADVENTURE

Gold

editor for reading and writing stories. A very interesting game that uses the Amiga in the speed of the graphics always fluid and without uncertainties and an audio, where present, well played.

Noddy's Big Adventure is the sequel to the game reviewed last month for Atari ST, an educational title for children between 3 and 7 years and incorporates the concept already seen - to cross the city in your car to reach places where there are Educational mini games even if the names do not tell you anything about what you need to do.

A difference from the previous game is that in addition to driving through the city, you have an editor that allows you to create stories with both text and images (this editor and story reader is on disk 4 to be loaded separately or if you install Noddy in Harddisk you find it into the game directory and it's name is "Processor").

The mini games you encounter hidden in the city are:

- Tricky Trees
- Bert's Scrapbook
- Noddy's Scale
- Find Me?
- Noddy's Kitchen
- Beach Sorter
- Picnic Attack

There are four areas of the city where various mini-games are placed, ranging from maths to logic. Among these there is one that is not part of the educational because when you choose the beach you have to squirt water against the crabs to prevent them from approaching your food.

You can find the various parts of the city on your own by driving a car and picking up one of the many characters you meet along the way, or if you are listless you can click from F1 to F4 at any time to reach the area directly.

Surely it is much more interactive graphic adventure than the other previous title because the games are hidden inside some neighborhoods of the

city that you can scroll with the mouse since they are very large.

I found it difficult to run it from disk, while installed on HardDisk is much more convenient because you have both the main program and the

Educational games on these 16-Bit platforms are always nice to play and watch for lots of graphics, always good animations with excellent music and sound effects.

It is quite different from the previous game because the mini-games are less identifiable than before because they are hidden within the four areas of the Toyland city.

Silver

Rody & Mastico is an educational adventure for the most famous Home Computer of its time and tells a story as if you were looking at an interactive book in which you interpret the two friends who give the name to this game: Rody and Mastico.

The aim of this story is to find a multicolored star answering well to questions about the location where you are in order to continue and at the same time you can interact with the icons you find at the top to enter design mode in which you ha-

ve to recolor the room according to your tastes, an option to hear again the spoken text and finally a book

icon to continue in the story. Continuing with the adventure appear new icons that represent the questions you have to answer using the objects that you find around you.

The speech is very good because it is quite understandable, but
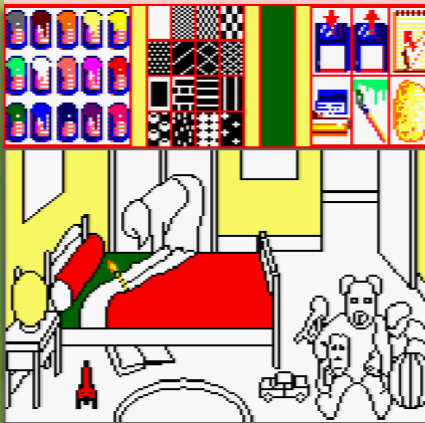
loads a lot to read the text and unfortunately can not be disabled; whenever there is a question you have to wait for the loading and reading. More than once you lose the pace and the desire to continue. Control is via joystick is perhaps the worst part of this game because it simulates the mouse and is very slow. This title came out for Amiga and Atari ST and on Amstrad they had to use the joystick that works well, but the interaction is sometimes very slow.

For the rest, it is an excellent educational!

Amstrad CPC= 8

Educational games are always well done regardless of the computer used because they must attract the user's attention and use graphics and music in such a way as to be understandable.

Too bad it has few interactions with the objects around you and is too slow in loading and using the joystick as a mouse.
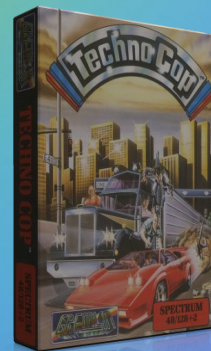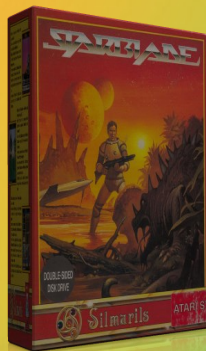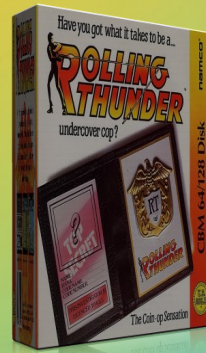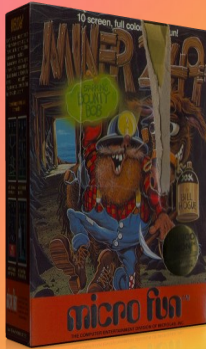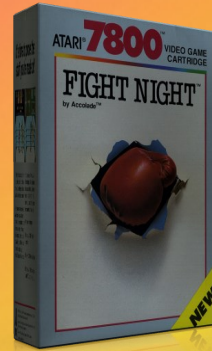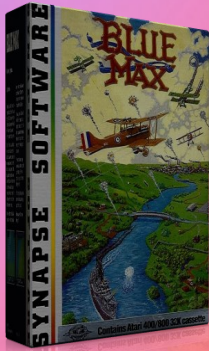
REV'N'GE!

Top 3

Starblade

Noddy's Big Adventure

Atomic RoboKid
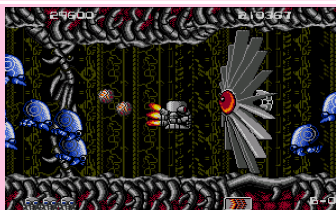
Multimedia
Compilation
Office

Gold

Advanced Military Systems is a multimedia CD-ROM dedicated to military systems, so an encyclopedia that deals with strategic defense systems, various land and naval vehicles, airplanes, various types of weapons.

It's a product like many others, but it has some really interesting features regarding the reading of the various topics that are displayed as images showing the category to which they belong. Each of these has within it other images that represent the sub-categories that you can see in more detail.

Once you have chosen what to watch, it starts a Slideshow accompanied by the music and the voice of a storyteller who explains what you are watching. By pressing the controller button or waiting for the end of this animation you get an "*extra menu*" that allows you to choose whether to read the text of the desired article, look at its specifications, return to the display or exit the main menu.

If nothing is done at the beginning of the program, it will start by itself with a random slideshow that can be interrupted at any time.

The image quality is really excellent as well as the quality of music and speech.

The main categories are only 5, but these in practice cover all known military means and are really many. Every object you find has its own music and its own spoken explanation.

A truly epic and unique work of its kind available exclusively for Amiga CDTV that compared to other similar production has a generally superior quality thanks to professional photography.

Amiga CDTV= 9

A truly remarkable product because it collects, through slideshows with music and speech, a vast subject like the military one and covers practically everything that could be known until 1991.

The quality of the photos is excellent as is the quality of speech and music.

One of the best multimedia encyclopedias on Amiga CDTV

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