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A FANS PUBLICATION

2004

£0.00

RETRO COMPETITION 2004

RETRO

REVIEWS



WE'RE BACK !!
AND BOY HAVE WE GOT
A TON OF REMAKES .
9 PAGES OF TIPS
FROM THE CHIMPMIESTER

THE SUN IS OUT BUT WE ARE GOING
TO KEEP YOU INDOORS !
PRIZES FOR ENTRANTS.
OH HHH YES.



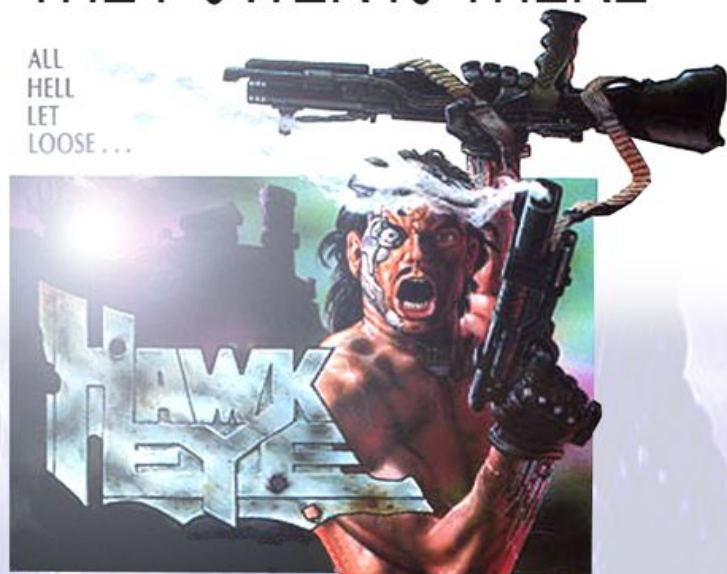
**THE FURRY FELLA IS BACK.
BUT CAN HE ESCAPE THE LAW AND
REACH THE FERRY ON TIME?**

A GAME BY TREVOR (SMILA) STOREY AND SCOTTIGE

WWW.MERSEYREMAKES.CO.UK

THE POWER IS THERE

ALL
HELL
LET
LOOSE...



A REMAKE BY TREVOR (SMILA) STOREY 2004
WWW.MERSEYREMAKES.CO.UK

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Intelligent.
Hostile.
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RETRO COMPETITION

2004

2004

CREATED BY

TREVOR (SMILA) STOREY



THANKS TO THE FOLLOWING PEOPLE FOR MAKING THIS MAGAZINE POSSIBLE.

THE REMAKES TEAM FOR ALL THEIR HARD WORK.

ALL THOSE FOR DONATING ALL THE PRIZES ,
THANK YOU
THANK YOU
THANK YOU

MY LADY FOR GIVING ME TIME OFF TO GET THE MAG DONE, XXX

ZZAP64!! FOR LETTING ME RIP ALL THE IDEAS FOR THE MAG.

AND A HUUUUGE THANKYOU TO ALL THOSE WHO VISIT WWW.REMAKES.ORG AND ALL THOSE WHO CREATED REMAKES FOR THIS YEARS COMPETITION.

WELL THATS ALL THE THANKYOU'S.

ENJOY THE MAG AND HAVE A GREAT SUMMER /WINTER. NOW , WHERE'S MY ZOOM LOLLY ??

SMILA. 2004
NEWCASTLE/ENGLAND

THE SUN IS OUT THE SKY IS BLUE AND WHAT DO WE DO ?
I'LL TELL YOU WHAT WE DO,
WE SIT IN A DARK ROOM
MAKING GAMES LIKE A
BUNCH OF IDIOTS THAT'S
WHAT.

YES THAT'S RIGHT !!!!!
IS COMPETITION TIME
AGAIN.

AFTER THE HUGE SUCCESS
OF LAST YEARS COMP ITS
TIME TO DO IT ALL AGAIN.

THE BOY'S FROM : -
WWW.REMAKES.ORG HAVE
WORKED THEIR LITTLE
ASSES OFF TO BRING THIS
COMPETITION TO LIFE AGAIN
SO LETS GIVE THEM ALL A
BIG HUG (CALM DOWN
MR STOMPY).

THERE ARE FANTASTIC , OK
AND FAIRLY NAFF REMAKES
AWAITING YOU , SO DON
YOUR KEYBOARD FINGERS
AND GET READY TO JUMP,
BLAST AND WHATEVER
ELSE IS NEEDED TO GET
YOU THROUGH ANOTHER
MOUNTAIN OF REMAKES .

GET A MOVE ON
THERE'S PLENTY TO KEEP
YOU BUSY.

AND DONT FORGET .
IF ANYONE FEELS THE NEED
TO CREATE A REMAKE AND
DOESNT KNOW WHERE TO
BEGIN , COME ALONG TO
WWW.REMAKES.ORG
AND GET PLENTY OF
USEFULL HELP .

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(BET YOU CANT WAIT)

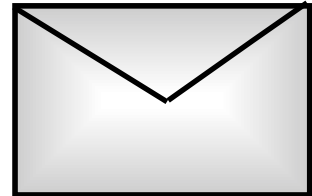
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CAN'T GUESS WHAT THIS IS
ALL ABOUT AYE!
GO ON , HAVE A GUESS.



Ooooooh yes , it's letters time again !.
 After having a good old rummage through my trusty sack i picked the best.
 Well maybe not the best but deffo the easiest to answer heh.
 Read on peeps , read on.

Dear RetroBox,
 After hearing a lot about this retro lark i decided to download a few remakes and see what the fuss is all about.
 What can i say , its funny how you forget about games you were hooked on when you were a kid. I sat for hours playing a remake of hunchback, bloody corking it is .
 Iam now a remakes fan and have dowloaded nearly everything from remakes.org

Campo

Well we did tell you didn't we aye!!!!

There are plenty of cracking remakes About and i am sure you'll be kept busy for many months to come.
 And of course there's plenty new ones now the competition is over.

Dear RetroBox,
 I recently visited remakes.org and was amazed at the amount of remakes.
 Can you give me a top 10 to play first ?.

Gazza-UK

Hmm a top 10 , that's a tuffy.
 You could give these a try -

swiv decimation
 r-tronic
 dizzy's bad day
 impossaball
 anarchy
 head over heels
 monty on the run
 klass of 99
 joust III
 hunchback

Dear RetroBox,
 Hooray another competition, i am so glad there's another one.
 Last years was fantastic and kept my fingers busy for months playing the entries.
 It's good to know iam not the only 30 something who loves old style games.
 My kids may laff and the wife may snarl something disapproving but i dont care.
 Thanks to everyone who's entered and of course to the guys who organised it.

.....

Oh and i suppose thank you for the mag too 8~)

B Howie - uk

You certainly aren't alone my friend , there's millions of us .
 Why don't you join the remaking fold ??
 Grab yourself of copy of multi media fusion or another game making utility and get creative.

What's going on at the moment , its retro everywhere.
 Don't get me wrong i love it but i just can't believe my eyes.
 RETRO GAMER on the shelves , another retro remakes competition and now a new retro remakes magazine.... this makes me very happy.
 Ive also noticed loads of retro t-shirts with space invaders,atari , pacman etc.
 WOOP WOOP.

J Rousten - uk

You're right there mr J , there certainly seems to be a big interest in anything retro at the moment.
 We've always known its great , just took a few others a bit of time to catch up.
 Retro gamer has certainly brought many people back to their beloved machines and got them interested in remakes.



RETRO BOX



Dear RetroBox,
Ive got a few questions about remakers.

- 1) Is there 1 big team of remakers or are they all split into many groups ?
- 2) How are the graphics done? do you get proffessionals to do them.?
- 3) I know there are game making tools about but do you need programming know how.?
- 4) Do remakers work to a certain spec machine?
- 5) Is there a place i can get questions about remakes answered.?

ANON

- 1) There are a fair few teams and plenty of 1 person remakers.
- 2) Mostly the graphics are done by the remakers themselves, some are taken from the original games.
- 3) There are some great tools for none programmers , check out clickteam's website.
- 4) nope
- 5) Yes there is , there are plenty of helpful chaps at the www.remakes.org forum.

Dear RetroBox
Where do i start ,

Firstly i really don't understand what all this retro love is all about. Ive downloaded many remakes and to be honest i find them very boring. 2d Graphics look so old, platform games dont play well at all, 2d shooters are pretty naff to play, the sound fx and music are mostly crap, there's no rendered intro's and no real plots. I know people have rose tinted glasses but i still cant see the appeal. Why don't you get yourself a ps2 or xbox and see what real games are all about ,there's nothing like a 3d driving game , first person shooter or 3rd person adventure.

Old films are crap - old games are crap - old music is crap and there is nothing you can say to change my mind

Mike m - ok

(Me chokes on my frosties)
My oh my , if you really think modern games are the bees knees and if you really think modern films and music are the best i have only two things to say to you.

FAST FOOD ROCKERS - STEPS

Dear RetroBox,
Another year another retro competition and another free remakes mag.
I just want to say a big thankyou to everyone involved.
Ive waited ages to play and read about the new entries.
My ps2 will be put back in the box until ive played every one.

Gaffo - us

You're welcome gaffo.
And who knows maybe there'll be another one next year .

Dear RetroBox,
Am i the only one who's wife does not understand why i love retro games and remakes ?

"" the graphics arent as good as ... , the sound isn't as good as ... ""
blah blah blah .

s oxley - australia

You aren't the only one , i am sure there are thousands out there who are locked in that never ending argument.
WE LOVE EM SO LEAVE US ALONE.

Dear RetroBox,
Did you know if you freeze spaghetti it makes very handy knitting needles ???
just thought i'd share that with you.

Mr info

Erm , thanks for that .
I'll tell my gran , sure she'll be pleased.

Dear RetroBox.
Has anyone thought of releasing one of those joystick game thingies with loads of remakes on them , i'd be interested in one.

Trev - us

Don't think it will ever happen trev, the specs needed for some remakes would make it just about impossible.
Good idea tho .

WELL THATS IT FOR THIS YEARS LETTERS.
THANKS TO ALL FOR SENDING THEM.
THERE WILL BE ANOTHER NEXT YEAR (WE HOPE) SO IF YOU WANT A LETTER IN THAT ISSUE YOU'VE GOT A LONG LONG WAIT.

LATER PEEPS MUCH LATER MUCH MUCH ETC -





REVIEWS

RIVER RAID

CLEBER DE MATTOS CASALI



A LOVELY TANKER TO SINK - YAY

Some classic games survive the transition to 3D some don't. Luckily, the author of Retro River Raid has managed to lose nothing of the original whilst shifting it up that extra dimension. Wether thats a good thing or not...well, it depends on wether you liked River Raid in the first place. Sadly, I didn't. And whilst everything here is intact, in working order and plays just fine. It doesn't tickle me under the chin in anyway whatsoever. Its solidly put together, the graphics aren't gasp-worthy, but they're not bad either and the sound is all fine if a bit limp when it comes to the firing and explosion effects. Its also insanely easy, I'd flipped through to stage 7 before I even lost one life. By which point, I was sadly bored to tears. So, if you want an updated version of River Raid that plays nicely on yer PC - grab this, it won't disappoint. If you're looking for something with a bit more balls, then look elsewhere.



This so did not need to be in 3D! Infact, I'll be honest and say it has lost nearly of its appeal in this conversion. I never will understand why some people remake games in 3D. Sure, please do it if they turn out like last years' entry "Pengo 3D", that was so good I nearly did a 360 in my pants and left a skidmark. Anyway, Retro River Raid. It is a bloody good effort, but the generation dive to 3D has ruined what has always been a fun, simple and addictive little game. Collision is a bit unfair at times I thought, "You're having a laff mate, I was miles away!! :("). Although, it also suffers from being a bit too much on the easy side too. More playtesting required in development stages I reckon. Whilst its true that the graphics and sounds are not awesome, they do work well enough to make you feel like the author put effort into River Raid. But, for me, River Raid is a 2D game! Die hard fans may like the new angle on it, I didn't. Worth a few goes though for sure!



70%

FOOTBALL MAN.

KIERAN SANDWELL



BE BOBBY ROBSON , OR SOME OTHER OLD NUTTER

I spent many a night in my early teens sneakingly getting up at 2 or 3am with my brother just to play this game. Kevin Toms was a god. And Kieran's remake made all those happy memories come flooding back !. I settled back and played the game with original teams. Hand's up who remember's goalie Phil Parkes ... I'd forgotten him and a number of the other players but then they are just names when it comes to a game like this. The way to win at Football Manager is based around having the most skilful players and keeping their energy levels above 10 at all times. That way you normally muller teams of a similar level. And muller I did ... In my first season I won the league, with 42 points, and remained undefeated. I also got to the semi-final of the FA Cup where I lost to Chelsea. Not bad after not playing it for 20 odd years. Anyways onto the make-up of the game. It's exactly the same, even the font and the arduous task of tapping in 99 to move between screens. The in game graphics are more based around the game's sequel and I was kinda hoping to see stick men but these will do. The goals they scored, although somewhat samey, were just as ridiculous as the original. I mean who scores from the halfway line these days..*cough*and Nayim lobs Seaman from the half way line Overall it's a bloody good remake, of a bloody addictive game (excuse the pun). Kevin Toms would be proud.



I used to play this a lot as a kid, back when I had more time and patience on my hands. Its a shame this isn't the case now as I was looking forward to playing this again, like I say though I can't be doing with all this stats and management malarky anymore. The game though, is pretty much exactly how I remember it. The cut scenes where players score the goals are from the 2nd game I believe, but it still works. A damn fine remake of a classic management simulator, if you loved it the first time round and still have patience, you'll love it now :)

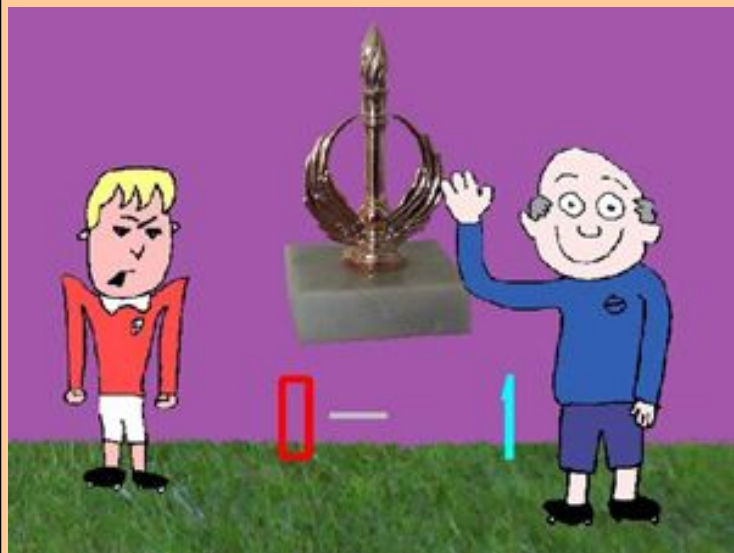
70%

REVIEWS



SOCCER 2600

STUART HARRISON



LOOK AT THE SMARMY LITTLE GIT

Well, i don't know wether to laugh or cry. This one is awful, sorry but i have to be honest. If this is by a first timer, then please try to take the comments and learn from them, and make your next effort better.

If you are aiming for the spoon, congratulations! First of all it uses an installer and these were banned. I don't know if the other judges will even review it, but that may be a blessing for them. The intro music is horrendous and the game is virtually unplayable.

My "footballers" couldn't get the ball from the top of the screen and the goalie seemed unbeatable. I gotta admit i didn't persevere too much though.

The sounds ingame are terrible blip blips. It seems i can only nick the ball from the side whereas the computer can nick the ball head on and run right thru me with it. The ball often hits the side of the screen and then suddenly slides up or down at random.

The PC goalie flickers left and right in places he shouldn't be and well, its just bad. I can only hope this was entered as a spooner.

The one good bit is when a goal is scored. Some fireworks and cheering appears, but it was only ever the PC that scored and even this part aint fantastic.

In the readme the author says he may update this with some extras. Honestly mate, don't bother... Move on.



Huh? Why? Urk...help me,mother...

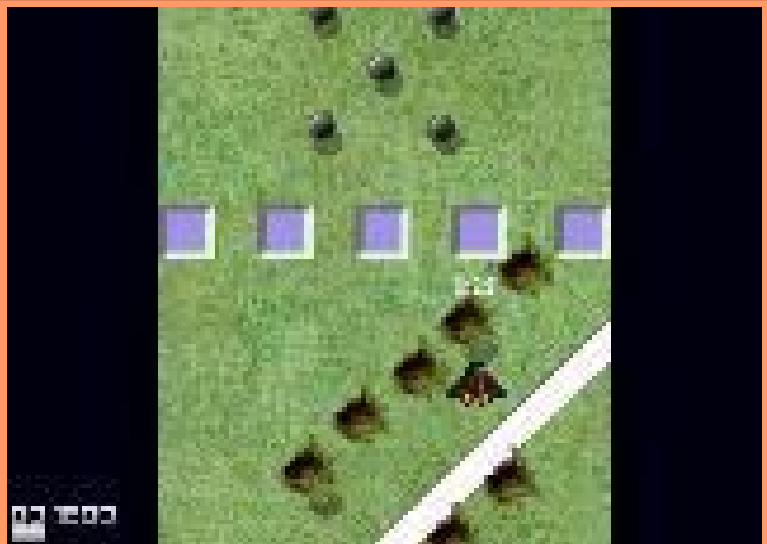
(I BELIEVE BOB IS TRYING TO SAY ITS A LOAD OF CRAP ... ED)



5%

POINTX

ILKER ESIN



ANOTHER GREAT GAME THAT I COULDN'T PLAY - DOH



Couldn't get it to work - from what I hear, I haven't missed much. I wouldn't bother downloading it if I were you... waste of my time and yours.

This game starts fine, nice little intro and a lovely title screen ... press enter to start ... but thats it. Nothing happens. A post on the forum reveals the sounds have to be in a specific folder in the c:/ root.

Finally it's working.

A Xevious looking shooter kicks in and the graphics look quite good, but before long I am dead and its Game Over. Click for another go ? No because it's crashed. ALT+F4 to escape back to a desktop frozen at 640x480 and then the game won't restart.

Nice idea, poorly implemented and too troublesome to bother with for long. There endeth my review.



15%



REVIEWS

COSMIC TUNNEL

RETROJO

BALLWARS

JORDON

Oh dear, I feel one of my heads coming on Over £4,000 in prizes up for grabs and this effort won't see a penny of them, of that I am certain. It really does make me wonder why we bothered at all ??

Call it a harsh review if you like, but I think if you have played you will have little choice but to agree.

Take some graphics from Google or the inbuilt library, sound from the AKAI sound collection, slap em on screen in a random order, add salt and simmer to the boil. What do you get ?

A game lacking any playability whatsoever. OK you can go between the four levels of the game easily enough, that's if you don't get infected by the myriad of bugs this game possesses, just too many to go into in detail.

Sorry Retro Jo, it's probably not the review you are looking for, but then it wasn't the game I was hoping to review. Far from it.



Was this your spooner ?

Let me check your other entry. Hmmm, that isn't so hot either. Ok, i guess these are proper entries, but sorry to say, both are just not very good.

Lets concentrate on this one then. No screen boundaries. I could fly or walk wherever i wanted and if that was into infinity and beyond, then thats what i could do.

Graphics all looked pinched from other places, so no effort went in there. Sounds are all standard explosions, bleeps and blips too found in dozens of other games, so no originality there. Collision detection is awful. No game music. And no fun. Sorry. Oh before i forget, there was 1 good bit in this game. The intro music was fantastic. Brought back memories of the Atari800xl for me, and i thank you for that.



ANYONE WANNA SEE MY COSMIC TUNNEL ??

26%



AT LEAST THE PERSON WHO MADE IT HAS BIG PABS



Another Pong remake, 2 Player only (no netplay) ... Quite frankly, pointless. Thank the good lordy above for Room Ten, this proves not all Pong remakes have to be shit! Nice presentation though.

Sigh.

Sometimes, I absolutely totally despair. This is 2 player pong, to be played with friends... if you can find a friend who'd be willing to partake in something so utterly tiresome then more power to you, mine are all off in the pub or playing decent games.

Ah well.



27%



REVIEWS

JUMPING JACKSON ROOTIN TOOTIN

JANI PERVIAINEN

ENDURION



WATCH THE MIGHTY JACKSON JUMP .. SHAMOON

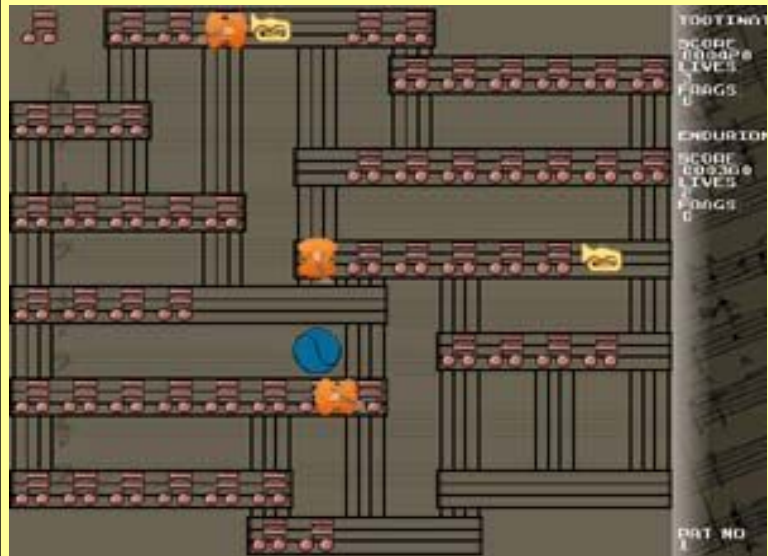
Jumping Jackson caused quite a little stir with its surprise addition to the big pile under the tree, just as the final curtains were closing on the competition. Turn all the squares the same colour, grab the coloured 7" (no pun intended if any Gloucester girls are reading this), and then its off to the record player to do some scratching. It's a bit like a visit to the clap clinic with a walkman on :s . Graphics are plainly ripped from the original with a little bit of colour dithering happening along the way. Sounds are a little crap it has to be said but they do suit the nature and feel of the game. Playability is a little on the poor side as I feel the game is way to easy, especially to start off with. For something the author says is "80-85% complete" it's definitely a step above some of the entries we've had this year. Perhaps the enemy AI is the 15% of the game thats missing !! All in all I quite enjoyed it.



Aha, one of my faves from the amiga presented here in (on first look) faithful glory. The problem with this remake (for me) was in the movement and changing square colours. There's also some features missing. It just doesn't seem as step based as the original and its really quite tough to use any skill to get the squares the same colour. It doesn't bounce along in time to the music, and the music parts don't sync into the game too well. Also, theres no powerups that i could see, Making Jacksons hair flash multicolours was fun in the original, and its not found in this remake. The graphics are ok, but are just ripped directly, and the sounds are all original too i believe. The new feature is the updated music that plays from the records you collect but like i said, the different parts you add start with a stutter and theres no variation between levels. The author says in the readme that he got it up to 80% done and i have to agree. I'd really love to see a 100% version with slightly improved ingame graphics in future as its looking great so far.



67%



IF ANYONE EVEN THINKS OF TOOTIN MY ROOT.. JEEZ

Musical Pacman anyone? I'll admit to never playing this before, probably because it was a C64 game which I don't believe appeared on the speccy. Its not bad, its not bad at all. Fun to play single player, more fun with two players! Aye, this has netplay kiddies. I hastily set my step son up with this on his PC and we had about two hours of entertainment from it. He bugs me about playing it now, so I am sure we will give it some more attention after I have done and dusted all these reviews. Music and sound effects are pretty good, its just VERY strange they are both set to a volume of 0 to start with, strange but easily solved. Lucky I noticed it or this would have scored 0 for gfx and 0 for sfx :) Worth a play, but I imagine not too lasting single player. Certainly lots of fun to be had multiplayer though.



And now, an attempt to get through an entire review without any "horn" jokes...lets see how we go... Rootin Tootin is a classy little maze game, its Pacman with a twist I suppose. Set on a bunch of musical staves you guide your horn around (almost...) collecting the musical notes, whilst avoiding the other instruments. When you collect a note it shoots off in the direction you're facing, taking out any of the passing bad guys who might just get in the way. The presentation on this game is flawless, coming complete with a level editor,configurable controls and slidey bars for sound and music volume - throw in the interweb stuffage and you've got a Brucie Bonus of niceness. The game itself is simple to play, but with some clever level design on the default levels - is enough to challenge you for a good while. Highly enjoyable stuff. Not quite enough to give me the horn, but nice to play with for a while. If you happen to have a friend handy, then I'd recommend giving the 2 player mode a shot. Quite good fun. (You didn't think I'd get through it really,did you?)



68%



REVIEWS

F1-SPIRIT

BRAIN GAMES



GO ON MY SON .. THATS THE SPIRIT.. AYE.. GETTIT?

This one is very slickly put together with great attention to detail/design. Graphics are great throughout, the menu systems work really well and sound effects and music are all top notch. Maybe more than 1 ingame music track? Graphically, like I said, its really great. All except for the ingame cars. They rotate and move beautifully, but they aren't great models. Just some extra colour would pep those up. Gameplay is quite cool though and each different car and race style feels different to play. The stock race is slower and easier. The rally is slipperier with wider tracks. And the formula one race is faster and tougher to beat. Where it falls short for me is in the tracks. There's only 3 with 1 for each race style. It needs so much more than that and I can only assume it's due to the quality of the rest of the game that time got in the way.

This is definitely one to try out, but the version I have here feels more like a demo than a full game.



These sort of games have always been a favourite of mine so I was more than chuffed when this one appeared on the screenshots list... And it hasn't failed to please me, from the moment you boot it up you can see how polished it is. Was I in the arcades or sitting behind my monitor screen? You have 3 choices or your preferred mode of play, which are standard, f3 and stock car. All are worth playing and all play well. The graphics throughout are a mix and match of original and new graphics. You hardly notice though really, but of course I can't wait until it has been fully polished. This is certainly something I will play in the months to come. Its fun, its fast and you will need to learn the tracks in order to beat them. Not too hard though, but at the same time it isn't too easy.



81%

ROBOTRON

JERRY LIANG



MORE ROBOT ARSE KICKING ACTION --- HOORAH

What a great little remake of Robotron. Some might say the graphics don't compare to Smila's prize winner last year, but the fact the enemies are smaller allows for more of the little swines !! Gameplay is very frantic, the action is fast paced to the point of distraction, and although the default difficulty is "rock hard", it is one of those rare remakes that makes you want to play it again. Being an FPS player (Counterstrike) the intuitive control method was very easy to adapt to too. Overall presentation is top class. May well win a prize this one !



Robotron blitz is not quite Robotron, whilst it feels good to play and rushing around the arena is a nice little challenge, there's a few things missing that let it down. The grunts don't recoil from your shots, the waves reset after losing a life and the firing lock isn't quite as effective as it could be. Plus, I miss the spawn-in effects a tad. On the whole though - this is so wonderfully playable and whilst not quite recreating Robotron, it does recreate the same sense of achievement upon getting out of a wave alive. You will want to carry on and plough through the ever increasing amounts of enemies and you will have fun doing so. So, to summarise - almost Robotron, but not quite. Now, if you'll excuse me - I have some citizens to rescue.



81%



REVIEWS

LAZERZONE

JULIAN OLDS



IS THAT WOMAN SMOKING A FAG OR WHAT?

Lovely update of an ace original, really really nice attempt at bringing it upto date. As with most Minter games the controls are rather unique and you have to control turrets on the X and Y axis to dispose of your enemies, very well done though. First pisser was the default keys, thankfully you can redefine them because I don't think I could have continued to play it otherwise.

Looking at the entire game you will have very little to moan about, yet a few issues make you think that with a little more feedback in the development stages, this could have turned around from being an average game to a great game. Its hard to pinpoint exactly what these issues are, perhaps its the firing rate or the big sprites. Great, well coded game though which is worth more than a few plays. I look forward to seeing more from the author.



Now this one is a true retrogame remake. A straightforward blaster tarted up with cool bump mapped playfields, and neat glowing laser effects. I don't really know the original even though its by the legendary yakmeister, but if this remake is anything to go by then i guess it was neat. Now before you think i'm giving this a massive score, calm down, cos i'm not. Even though its a good remake and is nicely made, i didn't find the playability of it that great. Sounds are ok although nothing special, music aint too bad, but could of been better i think. At least it was made for the game and not just nicked from somewhere. It all seems to work as it should, and i found it really hard at first, but soon got used to it. But i didn't feel at all compelled to have another go. Even though it looks and sounds and plays ok, i didn't really enjoy it that much and i do like a good blasting game now and then.

This is a competent blaster, well made and seems error free. But its nothing too special. I think what i mean is its a well made average game.



66%

MOONCRESTA

SCOTTIGE



KICKING THE CRAP OUT OF ALIENS MOONCRESTA STYLE

So, this is a remake of a game I really enjoy playing - which means I had high hopes for this remake. I won't say these were dashed, as such - the game itself is fully intact, looks gorgeous and has a cracking soundtrack to boot. Where it does fall down is on some very important points. The backgrounds not only obscure the alien craft, but your bullets too. And as the planets are, to coin a phrase, "bloody huge" - that invariably means that 50% of the screen is obscured at any one time.

This makes it awfully difficult to make progress when you're constantly squinting trying to make out anything that might be occurring at the time. The firing rate also seems a bit on the slow side, and can become quite frustrating when you're trying to take out the enemy at close range. I get the feeling that this game didn't have the authors heart in it as much as it could have, and consequently seems a little rushed. With a bit more care and effort, the definitive version of Moon Cresta could be in our hands. This isn't it, though. So close, but the blinding planets of death fuxx0red it.



Moon Cresta was an arcade fave of mine and so I was looking forward to a good remake, but this has too many little niggles, that I am afraid I was left disappointed ... let me explain. Whilst I applaud the lush backdrops and the coloured starfield give the game a sexy look, they also obscure almost the whole screen at times making it very difficult to see what you are doing. Your bullets are also very difficult to see. The alien waves are odd. Either you can sit in the corner and avoid them easily, slipping out to pick them off at will, or on other waves you are ultimately dead because there is nowhere to hide if you don't pick them all off at the first attack. And finally the docking, with added psychedelia, trippy spinning graphics mixed with particles that serve no other purpose than to put you off the task in hand. The game is spoiled by these three niggles, sorry to be so down, but I have to call it as I see it. It's got nice graphics and music, but is also probably the least playable game I have seen Scott make :(



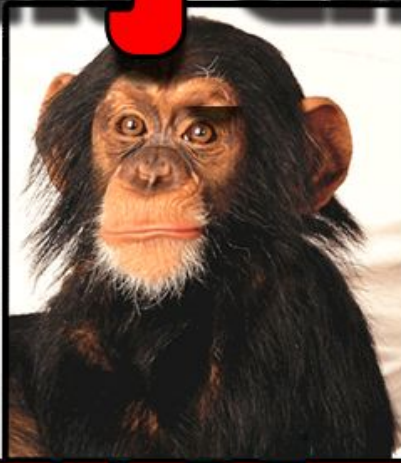
66%

ALSO AVAILABLE



www.merseyremakes.co.uk/media.htm

CHEEKY CHIMPS



CHEATS

WELL HELLO AGAIN MY FELLOW RETRO NUTS AND WELCOME TO MY CHIMPTASTIC CHEATS PAGES.

IVE GOT PLENTY OF STUFF THIS ISSUE INCLUDING NICE MAPS OF FIREANT , TRASHMAN , JET SET WILLY AND THE TRASH OF THE UNIVERSE ,RE/GENERATION SPLAT AND DIZZY. SO IF YOUR'E A BIT CRAP AT GAMES HAVE A BROWSE THROUGH MY BANANAFULL CHEATS AND SEE IF THERE'S SOMETHING TO HELP.

HAWKEYE

On the bonus screen press Backspace to top up your lives to 9

JET SET WILLY AND THE TRASH OF THE UNIVERSE

Press F12 on the title screen for lots of lives.

SPLAT

Go into all the nooks and crannies as there is lots of hidden grass lying around. Don't be greedy and go for the extra life if it is near the maze edge. You will almost certainly lose a life in the process. End of level bonus is based upon lives left and score, so eat as much as you can during game. Finish each level slap bang in the middle of the screen to get a double bonus. The colour of objects is the key to success. For example, all green stuff is grass & all red stuff is deadly.

MONTY ON THE RUN

On the title page type - I WANT TO CHEAT - for 1000 lives.

HEAD OVER HEELS

In the menu hold down CHEAT for infinite lives

F1 - SPIRIT

On the title screen, press and hold the keys M,A then X in order. Go to practice mode and shazzam All tracks are available!

KANE

Press 's' to skip any level (while in game) Pressing the ']' key and typing medals++ in the textbox gives you loads of medals. Also typing fly++ makes you invincible on the horse levels.

Bird and the Bees.

Not so much a cheat, but an easter egg - Try flying to the right as far as you can go

Still No Escape.

Hold spacebar as you click "New Game" for infinite lives. Once you've done this, press the CTRL key to skip levels.

HitBlock

In game press F11 to open the console: type - set leben=50 ,press enter Press F11 to close the console again. Hurray, 50 lives to your convenience!

SPLAT

On the main menu, click 3 times with left mouse button and 3 times with right mouse button (in any order) in the 'hole' in the letter 'P' of logo at top. This will allow you to skip levels within game by first pausing and then pressing 'F1'. If you actually activate cheat in the game though, you will not qualify for the high score table!

MOONCRESTA

Press - on the titlescreen Then type "imajudgek" and you'll hear a noise.

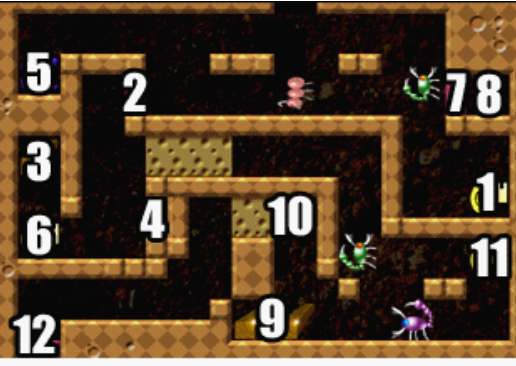
You can now press 1-6 to start with those ship combos. K kills all the baddies.

DIZZY



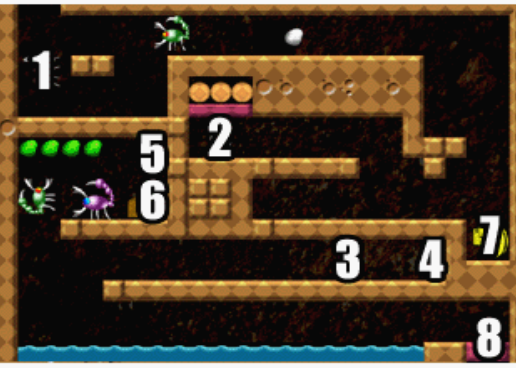
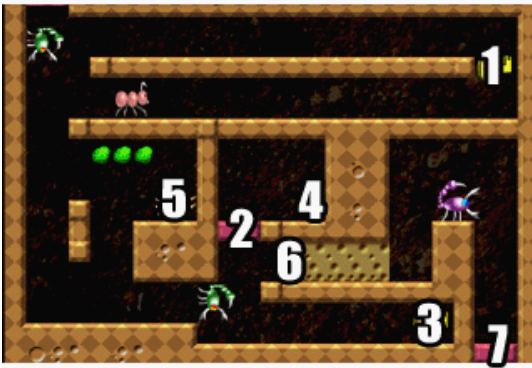
FIREANT WALKTHROUGH

- 1.COLLECT
- 2.USE ACTION
- 3.COLLECT
- 4.NOW OPEN
- 5.OPEN
- 6.COLLECT
- 7.EXIT



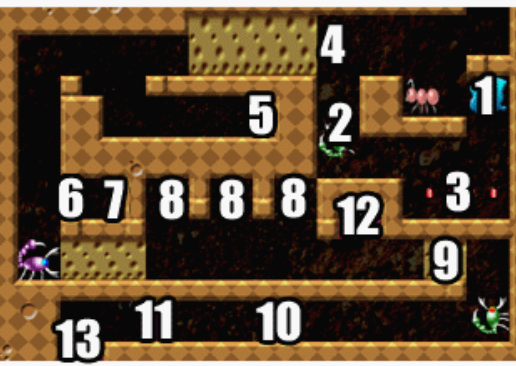
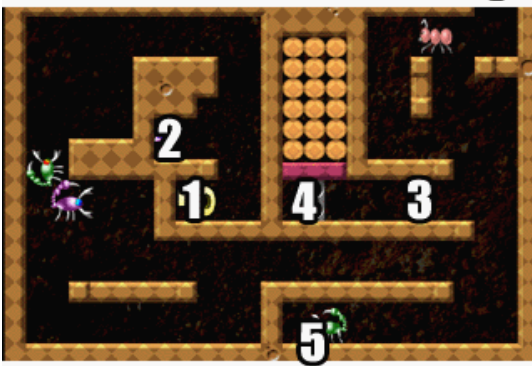
- 1.COLLECT
- 2.OPEN
- 3.COLLECT
- 4.USE ACTION
- 5.COLLECT
- 6.COLLECT
- 7.OPEN
- 8.COLLECT
- 4.USE ACTION
- 9.COLLECT 1 BY 1
- 10.PLACE 1 BY 1
- 11.COLLECT
- 12.EXIT

- 1.COLLECT
- 2.OPEN
- 3.COLLECT
- 4.COLLECT
- 5.COLLECT
- 6.WALK TO
- 7.EXIT



- 1.COLLECT
- 2.USE ACTION
- 3.OPEN
- 4.USE ACTION
- 5.COLLECT
- 6.COLLECT
- 7.COLLECT
- 4.USE ACTION
- 8.EXIT

- 1.COLLECT
- 2.COLLECT
- 3.OPEN
- 4.USE ACTION
- 5.EXIT



- 1.COLLECT
- 2.COLLECT
- 3.COLLECT 1 BY 1
- 4.PLACE 1 BY 1
- 5.COLLECT
- 6.OPEN
- 7.USE ACTION
- 8.COLLECT 1 BY 1
- 9.PLACE 1 BY 1
- 10.OPEN
- 11.OPEN
- 7.COLLECT
- 12.COLLECT
- 13.EXIT

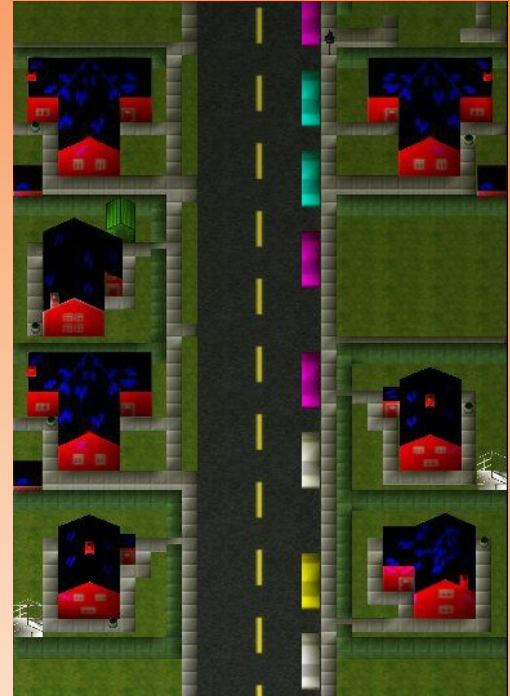
- 1.COLLECT
- 2.OPEN
- 3.COLLECT 1 BY 1
- 4.PLACE 1 BY 1
- 5.COLLECT
- 6.COLLECT
- 7.COLLECT
- 8.EXIT

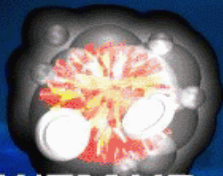


- 1.COLLECT
- 2.COLLECT 1 BY 1
- 3.PLACE 1 BY 1
- 4.COLLECT
- 5.OPEN
- 6.COLLECT
- 7.COLLECT
- 8.OPEN
- 9.COLLECT
- 10.OPEN

THE REMAKE OF FIREANT IS A REAL TUFFY TO GET THROUGH.
BUT HELP IS AT HAND WITH THIS VERY HANDY WALKTHROUGH .

TRASHMAN MAPS LEVEL 1-6

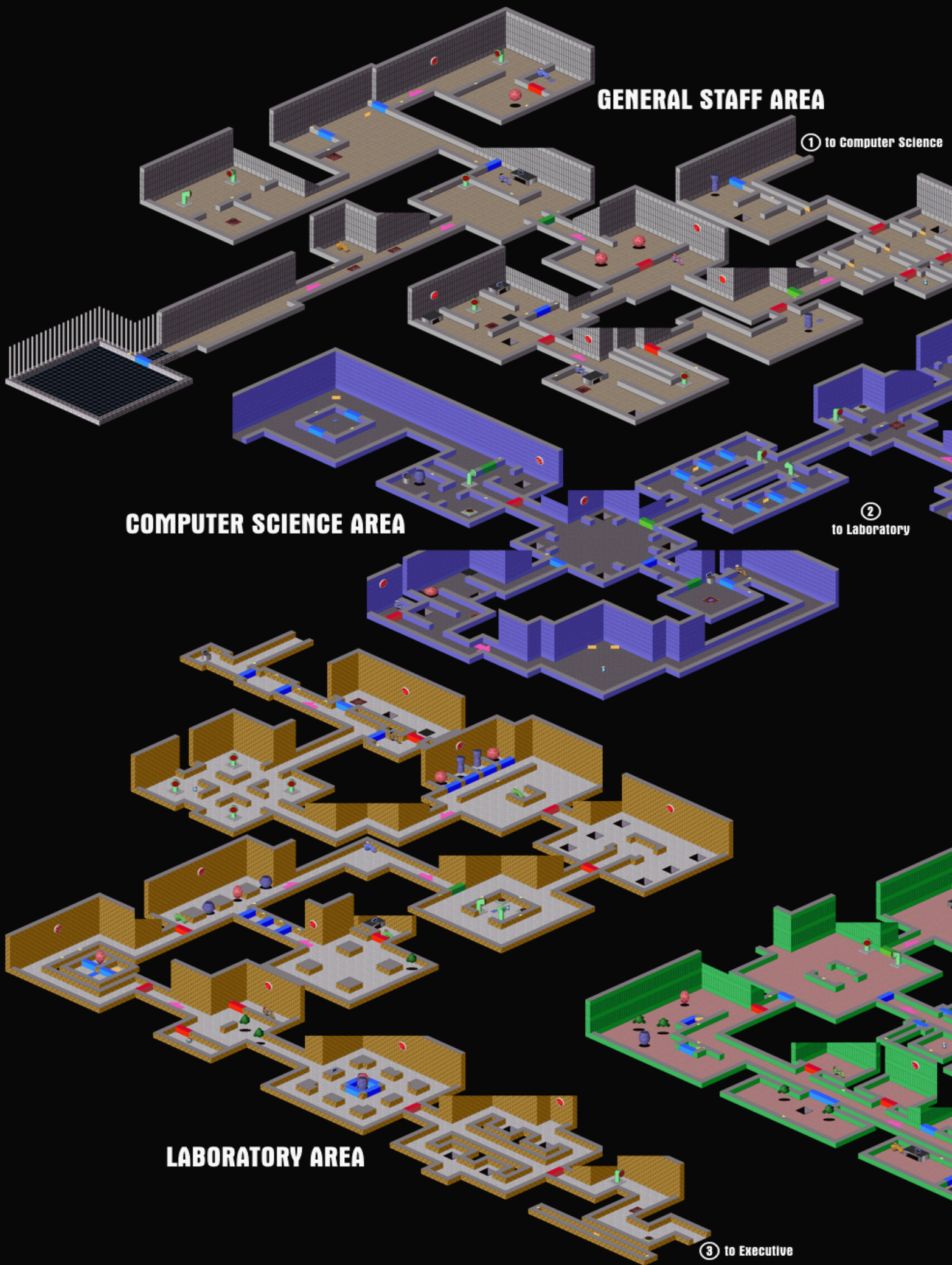




-

**BUTTERFLIES RESTORE
FULL HEALTH AT ANY TIME**





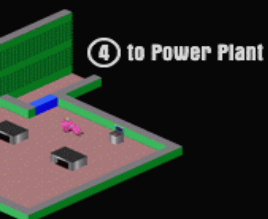
rE/GENERATION

www.dreamcodex.com

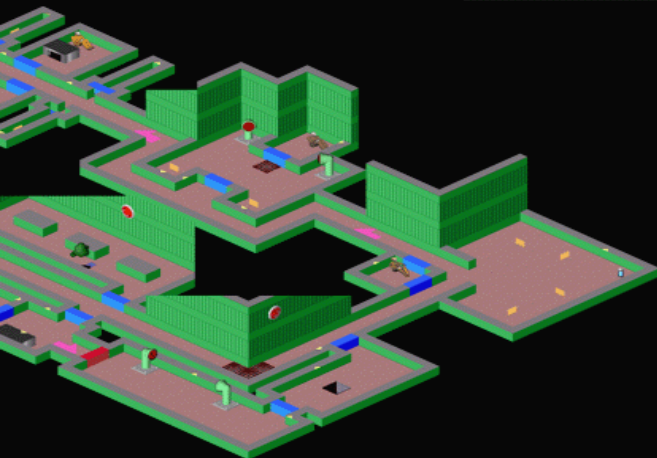


HINTS AND TIPS

- WHEN CLOSING A VENT KEEP FIRING OVER IT TO AVOID BEING SUPRISED BY A NEOGEN EMERGING AT THE LAST MOMENT.
- DONT USE UP ALL YOUR GRENADES ON TRACKERS. SAVE SOME FOR C/GEN TRACKERS.
- BLOCK LASERFENCES WITH DOORS OR LURE NEOGEN INTO THEM.
- MAKE SURE THE ROOM IS AS SAFE AS POSSIBLE BEFORE LEADING PEOPLE TO EXIT.
- TRY TO SAVE A NEGATION SHIELD FOR THE GAUNTLET.
- YOU DONT HAVE TO SAVE EVERYONE BUT IT HELPS.
- THERE ARE 3 DIFFERENT ENDINGS TO THE GAME.



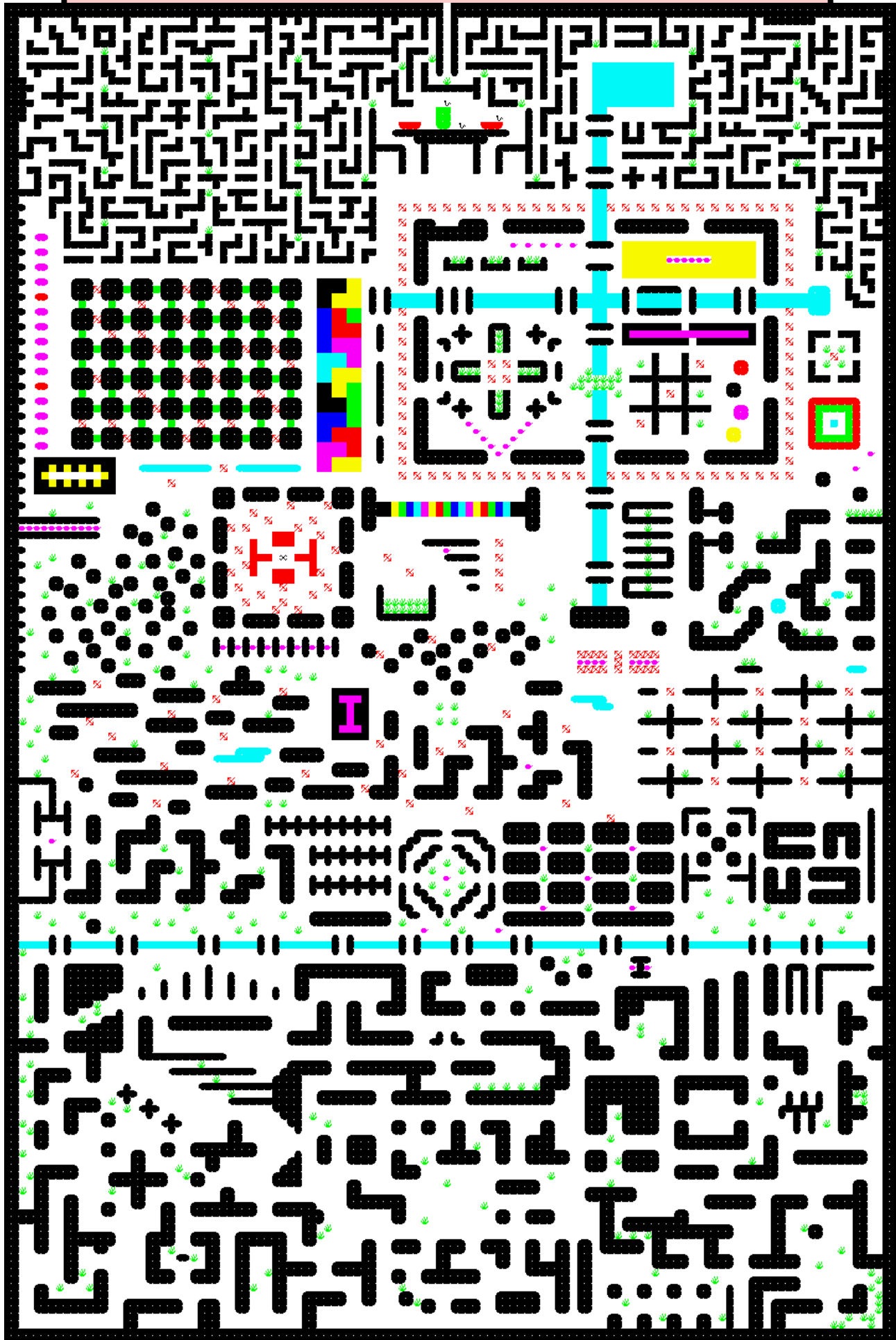
EXECUTIVE AREA



POWER PLANT



SPLAT - THE MAP



retro

CASSETTE

50

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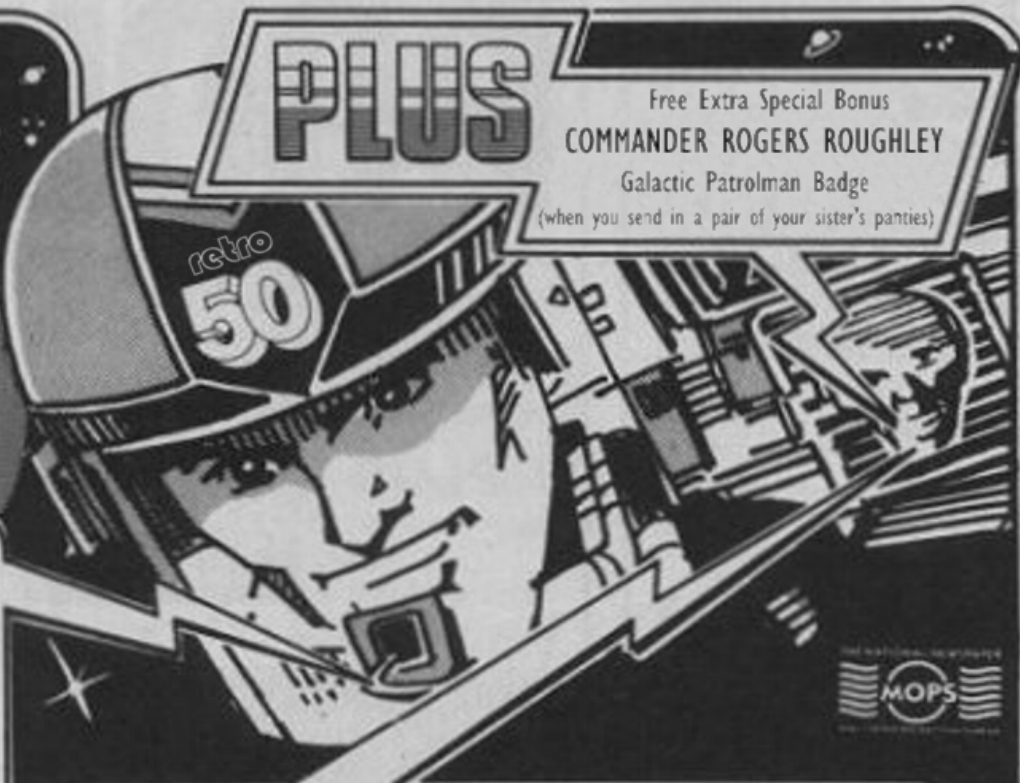
FREE


20 KEY, MULTIFUNCTION
CALCULATOR WATCH

is not available,
so piss off

- Normal 12 and messed-up 17 hour mode
- Screams "dork"
- Will be stolen by big kid on playground

manufactured cheaply under
oppressive totalitarian regime



CASSETTE 50 IS NOT AVAILABLE ON
BBC A/B ATARI DRAGON ELECTRON
VIC-20 ORIC-1 ZX81  Atmos
Spectrum commodore 64 AMSTRAD



Beef Curtain One, this is
Purple Helmet Nine!
I'm Coming In!

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- | | | | | |
|----------------------|-------------------------|-----------------------|----------------------------|---------------------|
| 1. Normo Goes Skiing | 11. Crappy Keepy Uppy | 21. Easy Hobbit | 31. Spin The Cat | 41. Wanker Ex |
| 2. Retro Reviews Sim | 12. Bogey Collector | 22. Blade Out | 32. Gay Cowboys | 42. Shitroids |
| 3. Pish Invaders II | 13. Magic Darts | 23. Diamond Collector | 33. Blitz | 43. Simon Turrettes |
| 4. Vib Warrior | 14. Van Guard | 24. Guess The Number | 34. Squash | 44. Profanitas |
| 5. Franco The Ned | 15. Montys Manhammer II | 25. Monkey Spanker | 35. Yakidar | 45. Uncovered |
| 6. P8cm In | 16. Buffallo Roundup | 26. Turd Stomper | 36. Dustbin Lid Riding Kid | 46. Bigfish |
| 7. Lovequest | 17. Pong | 27. My Bogie | 37. Yoyo | 47. Lawnmower |
| 8. JetSet Willynoid | 18. Ski Jump | 28. The Cavern | 38. Highway Encounter | 48. Breakout02 |
| 9. 5minutebreakout | 19. You Win | 29. Drowsy Driver | 39. Arcnoid | 49. Inherit |
| 10. Nobjumpman | 20. Game | 30. Buzerko | 40. Invaders | 50. Bottle Hunt |

Available ONLY at

<http://www.oddbob.pwp.blueyonder.co.uk/>

(thank god)



REVIEWS

MANIC MINER

SCOTTIGE

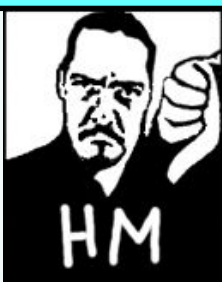
Wow. This game was certainly made with wooden spoon power! The menus say crazy things and it says press return to start when its actually space.

Theres only 5 screens and the graphics are poop. The last level isn't completable and if you even managed to get there you will be so mad at what happens.

The sound is superb though. Even though this game is shit on a stick you should try it anyway just to hear the singing of the main tune.

Scottige, you've outdone yourself once again.

Now stop this madness and make a proper game ya twonk.



The competition rules specifically stated that we didn't wanna see a clone of Manic Miner set in the year 30321, so what do we get ? The sound effects are ace, Eugene looks funny with legs, the first level is so ridiculously hard - so thanks for that cos if there is a second level then the difficulty of the first saved me trying it ...

A spooner entry and a half - let down by such good sonics. Clickteam will be proud that their software is being used to produce such utter tripe. Nice one Scott :)



WOOHOO . THE SUPER HAPPY FUN ROOM.

39%

BEACH HEAD

ROB RENZ

Beach Head was one of those games that I can truly say I never understood the appeal in the slightest. I, of course, put this down to owning a Spectrum. Whilst the spoilt little brat down the road would be wittering on about how wonderful Beach Head was - I was off playing proper games. Fun games, games that provided me with entertainment. It wasn't really my fault that the poor tykes who owned Commodore 64s had no games of note to play and so resorted to idling their time pulling their turrets up and down.

20 years on, I still don't see the attraction of a game which runs at a crawling pace with dodgy collision detection and the game odds stacked against you. And so, with much joy, I was glad to find out that this remake has retained every single element of the game that made it such a pointless proposition for me all those years ago.

Bar a superimposed explosion, all the graphics are the same... gameplay wise, if you placed Beach Head and a snail back to back for speed, the snail would win hands down - and thats even after you've stapled the snail to the spot. Aiming the turrets on the initial level is as stupidly difficult as ever and more down to chance than any skill, the secret passage was so slow to trawl through it felt like my ship was sailing through a mud slick, up a notch, down a notch - fire! for the next stage - if you're lucky, you might actually hit something, by the time I'd got to an almost Atari2600 style tank scroller I'd lost the will to exist so I'm afraid I can't review the final battle here as my monitor would have been slung through the window, most probably with my frail body following it.



Slowly I am beginning to lose the will to live, another remake which hasn't been updated. Shame, Beach Head could really benefit from the revamp because, I'll be honest, I did never understand this game and I still don't know! If you have ever played the original, you will know what to expect from this remake. If you enjoyed it on your speccy then you will like this, if you didn't.. You won't :)



GETTING PAST THOSE MINES CAN BE TRICKY

40%

REVIEWS

PURPLE TURTLE

RETROJO



I WANT THAT APPLE OVER THERE ...OOOO APPLE

We used to spend our pocket money on dross like this, and that's not saying this entry is rubbish just that theres not much room for improvement is there.

I mean one button "hope this turtle don't move" bashing. It's like Frogger on Mogodon. I am afraid I couldn't play this for long without fear of ending up in the next room to Smayds. Satisfactory presentation, oddly the older graphics are more enjoyable than the newer ones if thats possible, the gameplay sucks but then the original's would have too so its pretty faithful on that count. Sounds OK.

Overall I don't think anyone had much chance of improving this game so congratulations to the author for getting this far :s



A little better than his other entry, but still not great. The "enhanced" set of graphics in this are mostly pinched from "Happy Land Adventures" and the music is annoying as hell. The gameplay is unfair and theres no warning when the turtles will drop so you have to play every level over and over until you learn every pattern. Sorry, but i just don't have the time or patience to do that in such a poor game. If you miss a jump at any point and it wastes some time then you will likely run out of time. Sorry, but its another pooppy entry.

If my reviews haven't put you off then please take this one bit of advice. Put your efforts into making 1 game next time. Try to be more original with the graphics and sounds, and ask for feedback from others. Feedback will let you know whats right and whats wrong.



41%

NO ESCAPE

TONY VIDMAR



AM I ON ANOTHER MENTAL TRIP AGAIN OR WHAT !

Its true, its really true. There is absolutely no escape from these crap games! Simple game, coloured blocks at the top. Moses type dude at the bottom (thats you k) and different Mythical dudes to fend off through each level.

You can't just hammer the creatures with your pebbles though, oh no... You must throw your pebble up into the heaven of coloured blocks to make them hit the creatures on the head, thus knocking them out. Be careful not to shoot a creature though, it will respawn all of them again. Whatever next? Joseph and his technicoloured raincoat meets Doom3? Gah...



Mythical creatures - they're funny things, really. When I was a kid - I had this irrational fear thanks to watching Clash Of The Titans. I was completely and utterly convinced that a gorgon lived down the alley at the back of my house. It wouldn't be that bad if it didn't last till I was 11 or 12. In fact, if I still lived there I'd probably have to double check just to make sure. Wierd.

Anyway, this game gives you the opportunity to hit mythical creatures over the head with bricks. A bit like a saturday night in the Grafton, but set in ancient times. A group of mythical beasts will appear and move about in a Space Invaders style motion, you lob a rock or something up to the roof - a brick falls down and if you've timed it right, batters the poor beast into submission. If you're aims a bit cacky and you hit the beast, then another one spawns just to cause you a bit of trouble. Whilst by no means gorgeous - the game starts out playable enough, unfortunately - when you hit level 3, the speed ramps up to a ridiculous level making it incredibly difficult to lob your rock at the bricks in time. Thus, after about 2 or 3 more of the levels increasing in a similar manner, its near impossible and you just end up crying out to the heavens above for mercy. Given a spit, polish and reasonable difficulty curve - this could have been a nice and fun little game. Ah well, maybe next year...



43%

REVIEWS

NAM

CLAUDIO MONDELLO



THE REMAKES DAY TRIP GOES A BIT MENTAL



From the screenshots, this looked like an interesting proposition. After loading, it didn't. A TGF remake of Barbarian where its nigh on impossible to actually hit your opponent. Interesting unique graphics aside, rather pointless if you can't actually play it properly.

This one has an odd, but quite good graphical style. The game has left me feeling bemused. Sounds are ok, graphics are ok, but the gameplay is horrible. Until it loaded I had no idea it was a Barbarian remake. The initial story is over long and even though it was full screen, I could see windows apps round the edges flickering thru. It spoiled it a bit.

Anyway, once I was into the game I was swiping and hitting and headbutting at the computer player, and well, he just dodged it all. I ran out of stamina and health and died every time.

Not much fun when that happens.

Ingame instructions would have been nice, and the goblin that drags the body away takes way too long.

But the graphics and sounds were ok.



34%

ALIEN KILL

PEEJAY



KILL THE ALIEN THEN KILL THE ALIEN THEN KILL..SOD IT



If you think I am playing this for more than 5 minutes then think again. The sad thing is that back in the 80's I would have been tempted into buying a game like this for the price. Now I just want to slash my wrists. Graphics courtesy of Google and MS Paint, sound painful and irritating, gameplay would be better if you removed the hulking space ship in the middle of the screen. Overall its pants. This author will go a long way ... the further the better :s

I don't recall ever dancing as much as I did whilst playing Alien Kill.

The music is certainly inspiring and at times reminded me of that great track called "Popcorn", very retro indeed! "Hey, what about the game?" I hear you scream.

Well, its a remake of a Mastertronic game of the same name. Very 'Breakout' in play, but also slightly 'Space Invaders'... A mixed genre of sorts. Interesting concept really, move your little dude from left to right trying to shoot through the wall to reach the alien nasty! Sounds easy don't it, WRONG! Theres a huge barrier that follows you around which absorbs your gunfire (doh)! Its rather tedious though in all honesty. I found myself staring aimlessly, through my monitor, dreaming of Avril Lavigne in a field of brightly coloured flowers. This was only after a few minutes of play too! Thing is, you move the man left and right, firing his gun. Thats pretty thats it! That is all you do... Without any real incentive to care whether or not you succeed :) Saying that though, its a great remake of a rather crap original :)



36%

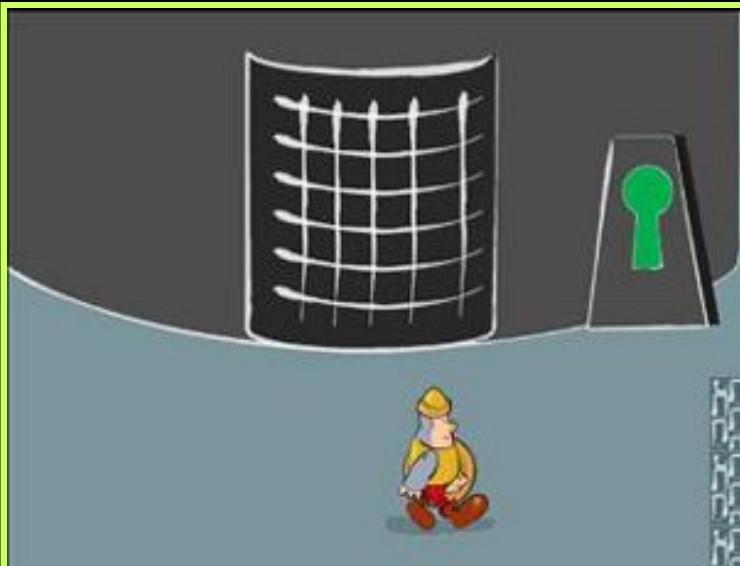
REVIEWS

EWOS ADV.

JOAO AMADEU N. VIEIRA

BACK TO AZTEC

GAVIN SWILE



THE BIGGEST KEYHOLE EVER AWAITS THEE

I was hoping the author had made a spelling error when he named his upload, and was soooo looking forward to a game featuring those cute, cuddly fella's from Return of the Jedi. Sadly it wasn't to be, however it was a better remake of the Atari classic Adventure than the other one, simply by virtue of the fact this one had passable graphics, just.

Navigate maze, fight dragon, find keys, rescue Princess. In 1978 tho they had to fit it all into a 4k cartridge, you guys had 10mb to play with. Come on use a bit of imagination, like Warren Robinett did with his 4k.

The main character, Ewo, is a nice animation, the dragon moves a bit too fast to tell and is too hard to dodge unless you are lucky. The other graphics, whilst an improvement over both the original and WolRon's effort, are just plain. Sound is very atmospheric but easily crosses the boredom threshold after a few minutes. All in all this game is much the better of the two, neither of which filled me with those joyous feelings I get after having played a good remake.



Oh dear oh dear. Splash screen shows for about 30 seconds. Nice to honour the sponsors like .The main character is cool, and when you find a key he carries it along nicely. Great work there. But oh dear wheres the game. Basically, find a key from a badly built maze, open the door and get to the next maze. I did get to the second maze and found a dragon. A dragon which seemed to be impassable because he moved at great random speed. Not only does he move fast, but your character walks at the edge of the screen round the maze leaving you zero reaction time. I just died and died and died till I got fed up and left it to write this. Sorry dude, but this is not great. Oh, the music is stuttery boring shortlooped tat too...



45%



YOU'RE DOOMED I TELL YA...DOOMED !

Yesterday, I grew an extra hand. I'm still not sure how it happened, it was there when I woke up. At first, I could find no rhyme nor reason to why this additional appendage had appeared hanging from my left arm and I wandered round the house in a dazed state thinking of things to do with my new found digits. After the initial obvious idea's had passed, I decided to try my hand (geddit) at one of the competition entries. Checking down my list of those reviewed so far, next in line was Back To The Aztec. So, as always - I opened the readme first - only to be confronted with this list of keys: - W - Walk, R - Run, C - Crawl, V - Climb Stairs, etc., J - Jump, S - Turn Around (Spin), O - Open Chest, E - Search (Rubble, Bones, Open Chests) (only if stopped), T - Take items in chest or on floor (if you are overlapping), D - Place Dynamite (only if crawling and stopped), P - Parry hurts smaller enemies (only if you have the machete), L - Lunge hurts taller enemies (only if you have the machete) and - Fire Revolver (only if you have it). Lucky I grew the extra hand eh? Or I'd have been screwed.

Unfortunately, outside of my deranged imagination I only actually have two hands, not three. So attempting to play this game was the equivalent of attempting Twister whilst smacked up to the eyeballs. (nb readers: I haven't actually attempted this, its whats known as a comedic metaphor, k...). Leaving control issues aside, this game had no saving graces whatsoever, the graphics are below standard, when I finally managed to negotiate my way down one set of stairs, I landed on top of a scorpion, after which - the game insisted on restarting me over the scorpion repeatedly till all my lives had flitted off in the rapture. On the one (flook) occasion that I made it beyond one screen, I miraculously negotiated my way through around 8 almost identical rooms until the walls closed in and "its a trap" appeared on the screen. I assure you, the word "trap" is not the word I used at that point. Not for me, I fear...

((NOTE : this review was sooo big and amusing i couldnt fit anymore on - ed))



46%



REVIEWS

STARION TERRO HEIKKINEN



MAN THIS GAME IS ROCK HARD - OR IAM JUST CRAP

I am going to be honest, I don't GET this game at all? I had never played the original till earlier, and I don't GET that either! It appears it is some kind of space shooty combined with a puzzle game... Collect letters and unravel the anagram, I think! . Graphical, I think its ace. I have always had a soft spot for wireframes and this does them justice. Sound is pretty simple but more than effective. All nicely presented if the truth be told. Gameplay wise I find it a tad empty, shoot some ships and plot a course towards a letter. Change course when more ships attack you, destroy them and head for the letter again. And so on, and so forth. I think it is a good game though, just perhaps over my head. I don't GET it. Ever attended a party where they had no music? No... Me either, but its possibly a good indication of my mindset when playing this!



A Starion remake, excellent. One of my faves from yesteryear and one I've played a lot of. Ok, splash screen shows for only 2 seconds, screen goes almost fully blank, then nothing. I smash a few keys and the main menu comes up. Not a great start, but now its shaping up. A lovely title screen with rotating ship appears which really reminds me of the original. Looks well made too, rotating round smoothly. I play thru the tutorial level and it seems quite nice, quite simple. Ok, into the main game we go. Sector 1, enemies instantly appear. Quick speed up, fire, missed. Turn, i'm getting hit, speed up, slow down. I'm still getting hit. Wheres the enemies, there they are, oh, game over. I fired too much, hit nothing and died after 30 seconds. Gameplay in this is shockingly bad. Its (for me) just not playable at all. Sounds are authentic and retro. Graphics are authentic and retro. Its nicely put together and works smoothly. It'll score well in those areas but very low in gameplay I'm afraid.



74%

ANSI SHINOBI ROCKIFISTUS



GIVE SOMEBODY A CHOP OR STICK EM WITH A STAR !

ANSI Shinobi is nothing if not original. Who'd have thought of ANSI'fying a game like Shinobi, a classic arcade game adored by many. Well Rocky did and what a bloody good job he's done of it. Adopt the way of the samurai and forge your way through an ansi world lobbing shurikens as the onslaught of ninjas. At first it seems strange to play but after a few goes, if you squint your eyes, you can definitely recognise it as a remake of Shinobi, no two ways about it. However there are a few bugs which let it down, but then we knew that Rocky wasn't 100% happy with it when he uploaded it. Still given the fact he's tried to do something so completely off the wall you have to stand up and applaud him. I'm not even going to mark the lack of "real graphics" down on this one because they ARE what they are supposed to be. Blocky and ANSI. Works for me !



You control your ansi Ninja on its ansi quest, amongst ansi levels - defeating ansi bad guys with your ansi surikens. Honestly. It plays just like Shinobi, it feels just like Shinobi - but I'll be damned if it looks like any version of Shinobi I've ever played. It looks so wrong, yet so right...its erm... hard to describe beyond saying once again - its Shinobi with ansi graphics. Had it not been for a few glaring flaws and the incomplete state it arrived in, this would have easily snuck into my top list under the backdoor and stolen the crown from most of the other remakes on display here for being the one entry into the competition that dared to do something completely different. As it is, you should ignore the fact I've had to deduct marks and go - download it now! Hats off to Rockfistus, who I hear also has a Walker: Texas Rangers game planned somewhere along the line... erm, not sure if that would have quite grabbed my attention in the same way though...



74%

REVIEWS

TIMEBOMB

PEEJAY



CORR, LOOK AT THE BAGS 'O' CASH

Its a simple little puzzler which is unfortunately rendered near unplayable due to the control method on the character. The keyboard response time seems to lag hugely compared to the player speed, which means that your turning is about as imprecise as is possible. You have to decide to turn at least 4 tiles in advance in order for the player to manouvre to the right tiles in time. As the tiles fall away beneath you as you cross over them, this is totally crippling in the playability department.

If this were sorted out, I'm sure there's a great little game trying to break out and one which I'd thoroughly enjoy - as it is, with the sluggish response time I couldn't be bothered playing it long enough to find out. And I'm down on my knee's begging here - no more appalling midi files please. They may keep the file size down but they have me reaching for the music off option incredibly fast before my computer gets to meet Mr Crowbar. If this game were a song - it would be "Boom Boom Lets Shake The Room".

Oh dear, oh dear, oh dear ... quality NOT quantity k

OK, Timebomb is a puzzler of immensely frustrating proportions, its like a pile of code with a game trying to break out. I didn't like this one bit so I dug out the original and liked that even less!

It's not that it's a bad remake really, but it was a crap game to start with that now has average graphics, parallax scrolling, screen wipes and annoying sound. It has as about as much playability as a 3 year old lump of Playdoh! Not my cup of tea I am afraid. Or coffee for that matter :s



51%

BOXING

AMAZING JAZ



GOES DOWN EASIER THAN A MACKEM !

The original of this was always basic so I can see why the author may of felt it was a good idea to move it up to a 3D playfield. To me though, it just feels wrong, clunky movement combined with strange punching techniques makes this something I don't really feel like playing.

The 3D graphics don't look that great and 2D would have done it justice I feel. Sorta like going to NYC to buy a game where your local game store wouldn't have made much of a difference.

Difficulty is too easy on the easy settings and next to impossible on the hardest settings. Not challenging in a good way, frustrating in the worst way. Shame, this could grow into something really fun, make it smoother, update the graphics, whack in netplay and this is something that I would quite happily play against oddbob in the evenings, it could settle all our arguments it could ;)



Nicely presented, good title screen and options. Neat sound but needed music on the menu screen.

Excellent player models, decent enough ring, and actually a pretty fun boxing game. For me there was 1 bad bug which spoiled it quite a bit. At the top of the screen it was a mess, with blocks and flickery graphics across it.

If the action moved up there it was hidden behind the flickery mess. The skill options really seem to work, and all in all i liked it. Fix that bug, add some music and we have a winner.



51%

REVIEWS

BURGERLAND POTTY PIGEON

MOMOR

GORDON KING



THE ARTIST HAS DRAWN SOME UGLY BACKGROUNDS

Momor's entry is a 3D version of sorts. Well it is 3D but during the game it's from a distance camera perspective to fit the whole level on screen. It features me as the Chef ... and you get Caff, STomps, Hitm4n and Bob as me customers. Can you guess which one had house special "mayo"? Its yer basic ladders and levels with the added task of delivering the burgers to the guys whilst avoiding breakfast food with legs. The levels are well set out and movement around them can be quite speedy.

The enemy AI isn't brilliant at times and on the more open levels it's easy to lead them on a merry dance whilst you slave away at errrm... cooking. Graphics are not as sexy as Ian's version but they are quite nice, although textures are a little scary up close, especially Hitm4n's. Sound is very joyous and happy sounding, blends in well with the game, as do the spot effects. I found this one more playable simply because of the movement around the level being easier, and because I could get further with less lives. Overall a thoroughly enjoyable game.



First thing that strikes me is the 3D model on the title screen, not only did it make me hungry, it impressed me. Each layer of the burger is made really well and looks ace when it deforms, as you walk over it.. Music is a fun little bleeping affairs, not annoying but not something I'd wave glow sticks around to in a dark sweaty room.

One odd issue with it, is that when you're entering your name for the highscore table you can't use P. It still pauses the game! Slight oversight on Momor's part, quite annoying too when your name is STompy! Not too bad though as its not ingame, just a little "grrrrr, I wanna enter my name :(". All in all, another superb remake of Burger Time, a fantastic year for Burger Time fans. I prefer this remake, but only ever so slightly, the margins are so small you need a magnifying glass to see it :)



80%



OY THING, GET BACK IN THE BORDER

Well, here we have great graphics, great sounds, nice music and a well made game (as usual from Geekay of late). Basically its neat throughout and seems error free. Where it falls short (for me) is in the gameplay. Not massively short, but short nonetheless. You'll find it fun at first, for the first level or so, but it soon gets a bit monotonous. Is it because it feels a little slow to play. This could be due to the large sprites and lengthy maps used compared to the original. Maybe its the inertia of your pigeon, making turning and fine flying a little laboured. The game isn't running slow, it just feels slower to play than the original (from what i remember). It IS fun for a few goes though so you shouldn't miss this one, even if you just listen to that singing - lol!



Percy the Potty Pigeon! Is this the only entry to feature an original music score, with singing? Believe me players, the title screen plays host to a song by Geekay (I am assuming its Geekay!). Anyway, its a nice, original start to the game. Its nothing I'll be burning to CD and playing in the car, but for what it is, its smart :) Cheeky Monkey has teamed with GK to supply the graphics and they are pretty nice. All rendered from 3D model. The backgrounds especially look great Geekay is responsible for the Coding and Music. I have already mentioned the music, and everything seems to work without any problems. Not that I have noticed anyway! The aim of the game is to fly about collecting worms, you can only hold one worm at a time which makes the flying around a very important part of this game. Once you have collected a worm, you have to fly it back to your nest (feed your young see).



80%

REVIEWS

BATTLEFIELD

GAMEMASTER



SHAMOON - GET THAT TANK HEEEEEEEE.

Argh, another potentially fun game ruined by the lack of either computer AI or netplay... Sadly, try as I might I couldn't get the missus to join me in a fight to the death (she just threw some socks at me) and the cats have no opposable thumbs. Pants.

Presentation is nice enough, taking into account that the graphics are ripped and the control from the little bomb around the mazes I had are smooth and responsive.

Shame I had no-one to play it with.



I can imagine this being a nice little 2 player battle, if you have two players to test it with that is. As it was the local tramp was busy so I had to play with myself, again. Anyway I took it turns being each player and managed to scrape a draw.

The presentation of the game is nice, the in-game graphics are mainly straight rips with a couple of improvements along the way. Sound is pleasant and easy on the ears. However the control method sucks and would be even worse in two player, as player one has his controls to the right of the keyboard yet his tank is on the left and vice versa.

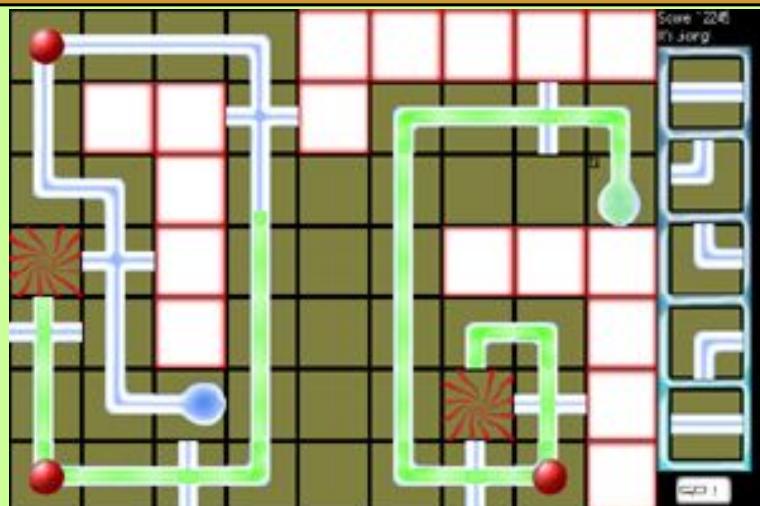
Overall the game is a decent enough remake but would some simple AI have been too difficult to include, it would have made the game more enjoyable and its score much better.



53%

PIPE CRAZEY

MATTHEW PARIZEAU



THE ONLY PIPEMANIA I LUV IS THE SMOKING KIND 8-)

As stated in another review, i've got a weird audio issue with some remakes in this competition.

The general similarity is GameMaker. The music and sounds in this one show the same problem and i HAVE updated my audio drivers with no luck. Does anyone have similar issues in the GameMaker forums ? I'll go check.

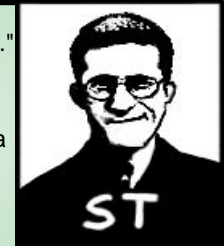
Anyway, sounds are cool enough for this type of game but the music is horrid. Not a great choice of tunes. The graphics are okay too but nothing flash, and to be honest, theres plenty of pipemania games that look basic like this one.

It does have a level designer, 2 play modes and hiscores which is nice, its a competent enough entry, plays ok, and works how it should. But it needed some extra sparkle.



"My old mans a plumber, he wears a plumber's hat, he gets all nice and dirty, cleaning out yer tap." How I used to love Pipemania, such an original puzzle game when it first appeared, great stuff. This remake is of course a remake of Pipemania, it isn't bad and it isn't great. Certainly playable to a certain extent, lacks the polish to make it a corker though.

If you like Pipemania then you'll like this I think. If you don't like Pipemania then stay well clear.



53%





REVIEWS

STUPID APE

EVISCERATOR

POTTY PIGEON

AMAZING JAS



THE BLUE MAIDEN AWAITS A BIT OF PLUMBING

The one bug listed in the readme multiplies once you play the game, but I can't help sort of liking this one. The hand drawn graphics are very basic, yet appealing. The Donkey Kong Country tune is a fave of mine. Pity the gameplay is let down by some silly little bugs. Right at the start of level one you can get killed by the flame without ever moving. Sometimes you complete a level, and then start the next level in the same position you were when the last level ended. There are a few more I spotted too. I know the author saw the compo late and run this up in a month, nevertheless the bugs spoil it a little too much to make it a good remake.



Stupid Ape is a donkey kong remake, featuring a main character that looks nothing like Mario, honest Nintendo! Its actually better than a few remakes of Donkey Kong, worse than others... "Why do you say that STompy?", read onwards. I am going to start with the negative points, the bugs. The readme does warn you but I feel that warning should have been flashing at me, theres renders what could of been a very very good don into something which is average at best. Some of the following:

- + Grabbing a star when you already have one renders the protective bubble static (it does not follow you anymore).
- + Upon completing a level, I would often start the next level at the top right of the screen? Strange :)
- + Bit bloody easy for Donkey Kong innit?

The worst aspect, for me, has to be the lack of the hammer. Instead you have a protective bubble type thing which makes you invincible for what seems like ages. This does spoil the game, bring me the hammer! There are good points about Stupid Ape though, the music is very cool and the graphics have a really smart style to them. Its not a bad remake at all, it just lets itself down in many places, shame!



54%



CATCH THE PIGEON .. OH .. WRONG SHOW

The graphics in this one are pretty neat compared to many entered games in this competition, but i know they've been pinched from somewhere. No law against that, but then not much work went into them either! Looks like Google was his friend. Still, they don't match up to the graphics in Geekays version. Sound is superb, with each new enemy having a good sound of its own. Gameplay is nippier in this remake too making it a bit more fun to play. So are we about even so far ? The music is awful though, and in keeping with my other reviews that use them, i have to say, midi is terrible. Also, its tough to know what kills, what knocks off energy and whats safe to fly thru to begin with. The first couple of levels are mega easy, and can take quite a while to complete, so it does get kinda boring. Once the game got tougher i was a bit bored to be honest. Saving you from this though is the chance to start on any level you wish, from 1 to 8. Its nice to be able to start on the tougher levels, but theres no scoring kept so no sense of achievement. I tried level 8, and it seems about impossible. Some difficulty balancing, some more varied backgrounds and some sort of scoring would make this a whole lot better.



I hoped the battle of the "Pigeon" would be closer matched, sadly the GK/CM version wins hands down. Your purpose in this game is to fly around collecting bits of paper from the road. Not as easy as it sounds though, you have an assortment of evil things awaiting to cause you much pain and death! Once you have collected a piece of paper you must fly it back to your nest... Repeat this many a time, across 8 levels and you're ready to crown yourself "Pigeon King/Queen". Not bad, not as good as the other entry.

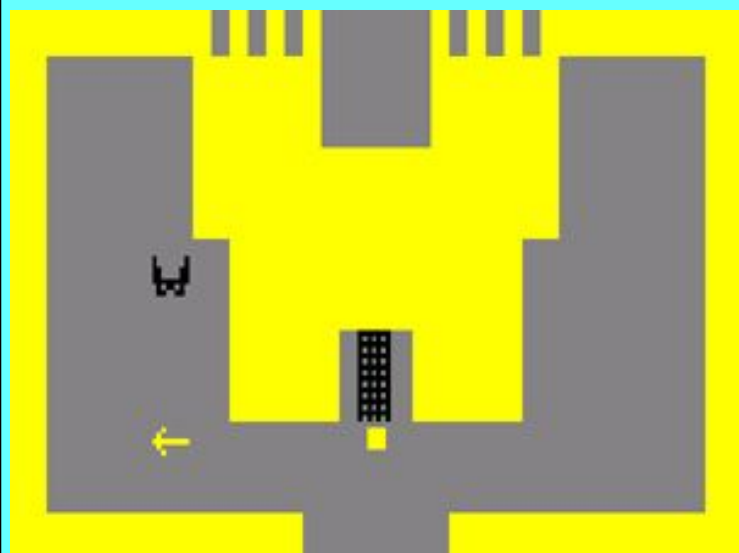


54%

REVIEWS

ADVENTURE

WOLRON



ADVENTURE .. MY ARSE



I honestly really don't understand the mentality of entering this game into the competition in the slightest. Adventure on the original hardware was a massive technical achievement, a lesson to many on how to squeeze a massive amount of stuffage into a very very small space. Reproducing it on the PC in such a faithful manner and at a vast increase in file size from what the original rom would be, seems, well... a totally pointless exercise.

And thats pretty much the whole problem - whilst this is a very faithful reproduction of the original, there's no need for it to exist in any way,shape or form as a competition entry. I was bored rigid within a few seconds, suicidal after 5 minutes. Please, don't enter stuff like this and expect me to review it. I'd sooner staple my face to the grill plate and cook myself for ten minutes whilst letting the neighbours superglue my toes to the walls. This is a remakes competition,not a reproduction competition.

A remake of adventure which you had might aswell play in an emulator. As far as I can tell there has been no attempt to revamp this at all. Play it on an emulator, it makes more sense.



27%

SENSITIVE

NICHOLAS KINSLEY

Sensitive, aye it is ... very bloody sensitive !! See I can't get past level 3, I can complete it each time, but once the level is over the intro menu is superimposed on screen and its game over. I've tried it on 2 machines (Win2k and XP), and got others to try it with varying results. However for me I can only review it over the 2 and a bit levels I was able to play.

Standard block removal puzzle, takes you a second or two to get your head around level 1, level 2 is easy and level 3 as I said, whilst difficult to fathom, crashes the game once completed.

Nice music, although it gets boring after a while, and basic graphics not worth too much comment.

It's just a pity I couldn't play it properly



I could not get this game to work. I drove our car upto the front door and used the jump leads in a feeble attempt to make the game run.

This did not work and I managed to inadvertently electricute our cat.... git!

I tried about a million times, when I finally gave up I was 20 years older, bit shitty but there you go, nobody can say I ain't persistant can they!



MAKING YELLOW LINES IS AS DULL AS IT SOUNDS

28%



REVIEWS

NIBBLER

PJ CROSSLEY



AMAZING ISN'T IT... I SAID ISN'T IT....WELL ?

This shouldn't work. Really, it shouldn't. Its Snake but set in a maze. By all known reasoning - this shouldn't interest me in the slightest. Aside from being bored on the coach back and forth between Liverpool and Manchester I've never bothered with Snake or any clones. So, why does this have me coming back to it all the time?

It looks bad, the sound is an interesting midi of the Animaniacs theme, which stops n starts depending on what mood the games in - so nothing to shout about there, yet it still suckers me in like a beckoning whore into the bedroom, spreading its legs and begging me to play with it.

Addictive stuff, if like me - you're easily pleased. Dammit.



One of the best remakes I have played of Snake/Nibbler. Simple game, fun to play and doesn't eat up time. By that I mean its a cool little game to waste away 10 minutes or so. Graphics and Sound are functional. Animaniacs theme tune is a joy to sing along with as you nibble up all the food on the level. Unfortunately the music doesn't loop so you are left in silence most of the time, with only spot effects to keep you company. Whilst on this subject, the sound effect used to alert you that the allocated amount of time is nearly up, well... the sound hurt my brain. Various other little bugs will randomly move there way around the level, most of them you can eat for bonus points. A couple will eat away at you, decreasing the length of your body. This can be very handy as it makes it easier to navigate around, you do however lose points. Seeing as how the game doesn't implement net-scores, this didn't bother me in the slightest and was more than happy to use it to aid my survival :) Not the best remake you'll ever play, but certainly a fab remake of a game that has been remade so many times before. I enjoyed it...



63%

ROBOTRON

DAN RICHARDSON



RUN ABOUT AND KICK THE CRAP OUT OF ROBOTS

We need a good remake of Robotron. This isn't it. It looks the part, sounds the part and plays the part but only too a point. Even got used to the WASD setup fairly easy so that isn't the reason. There's something missing but I can't fathom out what. The game just doesn't flow as well as the original yet the speed seems to be there. The abundance of robots and enemies is there. The frantic firing and dodging is there. But as a whole it doesn't quite fit together. The graphics and the sound make it look close to the original Robotron and cannot be faulted. It's that missing gameplay element that lets it down. Oh and Bosses in Robotron ?



This one started off looking and sounding like a class remake but then i found myself getting rather annoyed by it. Its very retro, great gfx and sounds and lovely music from Infamous Dans done a good job on the gfx with lovely little sprites and neat effects . Gameplay is where it starts to go wrong. The controls are awful. They also felt like they were back to front to me. Movement should have been on the arrow keys with firing on the WASD key. I did try to persevere and learn this control method, but i found myself either not firing half the time or just running into the enemies. Please add a "fire in the direction you face" option for us 1 handers. The endgame sequence is too long or at least should be skippable and sometimes i would lose all my lives on a new game cos an enemy bullet was sat on the start location (centre screen) and just kept killing me. With an easier control option, some bug fixes and some more levels and enemies this could be a superb remake, but in its current state its good and tough.



65%



REVIEWS

SPLAT SPOOKY

BURGER BAR IAN PRICE



COLLECT THE BLOBS AND DODGE THE OTHER BLOBS

Splat is one of the most simple concepts for a game, you move around a maze collecting food and trying not to die. Sounds dull, doesn't it? Its not tho - because the scrolling moves and changes directions, taking your little character with it - dragging you round the maze as you try not to collide with any of the walls. Evil, evil little game back when it first came out and this remake is just as evil. I loved every second of playing through this - the author hasn't attempted to update the graphics beyond some nice antialiasing of the rips which would normally mean a severe marking down, but as the game remains so cruelly addictive, I shall let the author off. The only downside is, I can't knock STompy off the top of the score table. Again. This is the 2nd or 3rd game this has happened with now. I hereby introduce a world wide ban on STompy ever going near a netplay highscore table ever again.



The game is windowed, where the window can be resized at will. The smoothed graphics look good however you resize your window. You can choose between having the original Spectrum graphics or smoothed versions of those Speccy graphics. Its a shame the enhanced mode doesn't feature newer graphics, but theres something to be said about this Speccy charm :) Sound uses the original Speccy effects, which again has "charm", but an enhanced mode would have been a nice alternative to "retro" mode. It does work though and it certainly doesn't make the game any worse. Overall, the game plays exactly how I remembered it. The addition of online scores really make this game sticky for me. Its a wonderfully inspired remake of one of my classic favourites.



79%



TOKERS BELLY RUMBLES AT THE THOUGHT

This burgertime remake shows more polish in the gfx than the other one entered here but in terms of gameplay i'd say they are very equal. The better graphics nudge this one just ahead. But then this one has a couple of niggly bugs and fairly poor enemy AI. The graphics here are gorgeous and arcadey music plays along, theres a redefine keys option and highscores are saved. All touches that any game should have and a lot sadly lack. One thing that really stood out for me upon first playing was the amount the burger sections drop as you walk over them.



The enemies often get stuck in a piece of burger and this causes all pieces to drop to the bottom. Also they constantly travel the full length of ladders before moving left or right to get you. And finally, sometimes they go off the bottom of ladders into oblivion. I think it could do with being just a touch faster too as it doesn't quite feel frantic enough, but its a great game not to be missed.

Ian has really created a great remake here, it feels ,looks ,sounds and plays 16-bit! The graphics are really good and remind me of Rainbow Islands (check when your guy comes a cropper). The music is equally as good, happy little chip-style tunes that you can easily bop about with as you play. Really great stuff, nothing here has been left unpolished really. I do have a couple of minor niggles though, the ladders and platforms, whilst it does become second nature after a few plays, I felt a wall-sliding technique would have worked well as to begin with I found it hard to line up my character to climb up/down the ladders, or leave the ladder onto a platform. But like I said earlier, it does become second nature. Also, I'd of liked a really happy tune for the title screen. Neither issues subtract from the game though, its not greasy... Its fried



80%

REVIEWS

ROCKET CRAZAY BIRDS + THE BEES

KRYTON

PEEJAY



LOOK AT THE CRAZY ROCKET....ERM ... ISN'T IT MAD

Kryten's remake here is more competent than many in the competition and seemed bug free to me apart from annoying collision bugs with scenery. Getting stuck against a wall while flying up and pushing left was annoying but not a showstopper. I'd have thought sliding up the wall would have been nice. Nice graphics and sounds throughout, although sound is used a little sparingly. More music, or some ambient sounds needed i think. Its all pinched from Universal Hero too, so although the graphics and sounds are good, they didn't take much work and would have scored higher if he'd use some of the development time to alter some aliens, platforms or the main hud a bit. Well, i suppose this game is based on Automania but all done in the Universal Hero engine. Its a decent enough game, in a decent engine, but it doesn't really feel like automania in the end. I found the time limits to be very very strict but once i realised the star shows which room the next piece is in it seemed a bit fairer - lol. Very nice game, a little dull in gameplay, and doesn't really feel like a remake. But its above average nevertheless.



Rockets are crazy, it is a proved fact that rockets quite often decide to go out on the town and act like crazy fools, nobody knows why and nobody cares really. Its a bit like saying to yourself, "I am going to remake automania" and then forgetting halfway through, crazy!
So, whilst Rocket Crazy is a good enough game in its own right I am afraid it just manages to be a remake, because of this it has lost points and possibly does deserve more. I have to be fair though and I am reviewing all games based on the same set of rules. Tight time limits can be a pain but it never becomes annoying, putting back together those rockets is crazy, yes, but its crazy fun k!



66%



ITS THE CHICKEN , I SAY ITS THE CHICKEN BOY!

TBATB was always a bit like a poor mans Defender - fly your little buzzy friend collecting pollen and returning to the huts, avoiding the nasty wildlife as you go. The more pollen you pick up. the heavier your bee becomes, slowing his progress down. The idea of course being that you have to decide wether to risk multiple journeys or try and make it through slowly but with less trips. Nice upon first release, the whole concept seems very dated now and would need a major overhaul to stand up today. Sadly, in updating the remake, the author hasn't really added anything whatsoever to it. It is very faithful, but the new graphics fail to impress (but at least they're not badly cut out, so bonus points there) and the music is chronic. So, it plays like the original, feels like the original, but with nothing of note new to distinguish it from the original - you may as well stick with the original.



Right, the birds and the bees. hand drawn MS Paint graphics galore, as you take your bee on a forage for pollen before returning to your Hive with your booty. Avoid the creatures as you journey around the garden, especially laid down by pollen on the return journey because it almost halves your speed. Graphics and animation are nice, especially from someone who admits they couldn't draw. As I said the intro tune sounds appalling but the music gets better, and the spot effects aint bad either. Gameplay wise its a little samey and boring. The level of difficulty increases with each round until such a time as the game is almost impossible to play. It was never one of my favourite games on the Speccy and always sort of reminded me of a poor man's Defender, but then the game was almost as boring back then too. One thing I will add is that this is the fourth entry I have reviewed by PeeJay, two of them real entries and two spooners. Having seen his previous games and also knowing what he is capable of, then having seen these, I can't help wonder if he would have been better off concentrating on one.



67%

REVIEWS

STOP THE EXPRESS

JETMAN'S DAD

THE TRAIN IS STOPPED !!



BRITISH RAIL STRIKES AGAIN.SHEESH

What starts out as unplayable soon becomes a very enjoyable and playable game. I even got to Carriage 1 a few times but died before I could save the train - mark my words I will be going back to do it tho. However there are a couple of niggles. The main one is the inability to cling on to the hoops inside the carriages, but I find if you get a good run at the enemies its a pretty linear run, kick, run to the first carriage, so its not a life threatening ommission. The second is obviously the way the red birds blend into the red background. An integral part of the gameplay are those birds ! Graphically the game is very pleasing and well drawn, although not the best graphics they suit the game very well. Sound is nice throughout. Overall we have a very playable game, tho not quite up to the standards of the original I remember so fondly.

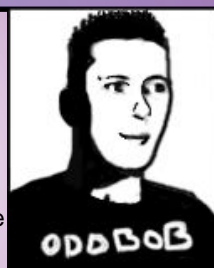


I totally wore my original tape of this out on the Speccy, fiendishly fun and nothing to do with train spotting whatsoever. Most certainly one of my favourite games of all time and one that was on my wish list for this competition. Anyway, its good, its bloody good. I'll continue such review padding to tell you that its so good I have considered quitting my job to take up STE playing full time. Hey, stop laughing at me! Its a valid career move. The gameplay is pretty much based around avoiding the evil scum harvesting terrorists who decided to wage war against the train industry, they were bored k. You must avoid destruction from being stabbed or coming a cropper with outdoor scenery. On top of the train, if things are getting out of hand, grab a bird and use it as the most destructive weapon known to mankind! I have named this weapon the "Twit Twatter" simply because these were the first words to enter my head. Right, wrapping this bad boy up now... A couple of things are lacking from this remake but I don't wish to highlight them because I seriously believe they don't subtract from the overall leetness of the game. It is a truly superb remake which requires, nah scrub that, demands your attention. Play it or knit yourself a scarf, sad fools!



This is a cracking little game originally from Hudsonsoft/Sinclair - guide your secret agent along the trains avoiding the terrorists and their knife throwing activities without being kicked in the head,stabbed or colliding into some passing scenery. Luckily, if you're on top of the trains birds fly past that you can grab and utilise to knock those nasty terrorists off the train or if you're inside you can tool yourself up with a knife and kill them through the face that way. So, all good clean fun for all the family then.

The graphics are beautiful, the sound effective and the playability is top notch. The Bob doth approve.



Decent enough music choice, neat graphics for the characters, train and "other" bits. Decent sound effects and it all works pretty well. I found the original quite hard at first, but i did manage to get used to it and eventually complete it but in this remake i couldn't even get to carriage 10. Its infuriatingly hard but also very addictive. Carriage 12 was my best i think. I'd have to insist that due to the difficulty the game needs a 1 key jump. Jump in the direction you face rather than a jump left key and jump right key. The author knows theres some bugs here, so i hope that he can take the opportunity to alter this or at least add it as an option and fix up the bugs. I killed an enemy backwards, he died, and i fell off the train. But i didn't die... I drifted down to the tracks and off the bottom of the screen and could blindly walk all the way to carriage 10. When i got there though it didn't know i was there and just got stuck. Shame cos i thought i might get a peek inside the carriages for once. Although i didn't get into the carriages i think the option of hanging on the rings was omitted. This also needs adding later and i hope he does it



88%

IVE NEVER SEEN A TRAIN THIS EMPTY BEFORE!

REVIEWS

SIR LANCELOT

SOREN BORGQUIST



IS THAT YET ANOTHER KEY TO COLLECT ?

Here we have a very playable remake. The loading element was class, would have been more impressed if the splash screen had loaded as a screen\$, yeah I know it would have broken the rules but it would have cheered me up. The remakes has undergone quite a few cosmetic changes to enable the author to improve on other areas of the game, but in all the essence of the game is the same as its 16k/48k versions (incidentally was this the first ever 16k Speccy game to have an extended version for 48k machines ??). Romp around the screens collecting the objects and avoiding the baddies, clear a room to move onto the next. Very Manic Minery platform fun. In the hour or so that I played it for I must admit a lot of time was spent working out how to complete level two, but hey once that was sorted I generally got to level 6 or 7. Graphics are adequate, although the main sprite is nice, the majority of the graphics are standard. Sound is quite ace actually, with the samples fitting in all hunky dory like. Overall gameplay is good too, I'd forgotten about the one way ladders which have a tendency to make you think about how a level should be completed rather than go flying in blind. Overall a great remake, might even sneak into the Top Ten ?



Sir Lancelot, Sir Lancelot. Won't you prance around in your knickers before asking me if I want to feel your hard , long lance?" Brilliant remake with an ace into, the level design is very good. Forcing you to plan your steps, rather than rushing it through it as quick as you can. Graphics are fine, nothing special but fun. Sound is really good and suits the game perfectly. Damn playable too and I spent a fair amount of time playing before eventually getting to level 6. Level 7, I will be coming k!



81%

DIZZY

SHEZZOR



MORE YOLK FILLED FUN WITH DIZZY

I can't really fault the graphics or sound in this remake. Nice sounds accompany dizzo as he strolls and rolls around the game while nice plinky music tootles along. The graphics throughout are lovely, very faithful yet greatly updated. Dizzy himself spins and jiggles really nicely. Gameplay is faithful too apart from the added bonus of some extra puzzles and coins to collect. What I didn't like in this remake is many of the unfair jumps. For instance, jumping out from under that first trapdoor via the mushroom either leads you into the spider, or rolls you into the rain. First I hit the spider, then when I timed it right to avoid him, I rolled into the rain. Unfair I think. Everything is an instant kill too and I would have much preferred an energy bar. Considering how hard I think this would be to complete I think an energy bar would have made more sense. I do like the Dizzy series, and this remake is really well done, but the difficulty and unfairness of many jumps has put me off playing it again. Theres a newer version available too so I'll try that soon, but for the purposes of the compo I must review what was entered. I hope the update has fixed some of my issues here.



Dizzy's first eggventure was always the hard-boiled one. Enjoyable but hard. Eggspecially when you are constantly dying due to failing jumps, etc. This, for me, takes away the eggventure of it all, very frustrating indeed! Thankfully Shezzor has been wise and added some lives to his remake, this helps, but for me still doesn't make it painless! :) This is the game though and Shezzor's remake recreates all this frustration, but adds so much shine to it too. The graphics are, undeniably lush, the music and sound effects suit the game well. The polish gluing it all together, from the intro to the options, to the collision turns this from a standard game to a great game. I must point out though, the default key for action is D! Lucky I read the readme first, would never in a million years have guessed that :) It does have redefinable keys though, so this can be solved very quickly and easily... Yay!



81%



REVIEWS

TRANS OZ GREEN EYED MONSTER



THIS IS A TUFF GAME , SO BE PREPARED

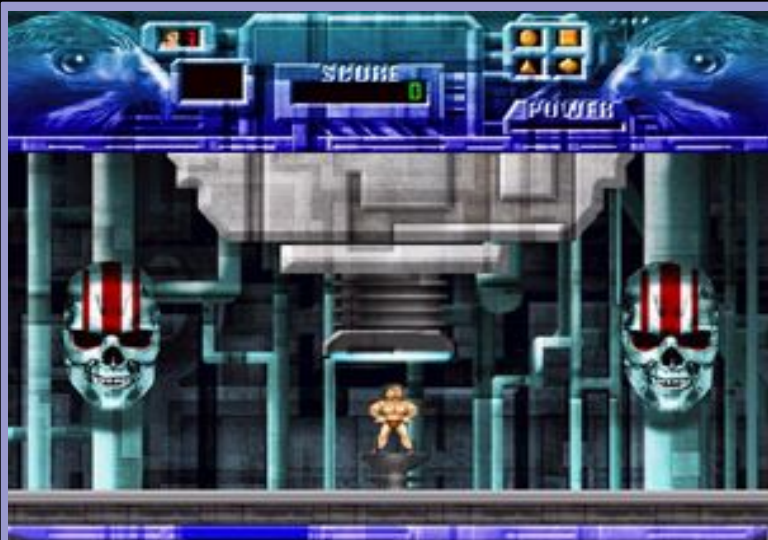
Trans Oz takes the idea of Trans Am and shifts it out into Australia - hence, erm Trans Oz but who cares when it looks this good? Yes, Trans Oz is a stonkingly good lucking lady, the kind you wake up with the day after and raise a smile instead of last night's kebab. The car itself is rather cool and the control is dandy - the physics impress especially, the way you can bounce and fling your car around. Chugging up hills and flipping upside down with a wanton abandon. But, there's something missing from this...

oh, that's it - playability! Damn, I knew there was something the author forgot. Trans Oz comes across like the author had spent so long refining the gfx and the engine that it all became a bit late to actually put the game in. Which is a great shame - and maybe with a bit more time we might have seen the ultimate Trans Am remake (no pun intended), but as it is - if you're lucky enough to stumble upon a cup (chances - about 5%) then you're immediately ganged up on by other cars who take you out in seconds. (And not for a nice lunch either.) Thus, its not really worth the effort of trying after the seventeenth attempt at this. C'mon Monster - finish this off. You can obviously do it, you're almost there.

Lovely graphics with a smart main menu, title music wasn't my cup of tea so began playing the game. First thing that struck me was how lovely the graphics and overall presentation was, then as I began to accelerate I quickly discovered that this game was all looks and little else. Whilst everything seems well done and fancy like, the actual game mechanics of controlling your car are odd, you constantly find yourself bouncing about trying to turn left/right. I couldn't gel with the controls meant I could not get into the game. What made it harder was the rather unfair temperature level, I constantly found my car exploding before even getting chance to enjoy myself, some more fuel dotted around would help survival chances too, to sum up, With a bit more thought and some hard playtesting this could be something special. As it stands, it isn't...



HAWKEYE TREVOR (SMILA) STOREY



THE MAN IN THE BROWN PANTS STANDS PROUD

A remake of the late C64 game, created by "The Boys Without Brains". One of the demo scene's best. Hawkeye is something of a platformer/shoot-em-up throwback which is bloody hard! The key configurations are okay but the functions key are a pain to change weapons quickly, its also near F2, which resets the sodding game... I did that a few times which caused me to scream insanely at the screen. Graphical, you're in for a treat. The noises it makes aren't half bad either. All accompany the "rush to the end of level" madness, meet a blue rhino, get ass-banged to kingdom come because I can't, for the life of me, figure out what the hell I'm meant to do with it! Ride it till sunset or dodge it till the level decides to move on? I was rather chuffed to see my name as a default in the highscores table, it meant I didn't have to bother spending the time to get on it, great stuff all round :) From the first level though, it does have some appeal, and if you like your games hard and you can figure out what to do with the rhino then you may, just may enjoy this remake of what was a C64 classic! Bloody Rhino twat!!



This ones not bad at all. It plays just like a tough speccy run, jump and shoot platformer and is nicely put together. Decent sounds and music are used, and the graphics are all great. The menu and title screen are neat and the story, hiscore and info shown is well presented. Theres some odd bugs with it and a few moments in level one seemed a bit unfair to me. Aliens sometimes disappear without being killed, or explode without being shot but these little glitches don't get in the way of the gameplay. Gameplay which isn't bad, but could either be dull quite quick, or too frustrating to persevere. I think some sort of pause is needed after you lose a life, like clear the aliens and make the player appear in a bolt of lightning or something. Just something to stop the reappearance being so immediate. After three goes i managed to get 1 puzzle piece on level 2 before dying once again and ending the game. I think its one of those games you'd play if you loved the original or fancy a quick blast on something new. Nice, but no winner.



67%

67%

REVIEWS

ARCADIA

PEEJAY



MORE ALIEN SLAPPING ACTION

What is it with people and particles these days, they seem to be exploding from every remake I play. Anyhoo, Arcadia was one of the first games I ever played on the Spectrum and I am afraid it has not stood the test of time too well. PeeJay has tried his best to spruce it up with the aforementioned particles, the subtle Star Wars music (even tho I didn't realise it at first), the 4 way parallax scrolly background thing and the lovely new graphics but when all said and done its a shoot em up with knobs on.

And was the original really THAT hard, I had to use the cheat to see past level 3. The difficulty level certainly takes away that "another go" appeal for me. I bet you hard core shooter freaks out there are loving this, its just not for me I am afraid.



Ignoring the fact that the spaceship looks like something a Blue Peter presenter knocked up with a washing up liquid bottle (with the branding obscured by a piece of cardboard) and some sticky tape we have a half decent remake of the speccy shoot em up classic. What lets it down (aside from the sound) is the authors insistence on adding an absolute ruck of particle effects. Whilst nicely done, software rendering in general cannot cope with that amount of objects being pushed around at once and therefor causes immense slowdown on my megafast PC. The author has kindly added the option to reduce the amount of particles pushed around, but a) I'm either too good at the game and therefor punishing my PC with my own l33t skillz in clearing the screen pronto or b) perhaps adding the particles wasn't such a wise idea after all. Yes, even on the slow PC option - it slowed to a crawl mid wave, which from a tactical point of view is handy as it makes it even easier to clear the screen but sadly makes for a bit of a cack playing experience. Without the particles, this would have been commendable and good fun. With them, it verges on tedious.



68%

ROOM 10

GAMEMASTER



player 1 to serve



00

gal
corp

05

WONDER WHAT ROOM 9 LOOKS LIKE ?



Well, its pong. Sigh... BUT wait !!! For once we have a 3D, glass bats, decent playing version with a good PC player. Selectable skill levels, 2 players or player V pc, nice gfx, nice chip tunes and soundfx and seems pretty much bug free. But its still just pong. Sigh... At least its a cool one.

Room 10 or how to reconcile your hatred of Pong with a love of Pete Cooke, part 1. Pete Cooke did some games which were a stroke of absolute and utter genius. Tau Ceti, Academy, Brainstorm as well as my favourite port of Qix to ye olde Speccy - Zolyx. Where his games really shined was in the ingenuity of the game design and a very unique graphic style. None of this explains why he ever felt the need to make Room 10.

Room 10 is pong, but in 3d and with a silly plot about Galactic Corporation Leisure Centre's attached. Totally and utterly befuddling. Not that its a bad game, it was always fun trying to outscore your opponent - and once again it deployed that wonderful minimalist style of graphics. This remake adds very little to the game, a few new textures here and there - some nice boppy .AY tunes and thats about the sum of it. Nothing incredibly wonderful, but playable all the same.



69%



REVIEWS

BC'S QUEST

NICK JAMES



BC'S QUEST , CANT WAIT TO PLAY BUT I CANT ..HMM

This game starts fine, nice little intro and a lovely title screen ... press enter to start ... but thats it. Nothing happens. A post on the forum reveals the sounds have to be in a specific folder in the c:/ root. Finally it's working.

A Xevious looking shooter kicks in and the graphics look quite good, but before long I am dead and its Game Over. Click for another go ? No because it's crashed. ALT+F4 to escape back to a desktop frozen at 640x480 and then the game won't restart. Nice idea, poorly implemented and too troublesome to bother with for long. There endeth my review.



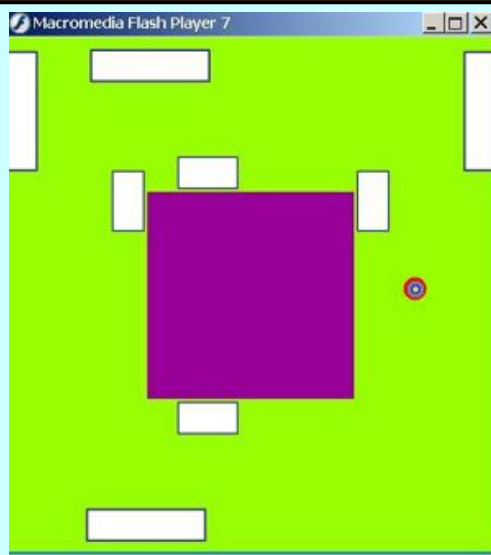
Well, this game would not run for me at all. I did however discover later that you had to put it on the root of your C drive in order to let it run. Bigger off! Thats like an installer without it actually having an installer.



1%

P8NG

DOUG L



NO NO NO NO NO!! .. WELL MAYBE . ERM NO



This is a joke right? A remake of pong written in flash that upsets my security settings. I lowered the settings in order to allow it run and kinda wish I hadn't bothered. This certainly does suck like an toothless granny gumming up her dinner!



OMG !!! First its a shockwave flash game which requires lowering security due to activeX rubbish which had me worried before the game was even running ! By default on my PC it opened in a small window which meant the splashscreen looked awful. The splashscreen had a skip key so i wasn't forced to view it for 5 seconds either. Theres no music, the sound that is there is a simple "plink", the gfx are awful and the ball gets regularly stuck in the bat. On starting a game the ball is often lost immediately and it doesn't save highscores. Its quite simply the worst game entered and even if its a joke, its a bad one. It gets 1 point in each category simply because there is 1 sound, some graphics and some semblance of a "game?".

Awful.

4%

REVIEWS

JOE BLADE 3 CASTLEAWESOME

RG SOFTWARE

ZARATUSTRA



THE VILLAGE PEOPLE GO MENTAL !!

This is a very faithful remake of the Players game... and err, thats where the problem probably lies with it. Its competantly put together, all the elements seem in place - the graphics are retouched Speccy rips which tend to look a bit on the ugly side at times (Sorry to compare and contrast here, but I found Break Free managed the rips a whole lot better than this one.) and the sound is rather neat. But I just get the feeling that the author could have pushed it all a little further, at least made it look a bit sexier than it is. But gripes aside, on the whole - its Joe Blade 3 and there's no mistaking that. Good, but not a winner.



The graphics are ripped from the original, but unlike Break Free at least some work has gone into smoothing them a bit. Clearly they've just used a resize filter as they are still using the speccy colours, but less blocky is good. The sounds are about equal to breakfrees too. Music plays a bigger part in this one though, and the menu system is lovely. I particularly liked the info section and huge choice of tunes. Presentation here is also very similar to Break Free's, its all slickly put together and works well. Where it goes wrong is in the gameplay. Bullets don't last long, so i tended to die rather quick. You can't jump over the baddies so they slowly sap your energy and enemies can appear in a room at the same time as you. Unless you notice your energy bar dropping you could die within seconds and not realise why. They also enter from other rooms even though you just left that room and it was empty. 1 addition would make this game much more enjoyable and that would be a map expands as you explore, showing you where you've been and where you might go next. Without a map you seem to wander aimlessly picking up keys and food until you eventually die. I fail to see anyone completing this without cheating. Its a good remake marred by being too hard and mapless.



71%



SOMEONES LEFT KEYS ALL OVER THE PLACE .. COOL

A good start, sets the mood nicely I think. From the title screen we can quit the game, change some options (sadly not keys), continue a saved game or start a new game. So there I was, starting a new game. To help set the story an interesting plot started to appear before my eyes, some bollocks about Prince's, Princess'es, ghoulish servants and BBQ flavoured pringles. The graphics, I gotta admit aroused me with there sorta basic but ultimately charming ways. But, wait... The soothing music fades out and the game begins, at this point the music becomes fast paced, almost too fast for the speed your character moves, a bit like waltzing to a gabba track! I jump into the air, I pick up a key, the door unlocks and there I go, flying into an enemy knight. "Damn" I yelled, "Dead already. They shaln't be so lucky next life". Well, had the game not sodding crashed anyway! So again, I grab the key and manage to jump past the first guard and boy, was I happy when reaching the 2nd screen! Well, happy until The next guard killed me and the game bloody crashed again!!! OMG! I tried a further 6 more times, is it meant to crash when you die? Is that why you can quicksave it? Bah...



Castle Awesome is a cracking little remake. At first the jump and fly feature seems to be a bit odd but you soon get used to it. The game can be quite frustrating at first with the jump being the way it is, but perservere and you will soon be flying between rooms, gathering different coloured keys to open different colours doors. Dodging enemies is basically your "jump over em" method or from time to time you can drop a 100 ton weight on their heads. Puzzles range from the door/key combo to errm not much else really. Graphically, apart from the intro, its very cartoony, the sprites are nice and colourful, although not the best I have seen. Sonically its very funky, the in-game ditty being a sedate piano tune which quickly turns into the midi equivalent of Happy Hardcore. On the downside it does seem very easy to run out of keys. You can find yourself running in circles to find that illusive yellow key just to open one door.



72%

REVIEWS

HERBIE

ALLAN PARK



WHAT A BUNCH OF PRICKS ..

I'm not saying this game is easy but I completed all 10 levels with one life and no real effort. Having said that its not that bad a platformer, of course it does have the known bugs associated with most TGF platformers, but in all its not bad. It appears to be a version of Chuckie Egg with Hedgehogs and coins. Computer AI is limited to simple path finding and the player sprite moves twice as fast as the enemy which is why the game is so easy. On the whole the levels are well laid out and the game is quite enjoyable. Graphics aren't the best in the world but they are passable, as is sound. It ain't gonna win any prizes I don't think but it's playable.



Hmmm. What can i say but Chuckie Egg has been ruined here. An iffy platform engine, bad graphics (although there is a lot worse), no music and poor sounds make up this very average platformer.

This guys entry last year was far superior to this. What happened ? Only 2 levels were cloned from the original, the rest are rubbish designs. The hedgehog sprites are awful, but it did make me grin when he waves at the end of a level.

No extras to collect (like the seed from chuckie egg), i fell in a hole and didn't die, some of the jumps are seemingly impossible and theres no scoring. Without a sense of achievement its just a dull game with no point.

Did you aim for the spoon Parkie ?



44%

COMBAT

LORD BELIAL



GUESS WHAT YA GOTTA DO !

When I was a boy, hours would be spent round at my mate Daz's house with the A2600 hooked up to the tv battling to be the kings of Combat. It was, and is - for all its basic appearance, one of the most cruelly addictive two player games known to mankind. I prayed and I prayed that upon loading it up, I'd be presented with the one thing Combat needs in this modern age - netplay. I was dreaming about emailing Daz and urging him to download the game and once again, relive our competitive hours battling each other in tanks and in planes, just so that when we next meet in one of Liverpool's fine public houses, I could hopefully say "I kicked your arse the other night...!", disappointingly - my parade was rained upon when the game loaded. No netplay...my heart sank...All the options from the original Combat were in place, the bouncing shots - the planes, the tanks, the maps - all I needed was someone I could destroy. What was I to do?, Daz lives over 30 miles from here so that wasn't a practical option, I could hardly go and wake the missus for a game of Combat - my life wouldn't be worth living, my child is too young for video games and the cats have no opposable thumbs - they'd be useless at it. So, in the absence of anyone to play against, I went for a cup of tea and sat down in a corner, with the lights dimmed weeping at my lack of friends in close proximity. Thank you Lord Belial, you've just reminded me how sad my life can be....



This is a hard one to review! Its a game that requires two human beings to be around the same PC. Something I am unable to do, therefore I am unable to probably review it. I do, however, feel it could be ACE fun, under the right conditions. So, what we got here... A game which has No CPU opponents. To make things even bloody worse, no online play either! I'm all for playing with myself! (w00t) But moving around, shooting a static enemy isn't my idea of fun. Shame... This could have been a fun little game as it all seems well put together :(



44%

REVIEWS

BREAKFREE

ERIC PARK



AHHH , A NIGHT OUT IN SUNDERLAND 8-)

Remakers, they're a funny bunch. Always trying to remake those classic games from times of yore, yet seemingly always ignoring budget releases...so, its with great pleasure I loaded up Park Productions remake of Players "Prison Riot" safe in the knowledge that at least if nothing else, its not going to have any grandiose pretensions. The object of the game is really quite simple, grab an escape kit and break out of the prison. Nothing too taxing there ,then You do this by wandering around the maze of corridors Joe Blade style, dealing out punishment to the other prisoners via a well placed boot to the chops, and occasionally - when the game is kind enough, killing them through the face with a gun. All in all, I have no major complaints about this game, its a passable waste of 20 minutes (the time limit you get to escape) with nothing to really love nor hate about it. The graphics look like recoloured rips to me, but nothing too offensive to the eye, the music is admittedly, a tad irritating - but thanks to the option screen, I was able to turn it off (thus negating any real complaints I might have had about it) and the game plays just fine. A budget remake, then - and none the worse for it.



What a nice remake. The fact it has a Queen track as its music won me over instantly, and then the cute pixelated graphics pushed me even further into believing maybe this could be a prize winner. Sound, graphics and presentation are excellent, but the gameplay is a bit of a let down and I am almost certain this is more a fault of the original as opposed to Eric's remake. In my opinion it gets a bit boring, and at times a little hard even on the easiest level. My aim during this competition is NOT to use the cheats provided where possible but in the entry I found it almost impossible not to, just to see enough of the game. Overall though given more practice its a game that will become easier and hence more enjoyable !



75%

BATTLE CITY

AF SOFT



WHY DOES SUNDERLAND SPRING TO MIND AGAIN .LOL

This game has lots of spit and polish but has a couple of niggles (at least for me) which i'll get to in a mo. Once you get into it its a fun game and quite a challenge too. The graphics are pretty neat with nice explosions and tank models and i especially like the shake effect they've placed on the text and intro screen tank. The font used however is hard to read, i can't help thinking this was a major error and one which is very very noticeable. My other gripe is the fact that you can't speed up the process of scoring after endgame or get back to the menu. I sit there frantically pressing keys to get the game to start again. Having said that, i feel keen to immediately start again which must be a good thing !! Fairly simple game, well designed and fun to play. My score should hopefully reflect this.



Tanks are cool, they really are mean machines that blow fear up your skirt and send cold sweaty shivers down your spine. Brilliant! Battle City is all about tanks, infact I am going to call the game "TANKS" from this point on because thats the sorta mood I am in. Anyway, TANKS is a really polished effort from start to finish. You never once feel as if you have been super-atomic-wedged, or had a vat of colesaw poured down your undies. I think I am going to use the word "professional" here. Its not an easy game to begin with, but it certainly gets easier the more you play and well worth the initial effort. Gameplay is simple enough, protect your base from the onslaught of tanks, the play area is somewhat like a pacman level with lots of walls to navigate around. Originally a Namco game I believe, so I'm confident in saying a well remade Namco game is a good game! :)



76%



REVIEWS

LEGEND OF SHADOW

ROBERT LUPINEK



RELAX , CHILL , AND WATCH THOSE LEAVES.

This entry will put the nail in the coffin of those who believe it is not possible to produce an outstanding game in a click and play development system ... this is done in Gamedemaker and oozes class from the second it opens to the very moment it closes. The attention to detail is at times amazing, things like blood spurtin around like an explosion at a tomato ketchup factory or a glancing blow at the trees causing a cascade of leaves to float gracefully towards the ground. It's the little touches that count sometimes. It's a Legend of Kage remake, your standard rescue Princess from evil Ninja boss type affair, with hoardes of attacking sword slashing Ninja and fireball throwing Priests in the middle of the sandwich. Flying through the air attacking with sword and throwing stars its your job to take them down. Gameplay can appear frantic at first but after a few goes you will be gliding stealthily around the screen taking out the enemy with precision, slicing and dicing them into little pieces. The sword can also be used to block enemy throwing stars.

Graphics (by Wolverine I believe) are lovely, and although some have criticised the size of the play area and the player sprites, I think they have found an equal balance which suits the game well. Sound is also top notch, the "shiinnnnng" your sword makes as it cube cuts a black Ninja always makes the kill that little bit more worthwhile. Its a cracking little entry that not only looks polished from start to finish, it also includes many spot touches that the author needn't have bother with but did just because he could ... spot on attitude in my book. If it doesn't win a prize then I will be astounded.



From the moment this remake of "Legend of Kage" kicked in I was gob-smacked. Can you spell 'Polish'? Can you spell 'Creamy Jeans'? You can! Ace... whilst we're spelling things then, do me a huge favour and write a letter to all the twats, those twats that would have us believe you can only write good games in a "proper programming language".... Cock off, this is GM baby! This should prove to all the unbelievers that GM is more than capable. This is one of the finest entries this competition has to offer you!

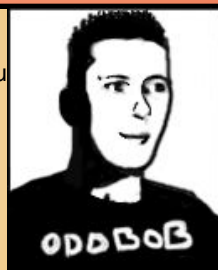


The detail in this remake is something everyone interested (even slightly) in making games should pay attention too. Use your blade in clumps of leaves and the leaves will slowly fall towards the ground. The sky behind will light up creating a feeling that the world you are in is more than just sprites! Trust me when I tell you that jumping "Ninja" style from tree to tree has never been so much fun! As for the action.... It never stops, you are constantly having to fend of enemies using either your sword or by throwing stars, which you can improve with powerups! Both means of destroying an enemy are equally as enjoyable! Although, Nothing beats reflecting an opponent's star with your sword, sending it flying back into his chest.. And did I mention the way swords leave the owner's hand, spinning in the air until they cut down into the ground?. I'm actually unable to continue writing this review... I must play it again! Just believe me when I say everything about it is perfect, and thats with the lack of a better word!! Play IT, Love IT... Become part of IT... If this doesn't come between 1st and 3rd place I will slice of Hitman's legs and chuck Ninja stars at his face! This really is something special :)



CORR MISSUS , /ME RUBS KNEES LIKE A MADMAN

Darth Lupi's excellent Ninjathon remake of The Legend Of Kage gives you the chance to not only flip out and kill people, but to indulge in some of the finer points of Hong Kong action movies from the comforts of your own home. Gasp as you slice your opponents into pieces and a Baby Cart style show of blood flows from their diced corpse, fly amongst the tree's using your special flipping out jumps and slice through the leaves watching them fall to the ground as lightning flashes behind the forest. What makes this game is the attention to detail, The pace of the game is totally unrelenting, you'll barely get time to catch a breath as the enemies launch surikens at you and fat men fling fire in your general direction - you'll have to have your wits about you in order to survive through to the frankly superb ending. This is, without a doubt, my favourite game out of all the competition entries - everything I could look for in the playability stakes is all contained in this wonderful package.



91%



REVIEWS

RE/GENERATION HAUNTED HOUSE

HOWARD KISTLER

DANJO



STOMPY HAS HAD ENOUGH AND CHILLS NEXT DOOR

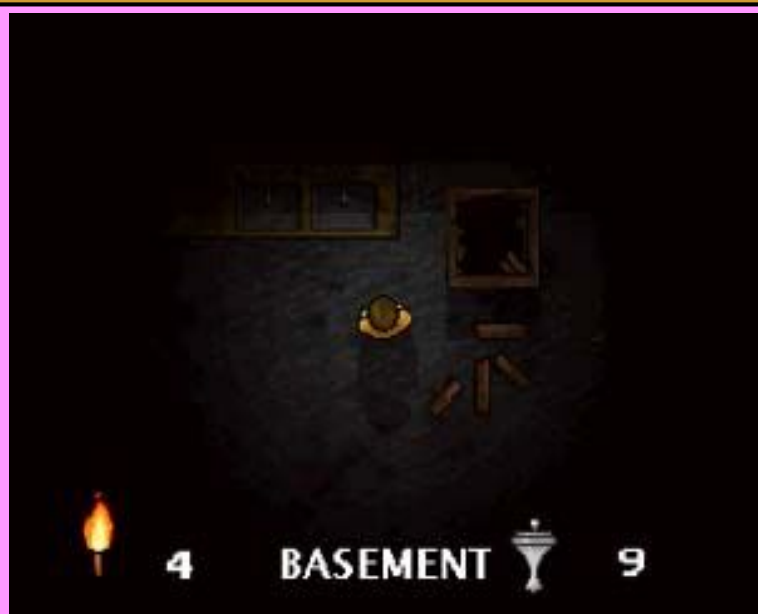
Cool music plays on the title screen and menu and also once you start the game. The rendered 3D graphics are cool but i can't help but think that more animation frames were needed. Another area lacking is the sounds. Apart from the background music its woefully quiet. The odd beep and here and there but these days theres no excuse not to add a bit more. It seems harder than i remember but thats not a bad thing and all rooms are "learnable". I had some small wibbly noises in the background music which i seem to get on a few games (always remakes oddly) but i'm not going to consider this a bug.. The gameplay is great btw. Theres a few niggly bugs as well. One is the ordering of graphics which means that the players legs can sometimes be hidden by a floor tile when they should be visible. The author is already aware of the bugs so i don't need to go into detail but i can say that they hardly effect gameplay, if at all really.



This is one of those games that you really need some time to get into. Four or five plays doesn't really do it justice. A save game facility would be nice tho. The game kicks off with a nice Intro and the difficulty is set just about right, as you travel the rooms trying to rescue the trapped employee's and discover what really has happened. The way you converse with the other employee's is neat although it can mostly be construed as story waffle, however sometimes clues can be had. Anyway there we go opening doors, closing doors, saving people and killing off neogens whilst dodging other more static enemies ... and ermm thats about it. Graphics are nice, but the walking animation leaves a lot to be desired. Sonically this entry is fine, the music and spot effects add to the game. Gameplay is very samey, and at times frustrating.



83%



ITS POO YOUR PANTS TIME IN THIS SPOOKY GAME

I love it when a game sneaks up behind you and smacks you round the back of the head with its loveliness, thanks to Haunted House - I got to experience quite a slap first hand. I didn't really know what to expect from the screenshots when downloading this, and I'm glad to report that I was more than pleasantly surprised by what I found. The sprites, although low res - are absolutely wonderfully realised with loads of neat little touches and minor additions to the rooms that add to the atmosphere. The sound FX are spot on and as appropriate as you could want. Gameplay is simple, think Atic Atac but with fumbling for light switches so you don't get collared by one of the things that go bump in the night. What lets it down tho, is due to the random object placement - sometimes you'll find yourself completing it after only exploring 4 or 5 rooms. Still, the addition of online hi-scores is a welcome one (even tho first try it didn't upload my score) and something I'd like to see more of in games to push the replay value up a tad further. Nice job.



"Small resolution but lovely graphics!" is a quote by none other than me. This is one of the best games in my humble little opinion. 4 Days the author claims to have written it in and if this is true then I am very very impressed. The gameplay is very simple but it oozes polish, possibly the most atmospheric game in this competition with ace sound and graphics. Random item placement needs some work as quite often the items are in adjacent rooms and the online highscores didn't work for me.

84%



NEWS FERRET INVESTIGATES . . .

Go on, getcha - get orf ma keyboard ya stupid ladybird.

Ladybirdsh, always the ladybirdsh.

You'll have to excuse me, Issa little bit drunk.
Things haven't been easy for me since the last issue y'know...
One minute I'm a celebrity, giving guest speeches at dinners
for all the glitterati and now...living in a cardboard box under
junction 7 of a well known motorway.
It was only a small fish, I didn't know he'd eat it...gah!
Anyway, you don't want to know about my problems - not
when there's a story out there to be told which doesn't i
nvolve children, fish and a wind up kettle...
I've been rummaging in my Ferret archives and found a few
old journals which may be of some interest...



THE GAMES THAT NEVER WERE

Way back in the midst of time, plagiarism was second nature to the games industry.
Law suits were filed less and the freedom to copy an idea and pass it off as your own was commonplace.

One man broke the mould back in the Eighties for games that tore apart someone elses code and replaced a few tiny gameplay elements to make it his own.
His name was Anthony Gibbons. What made Anthony's games stand out from the rest was his inability to get them published, even in an industry rife with idea and copyright theft.

Why couldn't Anthony Gibbons get them published?

What legacy has he left behind for us to learn from?

Find out more, now, with News Ferret - as we take you on a trip down memory lane with Mr Gibbons himself describing his unique brand of game publishing and reveal for the first time to Industry outsiders - the games that could have shaped the way we see games today.

NEWS FERRET: So, how did you get started coding?

AG: Hehe, interesting that you should ask me that...it started when my mum bought a vacuum cleaner around 1974. I was fascinated by how it worked and always wanted to build one of my own...

NEWS FERRET: Ooooooooookay

AG: No,no - hear me out. So, I took apart my mums vacuum cleaner in 1980 with a pair of pliers. Basically, she kicked seven kinds of hell out of me for it, but realised that I'd need something to occupy my time. So she bought me a copy of Risk. The board game, that is. Well, that was no good to me. So I burnt the house down and made it look like an accident. With the insurance money, my mum bought me a computer.

NEWS FERRET: I wonder how many other people began coding in a similar manner?

AG: Oh, there's quite a few people in the gaming industry who used to run similar scams. I can think of one well known producer now who used to burgle his aunts house for the 2.99 needed to buy a Mastertronic game. It was second nature in the 80's.

NEWS FERRET: Care to name names?

AG: Well, I'd love to - but all I'll say is he's a geordie, works in Newcastle, started doing graphics with Tyne Soft and went on from there to receive some acclaim with an N64 game. I'm sure some people will know who I mean...

NEWS FERRET: Would you mind if we published that?

AG: No, because I'm his aunt. He needs to know he's been a very naughty boy.



NEWS FERRET INVESTIGATES . . .



NEWS FERRET: So, what was your first game?

AG: Well, I didn't start programming straight away. At first I found myself obsessed with pulling the power plug out of the back of the machine and licking it. You know what its like when you're young...you do these things. After a few years, the novelty had died down and I decided to crack on with my first opus.

NEWS FERRET: And this was on?

AG: I drew it in pen on my face.

NEWS FERRET: Did you not code it?

AG: No, I drew it in pen on my face. Thick black marker, it was.

NEWS FERRET: Right...

AG: Look, I'll do it for you now, pass me the marker...

NEWS FERRET: I don't have a marker.

AG: Yes you do, I can see it in your pocket. On the front there, that bulge...

NEWS FERRET: Anyway, can you tell us about the first game that you coded, please?

AG: Only if you let me play with your marker.

NEWS FERRET: Okay, I'll tell you what. Run us through your games and I'll go the shop afterwards and buy you a 10p Mix and a thick black marker pen.

AG: Okay...

- At this point in the interview AG reaches over for a large box of tapes, and begins to run us through some of his game idea's.

GAME ONE: JET SET DOLEY

AG: The first time I set eyes upon Jet Set Willy I knew it would set a precedent for all games to come. Never before had I seen such a fusion of playability and graphical beauty. The only problem was, it just wasn't for the kids. Growing up on a Council Estate in the middle of nowhere, I couldn't connect to a rich playboy character like Willy. So, with my first game I decided to make it a bit more on my level. None of this running around a mansion rubbish, Jet Set Doley got down to the nitty gritty of making sure Willy signed on every Wednesday, jumping over the counter at the Dole to ensure you get your giro and then travelling the post office and buying tins of beans at the local shop to feed the baby. I also implemented a kind of reverse power up system whereby if you picked up some Tennants Super from the Co-Op, Willy would just fall over and die. It was socially aware and years ahead of its time. I still don't understand why no-one ever took me up on publishing it. I used to stalk Matthew Smith taking photo's of his behind, but it was all to no avail.

NEWS FERRET: So, did you actually do any of the coding yourself for this?

AG: No, I had a team of gerbils that were fluent in Machine Code. They spoke to me and told me what to do. Not at any point did I rip apart anyone else's code in any of my work. The gerbils did the lot.



GAME TWO: THE HABBIT

NEWS FERRET: Tell us about The Habbit, that was a pretty gritty game too wasn't it?

AG: The Habbit was my favourite game to work on. The beauty of a text adventure is that you can create your own little world. Luckily for me, the gerbils and Melbourne House had already gone a long way to presenting the kind of world that I could set my game in. I thought the pictures they did were brilliant, so I kept them all and just changed the locations.

NEWS FERRET: So what was the idea behind The Habbit?

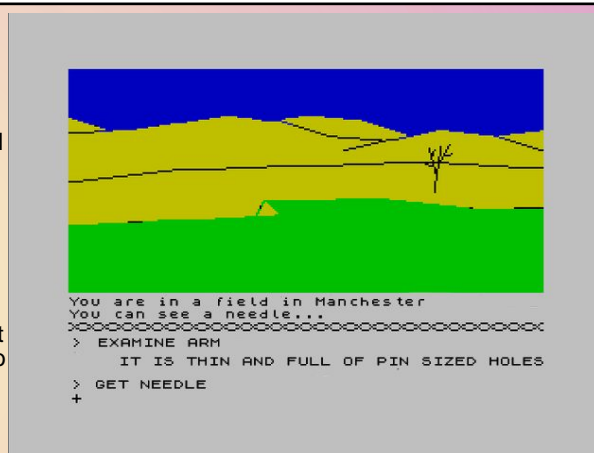
AG: Well, it was basically The Hobbit but set on a Mancunian Council Estate. Imagine what it would have been like having furry feet and living in Rusholme? It certainly wouldn't be no Shire, Fireworks and floppy hatted wizards. So Elbow Gaggings goes on his quest to get some drugs and lose his mind to escape from the evils of his life.

NEWS FERRET: Why didn't it get released?

AG: They told me that drugs weren't a medium for entertainment...surely they miss the whole point of drugs then?

NEWS FERRET: Are you condoning drug taking?

AG: Of course not, I'm saying what its like to have furry feet and pinholes on a council estate...you'd want to escape from it all too wouldn't you?





NEWS FERRET INVESTIGATES . . .



GAME THREE: DALEY THOMPSONS WHEELCHAIR CHALLENGE

AG: This is a classic...

NEWS FERRET: ...

AG: What?

NEWS FERRET: ...

AG: What?

NEWS FERRET: You didn't put a pole vault in did you?

AG: Might have...

GAME FOUR: BEACHY HEAD

NEWS FERRET: Oh my...

AG: Yes, it follows on from where Trashman left off...you guide your little man in a canoe around collecting the bodies of those that jumped off the cliff.

NEWS FERRET: You don't think its in poor taste at all? I mean, surely a lot of relatives of people who've committed suicide would be upset?

AG: I'm not trivialising the issue here Ferret. I think you'll find that this explains the consequences of such acts to the younger generation. Or at least it would have if the game had got published.

NEWS FERRET: Did you actually offer this to any publishers?

AG: I offered it to US Gold, but they said that the "Beachy Head" reference was far too "English" and that the Americans wouldn't understand it. They suggested I added perhaps some small furry creatures who would wonder along and you'd have to be creative in stopping them committing suicide by getting them to perform various acts. I just laughed at this. As if a game about Lemmings could ever be succesful?

NEWS FERRET: Quite.

GAME FIVE: CHALLENGER

AG: This was a game based around the concept of Thrust, but with the obligatory Gibbon twist. Instead of having to hover round collecting orbs, which lets face it - everybody knows is boring - you had to try and get the Space Shuttle Challenger off the ground and into orbit.

NEWS FERRET: And this was achieved, how?

AG: Well, that was the trick you see - you couldn't actually lift off, well, not without careering around and crashing back down to Earth with a thud.

NEWS FERRET: But wouldn't that make the game unplayable?

AG: Of course not, the fun was in pulling stunts and avoiding hitting the people below...

NEWS FERRET: Right...

AG: You'd get extra points for not landing on someones head, see... I tried to replicate the physics of a real Space Shuttle as closely as I could. Between me and my friend, Polly - we constructed a real life space shuttle between us. We'd seen it made on Blue Peter and thought it was a viable alternative. Obviously, Polly being a parrot - she had no money so we couldn't exactly buy one from NASA. Although I did ring them on a few occasions to inquire if they could loan me one for a small deposit of a weeks benefits.

NEWS FERRET: Well, thanks for the interview Mr Gibbon - I hope things pick up for you...

AG: I'm not down on my luck you know, I don't need comments like that... I'm a game designer and a succesful one at that!

NEWS FERRET: Surely to be succesful, you'd have had to have had a game published?

AG: Ah, these are just my rejects...don't listen to what they say. I single handedly wrote half of the games you've been playing for the past 5 years!

NEWS FERRET: Ooooookay

AG: Here, take these tapes and pass them on - its about time the world knew my name. Anthony Archibald Anne of Green Gables Gibbons.



BURGERLAND

Can you face them all ???



<http://www.momorprods.com>

F-1 SPIRIT

Remake



Team Brain Games



A Game by Normo & Clayonite

MOON CRESTA

a trip to the space war



game by Scottige graphics by Oddbob music by Geekay

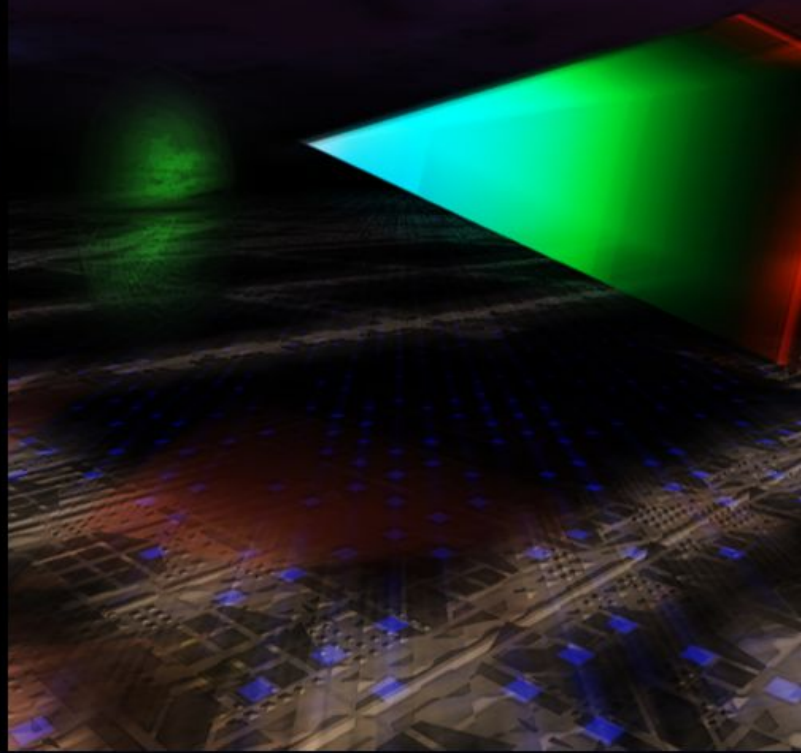
KANE

AN ALL ACTION GAME
WITH COWBOYS, INJUNS AND ROCKS...



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TRANSVERSION



DIZZY

A Remake by Anthony Sherratt



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Adventure!**

POTTY PIGEON



GO POTTY!

Retro-Relevance

The classic game remake nostalgia type thingy
FEATURING GRAPHICS BY CHEEKY MONKEY





REVIEWS

SLUETH

MATTHEW LLOYD



I'D SAY IT WAS PROF PLUM WITH THE CANDLE STICK!

When I went to review this game it said, "STompy has yet to complete this review." My only regret was not leaving it this way. First thoughts that entered my head were "Has my player shit himself like there was no tomorrow?" and "The graphics remind me a bit of Alone in the Dark". Anyway, I love solving mysteries so I quickly raced around the house blaming everyone for the murder, its shame you don't get told who the murderer was upon accusing the wrong person though. In a lot of cases I really wanted to know! If it wasn't the pot plant or a packet of Cheese and Onion crisps, what or who was it?? Anyway, to sum up this game in a sentence that is easily recalled from memory: "shitty knickers and 3D graphics do NOT make a good game"



I played this game for a couple of goes and got quite bored of wandering around a badly rendered house with a zombie like character clambering over the furniture. So, knowing my wife's impeccable taste, I handed the game over to her... What follows, is a few of her comments. Whilst wandering around the garden... "What is this, Deaths garden?" Upon spotting a cat... "oooooooooh, a cat - I think the cats the murderer" "This bit I like..." I then watched as my dear wife walked round to the side of the house and walked through a wall After examining a few objects: "Whats with all the geeky references?" Upon accusing the wrong person: "Couldn't they actually tell you who did it?" And final summing up: "Oh look, the murderer has gone free - I hope he kills the creator" "Is that too harsh?" My wife...says the things most of us only think about. I knew there was a reason I married her.



55%

JET SET WILLY

TREVOR (SMILA) STOREY



WILLY MAKES A QUICK EXIT AS TIME TICKS BY

Well, this one is even better than Hawkeye in my opinion. Excellent graphics are spread throughout this game, the musics nice and the intro and title screen are great. The multitude of enemies are detailed and nicely animated and the level design is good too. Even if you choose one route it'll often lead you back to that same room eventually so you can choose the other route. This one is a little lacking in the gameplay. Jumping just feels glitchy at times, where you never know if you will make it, have timed it right or be able to jump without hitting that spike or other wall. In fact, most of my criticism is aimed at the jumping of our little willy. There's no sound attached to your jump either which was a major thing in the original, that rising and lowering of notes. And there's no slopes to wander up or jump through. A limitation of the engine used I think. Well, I had fun playing it the first time, but I'm not sure I'd play it again. Great presentation as always from Smila, but gameplay needs tweakerisation I think. My final word for Smila is :- You've made 2 decent games, but you should've made 1 great game. Don't split your time in 2 next time.



Graphically this entry is superb. Its a great platform game, the level of difficulty is set just right, it boasts some of the most gorgeous sprites ever to grace a remake, but somehow it just doesn't feel like Jet Set Willy. I can't put my finger on it, maybe its the poor death sequence (one frame for a death sequence given the standard of the other graphics) or the missed opportunity to add sound effects. I can't really narrow it down to one thing. It is a JetSet Willy clone in essence if not feel and the original didn't have sound effects as such, or a multi framed death sequence either, so some might say I can't mark it down for that. That said, it just doesn't give me the same buzz as a quick spin on the original would, it doesn't offer that Willy magic and therefore in reality it is not a remake at all - just a platformer with snazzy graphics. I doubt it would be one I would play again.



62%

REVIEWS

CJ'S ANTICS

DAVID NORMINGTON

THUNDERPAC

HAVARD SPRING



ELEPHANTS AND BALLOONS ...FFS

So, is this remake "The Best Ever!" ? Sadly not. It looks like its been cobbled together in a hurry - which is its major downfall. The title screen is nice enough, but I wouldn't be chasing people down the street with screengrabs and making them gasp at its beauty And I definitely would not be doing that for the game itself. The quality of the sprites vary from abysmal to ok, with some you wish that the poor attempts at animation had I get the feeling that they're rendered sprites - it w nicer had they been pixelled - maybe this would h animation too. The game has many problems , the status panel bounces along the bottom of the screen, invisible platforms mar your progress and sometimes death is absolutely unavoidable as you leap down from one platform to the next landing on a spike or snail. If it was more consistent, and maybe had a bit more love and attention garnered on it - it could have been a great and enjoyable platform romp. But its not, and I guess thats where this elephant packs his bags and says goodbye to the review.



I've seen less bugs in a tramp infested squat :s The graphics look very nice and the game opens well with a nice storyboard and a little ditty that does annoy easily. But it's the gameplay that lets this down. The fact you get stuck on blocks, find invisible blocks to stand on in mid-air, disappear from the play area completely (twice), or even fall on enemies and lose a life with no chance of avoiding them on some occasions. So I played it with cheats and used 21 lives on level 1, some will point out that I am rubbish at the game but then I would have to punch them in the face, the game is just a little too difficult right from the offset. So, anyway, I died a few times without cheats too, played a few games. Got back to the menu, waited to go through the intro only to see the final location I died in pop up with CJ dead in the middle. Then it loops back to the main title. Some of the criticism I have flung at CJ maybe argued but it appears that a severe lack of testing or programmer apathy has ruined what potentially could have been a good game.



52%



WTF DID TTFN STAND FOR ANYWAY ?

Thunderbirds is piss, I never liked it. The puppet eyes and movements freaked me out! If any of you can remember hiding behind the sofa when Doctor Who was on then you can appreciate my fear, but magnify that by 100. Strings and unrealistic movement make STompy need new pantys... Which sorta brings me onto Thunderpac, I shall begin with the good bit. It includes the source code to the game which can be good to learn from and a nice addition to the game as a whole.



Okay, right... yes! I actually cannot think of anything else good to say about Thunderpac, and this makes I sad in pants. It is jetpac I guess, but the controls feel wrong and the graphics look like they were sourced from lots of different places. I was unable to gel with the game in any fashion whatsoever, maybe you will fair better?

Well, this doesn't start with the splash screen again and its such a simple rule to follow. Why can't some of you follow them? Anyway, this is basically Jetpac with a thunderbirds theme and its pretty well put together. It plays real fast but isn't over difficult and, just like the original, theres more than 1 ship and plenty of bonuses to pick up and aliens to kill.



The laser works great, the sounds are good, the graphics are ok but are pretty untidy round the edges (all pinched I think) and the gameplay is great. The only annoying things are that you can get stuck on the ledges sometimes and the acceleration of your player is a little fast. Let down a bit by the graphics and platform bug but compensated by its gameplay. Well, i thought it was fun.

52%

REVIEWS

N.E.A. WALLY BLASTER 2085

CHRIS HOLDEN

JUM



AHH THE PARK , FRESH FLOWERS AND DOG POO

MORE ACID ANYONE ?

Technically its all done rather well, I chose to listen to my own music whilst playing because the author seemed to forget to add much of his own though sadly. Graphics seem to be ripped and coloured slightly, but they look fine. I remember playing the original and not getting very far. Unfortunately I suffered the same fate here and didn't really feel the urge to try for very long, mainly because the small play window made my eyes feel as if they had run the London marathon. Good attempt but I would rather tackle one of those "Wheres Wally" books, fun and educational, "I found him, that little bastard was hiding behind isle 12, yay me!"



This remake reminded me of 3D Starstrike from the speccy at first because of the 3D scrolly shooty first part, then other stages were in space, collecting stuff, dodging asteroids or shooting tie fighters. Its pretty slickly put together, but sadly the gameplay is a bit slow and iffy. All sections seem hard to actually hit anything or catch anything because ship movement is way too slow. Firing at enemies is satisfying enough, sounds are ok, enemies explode into 3D fragments and like I said, its nicely presented.



A few bugs were spotted with the worst being that the score isn't reset after gameover. It does say in the readme that this plays much better with a joystick, and I did notice that on keyboard sometimes 2 directions together didn't respond, making it hard to target stuff. It also says you can never complete the game, so its clearly not quite finished yet. A fullscreen option would have been better too. Nice, but the bugs and slowness spoil it somewhat.

My first impression is, very small innit ? And me an old man that refuses to wear glasses too cos they make me look fat k :s But when I realised it was made entirely in flash, how impressed was I !! Have had a tentative dabble a few years back I can appreciate wot a task this was respect to you !!



Anyway the game, its an exact rip of the second Wally adventure, and although I didn't complete it, as far as I played it seemed pretty much faithful to the original.

Very disappointed that the graphics weren't resized, they are very small, but then there are bound to be good reasons for this. Spoiled the game a bit for me tho. I could even accept the fact they were direct rips too. Sound is minimal, but so was the originals, and from what I can tell gameplay is spot on. A marvel in the world of Flash, sadly not in the world of Remakes.

Blaster reminded me in many ways of an old Spectrum game, I think it may have been something to do with Buck Rogers, where this sort of two tone colouring was used to give the illusion of 3D flight, which was quite handy given the colour clashing on the Spectrum. Still on the C64 it would have been Brown Rogers, which conjours up another thought ... anyway I digress.



That and the swirly starfield effect from Time Gate go to providing a very old skool looking 3D space shooty thing. However it is a bit tedious to say the least. The only time you get hit by an enemy is when you go in heavy handed, I found that by staying away and picking off strays I got quite some way in my first few goes, then stopped.

Nothing about this game screams "play me again Tokey". The blip blip sound of the bullets, the quite poor 3D models and the ease of the game may be traits of the original but if it were that boring originally why bother with it now ?

48%

50%



REVIEWS

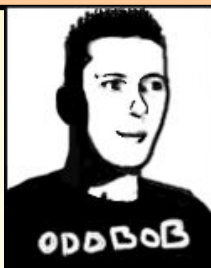
KANE

TONY "LOKI" SINCLAIR



I WANNA BE EASTWOOD .

The first thing that strikes you is how effective the graphics are, everything looks gorgeous. I'd love to see them reproduced with a higher colour depth as they wouldn't look far out of place in a Roadrunner cartoon. The game on the other hand, is as boring as ever. Don't get me wrong - the author has wonderfully recreated every level from the original game, but it never excited me upon its first release and it still numbs me now. The first level involves slowly moving your cursor and taking shots at birds. Depending on your skill at aiming, this level can go on forever . The second level involves riding your horse into Kane and avoiding the hazards. Again, fine - but the jumps are occasionally terrible to time correctly. Once you've ridden into Kane, its time to take down some badguys. Should you survive this, its time to stop the train. Essentially, if you have fond memories of the original Kane then you'll adore this remake - if like me, it bored you to tears, then avoid. If you've never played the original, then try it - it might just be for you.



Firstly the graphics are fab. Whoever did those did a great job and must have taken a fair amount of work. The sounds used are also okay but are very sparse while playing. Wind, birds, cattle sounds could all have added to the atmosphere. The Music used is spot on and fits the game really well. I especially liked the tune on level 2. Now to the actual gameplay. Well, i was amazed you couldn't use the mouse for starters! And OMG, level 3? I just got shot and shot and shot till it was game over. How are you supposed to know who to shoot first? The first 2 levels were way too easy, Then level 3 was way too hard. Some balancing needed i think, and either faster movement for the player or mouse control. There just wasn't any fun in it for me. Sorry. But the gfx are great ;-)



75%

COMIC BAKERY

SOFTWARE OF SWEDEN

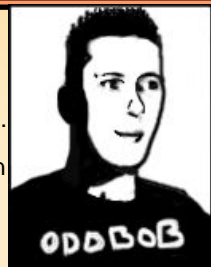


TOKES RUNS OFF WITH THE FOOD TROLLEY

Comic Bakery is a new game to me. I admit to never ever hearing of, or playing the original. A quick emulated Speccy session of it brought me up to speed, so I guess its my job to let you know exactly what this remake is all about. Its a hard-crusted job, but somebody has to do it! Well, I like it! The ripped C64 graphics (I think) work well and look surprisingly good really, the effects and music sound like the SID chip is generating them, again it sounds pretty cool and the tunes don't get right on your nerves after a minute, an original concept for some people it seems! The object of the game is to make sure your bread reaches the end of the machine. It isn't that easy though, you have to push switches and stop the raccoons (again, I think!) from stealing the bread or turning your switches off. You can stop the raccoons by performing what I can only assume is a "sonic belly fart" move, sonic stun a raccoon pest on the ground and you're free to boot it off the screen, this is highly satisfying! It doesn't really stray from this, in terms of gameplay. Starts of easy and begins to get tough! I will be keeping this on my drive for a while, I like it.



The joys of a game with no pretensions, no 4 billion squillion zillion keys to worry about, no arduous tasks to endure, no 6 months of exploring a huge map - just plain and simple switch flicking and err...blasting raccoons from your chest or head. As you do... Anything to make sure that your bread makes it through the production line and those darn raccoons don't actually run off with it. Lucky they weren't scouse raccoons or they'd have had the hubcaps off my van as well. This is a great little remake that would have benefitted hugely from not using ripped media all the way through (they are very well ripped tho, no big rough edges here) and not using the right control key. What is it with these people, have they got funny shaped hands with extendable digits or something? Also, when I want to quit - just let me quit, don't make me endure 4000 end screens before hand,k. Game's bloody good fun though.



75%



REVIEWS

FLIPULL

JOHN'S PROGRAM



HOW MANY BLOCKS CAN A BLOCK CHUCKER CHUCK?

Flipull is a puzzle game ... I dunno whether its because I been at work all night and am getting tired, but what there's flip all I like about it. Well, no, thats not exactly true, but then the joke will only work if I put it that way. In fact the entry is a nicely made and well presented puzzle game, with puzzle being the operative words. Make up lines of blocks, 2 or 3, even 4 in a row and the whole puzzle changes as those blocks disappear and any above them shift down into the space. A simple premise in theory, but in practice its a whole different ball game. Whilst I could work out vertical and horizontal combo's why wouldn't it work when I bounced one into the back line to make it the last in a horizontal line of 3 etc ? Sometimes the collision seemed to only want to work in the computers favour. Maybe its cos I am not a puzzler fan, or even that I'm crap at it, but it doesn't seem fair that some combo's work and some do not. Maybe its a fault of the original - well whoever is to blame it curtailed my enjoyment of the game. Overall though its a well made game, graphics are pretty much standard but once in a while pop their heads into the cutesy bracket. Sound is plain but acceptable. Its a tidy little game but just not one that I can see myself playing again.



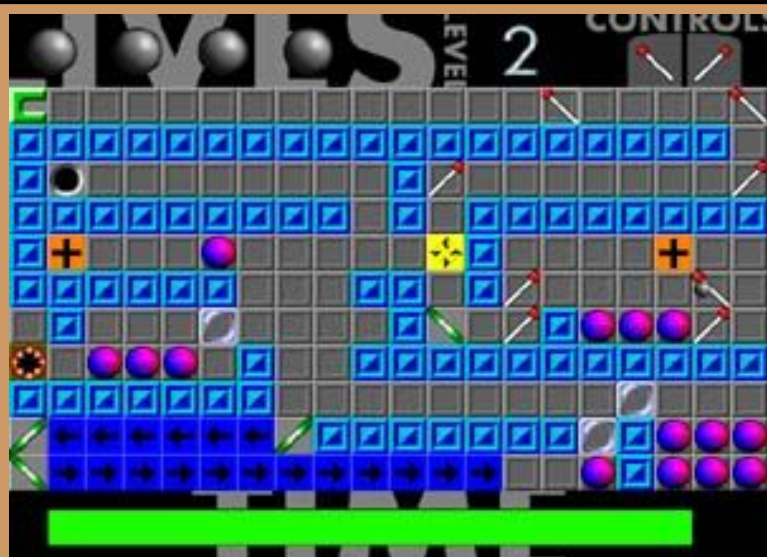
Excellent! Rejoice! After what has seemed like a never ending trickle of piss we have something fun and playable, thank you! What we have here is a remake of plotting, a superb puzzle game which not only demands your attention but slaps you round the face for being such a loser! Aye, its hard but its knee trembling fun at the same time. Simply aim your block at at the same colour on the playfield and twat it off the screen, clear as much as your can and if you don't completely suck you'll move onto the next level. So simple yet so polished and funky you'll wish you discovered the original before.



77%

BALLS TOO

SIMON BRADLEY



TOO BALLS AYE . DONT TELL HITLER !

Balls Too is a really cool puzzle game. All the way up to level 5 where the clunky placing of matchsticks becomes a hinderance to the point you cannot complete the level. Exchanging pieces (if you place the wrong one) is very nasty due to a 2 second penalty. This enforced penalty is very unfair in my opinion. Play it and see. Can YOU do level 5? The sound effects are decent enough and the graphics are okay, if a little garish but wheres the music? Silence is NOT always golden. At least put some on the menu screen. A fullscreen option is provided, as are full instructions ingame. Its well made, tidily presented and seems error free but the lack of music and unfair gameplay do spoil it a bit. Hows about the easy mode plays without the 2 second penalty but for less points. Offer points for time left at the end of each level. Hard mode includes the penalty but offers more points at level end. That way this game would rock. Oh and add a nice tune.



What a great little puzzler. I don't normally go for puzzle games but something about ball deflector type games has always been a genre I couldn't resist. This one doesn't disappoint either. Its slick presentation opens onto a semi challenging first level. My first go saw me producing the most complicated looking set of matchsticks you have ever seen, but after a few goes I started to learn the tricks and shortcuts. The levels get progressively harder, but I found level 5 as far as I could get - its a bitch of a level. My one complaint would be the mouse recognition, sometimes I found that changing the direction of a matchstick was difficult as if the mouse wasn't responding. I didn't have any problem placing a new match so it wasn't the mouse. Overall, I enjoyed this til I got stuck. May well go back to it



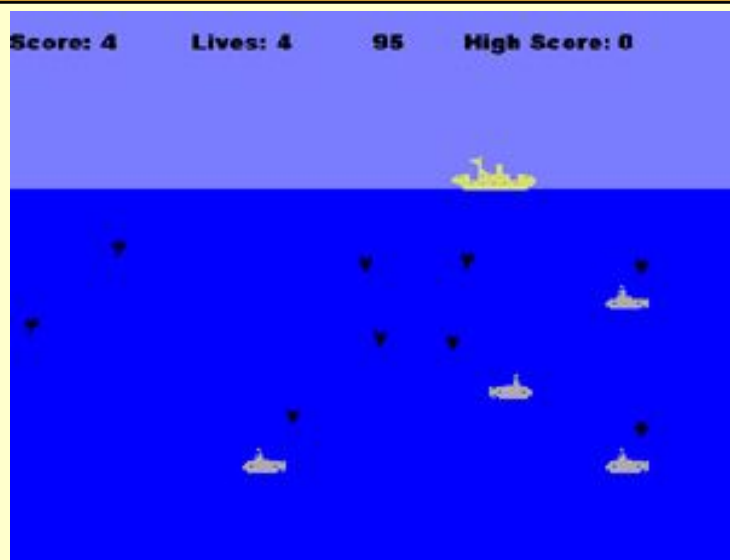
77%

REVIEWS

DEPTH CHARGE STARSHIP HECTOR

DAVID NORMINGTON

INGOV



DONT ROCK THE BOAT COS ITS SHIT AND WILL SINK

Clearly a spoon attempt - and a very good one - well done.
No quit function, poor graphics, awful sound, bad gameplay. Does it get much worse? Well yes, see p8ng.
Oh, and extra points lost for forcing me to endtask to get out of it, and leaving my desktop in 640*480@60hz. My poor eyes



This Depth Charge remake manages to do what no other version of Depth Charge has done before.
It has removed anything the original had in gameplay and shoved it in a 640x480 resolution.
Basically, and this is the God's honest truth, all you have to do is leave your battleship centered on the screen and whack the A and J buttons repeatedly, the bullets will never, never ever hit you! This was on skill level 1 mind you, but after 10 minutes of button twatting I did not have the willpower to test the other modes of play!



29%

Shoot em ups, a much ignored genre in the remakes community (unless you count a million and one Asteroids, Space Invaders and Defender clones) - it would seem that no-one really bothers making them. Which is a shame, because I'd certainly spread a bit more love around if I had some classy shoot em ups to get to grips with. (Free ones, k - none of your shareware stuffage). Which is why I'm so incredibly disappointed with this.



From the opening appalling midi file of Paranoid to the ripped sprites and clunky control method, this is a bloated travesty of a game. 90% of the time, my bullets totally failed to connect with anything despite passing straight through the space craft I'd aimed at, when my energy got depleted I was started at seemingly random positions, one time straight in front of a rather large ship and a saucer flitting across the screen, meaning death was only seconds away. Its also so ugly. The sprites have been sourced from so many places on the net and badly cut out and slapped in the game with abandon. I'd have sooner seen hand drawn bad gfx than the lack of effort and care this shows.
I actually left it two days to go back and play this again to review it, just in case I was overtired and it actually was half decent.
Unfortunately, its not. Next time - I'll just go with my first impressions.



Ace! A game written entirely using the "Bullet Time" mode of Max Payne.
I'm not saying this games runs slow but I have seen paint dry faster.

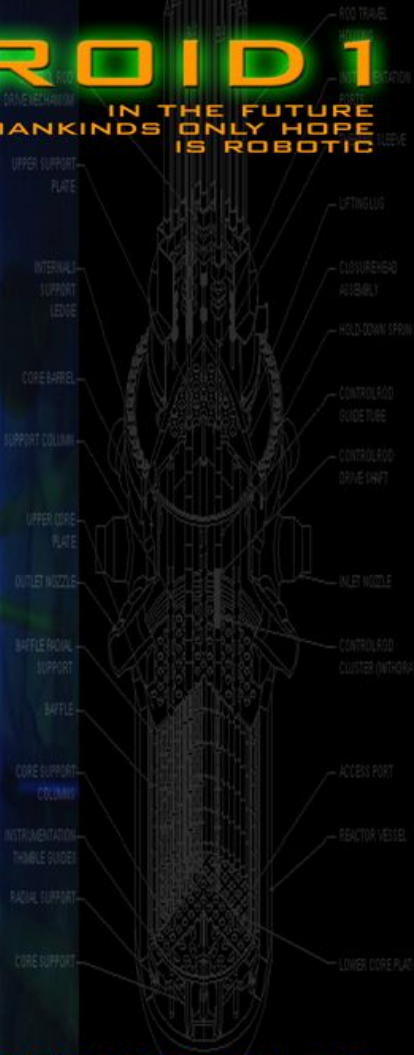


HASNT HE ALSO A HOUSE ?? I THINK HE HAS DAMNIT

30%

ANDROID 1

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IS ROBOTIC



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REVIEWS

PARAGON

MIKE BIPOLA

COOKIECRUNCHER

TCKSOFT



AS RETRO LOOKING AS IT GETS - HOORAY !

Balls. Gotta love 'em. Balls sliding up and down poles. Even better. From the screenshots this game looks nothing special - a few basic brick walls and bits of fruit. But to play it, its the stuff of dreams. So,so simple - just slide your ball along a pole, let it go at the right time and collect all the fruit from a level to progress. Couldn't be simpler. Its insanely addictive - so much so, that its taken me 3 days to write this review through playing it. Lots of unlockable stuff, 2 sets of levels built in with a level editor included. Fantastic.

Sorry about the short review,tho. What can I say other than "play it"?



What a fantastic action/puzzle game!
You have control a bouncy ball around an assortment of original and new maps collecting items. Once all the items have been collected you move onto the next level. Very basic gameplay, very fun! As you progress through the levels, they naturally get harder and in creeps the puzzle element. You have to be careful to collect the objects in the right order, or you'll leave yourself wide open for an ball-whooping. It IS a very simple game in terms of play, but its really bloody addictive, with a really natural learning curve (original levels). I'd recommend moving onto the new levels after conquering the originals.
What else have we got? A level-editor (nice touch) and unlockable goodies. Not a whole lot I can tell you about Paragon really, its a game you just need to play really, so go on.... Discover how addictive Paragon can be!



84%



CORR BLIMEY,SOMEONE TURN THE HEATING DOWN?

A game with food in it, the way to a judges heart. Cookie Cruncher is essentially Yoshie's Cookie with nicer biscuits. Anyway Cruncher is a fiendish puzzle game which I played quite a few times in an effort to get further and further. The beauty of the game mean't that sometimes the solution jumped out and hit you straight away like an onslaught of Bourbons, whilst at other times my brain was crumbled into a selection of broken biscuits, with no solution in sight.

The game is very well remade, although a little too manga-fied for my liking (Hentai Schmentai :s), the graphics are pleasant, such a pity the biscuits aint real tho. Sound sits there nicely like a pot of freshly brewed tea. Difficulty gets tougher and tougher and I am afraid I didnt get beyond more than 30 levels or so. Overall a pleasing and playable effort, once you get the hang of things.



Puzzle games are a style i'm not too keen on (apart from lemmings and tetris of course) but i found myself playing this over and over again. Damn its addictive, i just couldn't stop! Its polished too with nice gfx, neat sfx and a nice japanese jokey style with all the texts. I found it rather difficult to find fault with it, but i would suggest the fullscreen option to be documented ingame, and maybe some onscreen instructions or maybe even make the game play itself in demo mode (a couple of levels at least). Not much more to say really other than don't miss this. Its cool



84%



REVIEWS

TRASHMAN

TCKSOFT



WHAT A LOAD OF RUBBISH .

Trashman is everything a remake should be including updated graphics, nice music and authentic gameplay. There's very little wrong with this, but of course I have to pick a few faults (nothing can score 100 can it!). Trashman himself walks in a rather funny fashion. He's animated well enough but his posture must be due to a genetic deformity or something. I also found replacing bins to be a bit fiddly. I found myself dropping bins and instantly picking them up again at times but I'm sure this is something I could get used to after a few more goes (I will be playing this more in the future!). I found the tip texts too hard to read as well. Less jiggle, a little bigger and stay on screen a bit longer please. The house textures and car models are a bit cacky too but they do serve their purpose and don't affect gameplay at all. If only he'd got his arse into gear a bit earlier and spent more time on it. Anyway, it's awesome to play and that's really the main thing! Very minor niggles in a cracking fun remake. My number 3



A second entry from TCK, this one is not so much my cup of tea. This stems from not liking the original a great deal though, so not Caff's fault at all. Trashman is kinda like Frogger, kinda... Collect the bins, empty them and take them back. Empty all the trashcans on the level, in the time limit and you're safe to move on. I could not, for the life of me get past level one though, really really hard I felt! As always from TCK, Trashman is very well coded, controls feel right as does the overall flow of the game, just (like I said earlier) a tad tricky for me! Put it this way though, if you like the original you are going to love this



This is a rather splendid remake of the ol' New Generation Software game "Trashman", and to my knowledge - the first completed version at that. So, bonus points there for actually finishing it. Lets hope it sets a precedent for some others, eh?. All in all, it loses nothing in the translation for 3d - the game is still as strangely playable as ever. The only downside is the rather dubious textures and almost Trabant style cars that could be politely described as "garish". But, kudos to the author for not seeking professional help and creating every part of this game himself. Although, I now have to seek professional help after those textures - I wake up in the middle of the night screaming "Its alllllll so bright, mummy, they lock me in the cellar and feed me pins." Download it, k. Play it. Two thumbs, way up.



So impressed was I with the effort that went into this remake I have already awarded it my Judges prize.

It's a great remake of the 1984 classic of the same name. Some have said that the simplistic graphics have let this down, but I disagree, they all fit together lovely, the game plays very well with them and even if he had gone with hires textures the game would not have been any the better for it. The idea is to collect and empty the bins from each house in each street, without walking on the grass, in the hope of a tip in the way of bonus time. The you have to cross the road dodging the traffic to get to the houses on the other side. As each level progresses the bin placements get more tricky and you have dogs and cyclists amongst other things to avoid. You walk slower with a full bin than you do when it's empty. Gameplay matches the original in most respects, getting harder and harder, so much so you will be building your own routes around each level. The original author, Malcolm Evans, has seen this remake and was very impressed with it, as was I. Overall it's a great little game, if tough at times. I know what a struggle this was to complete on time and apart from not using my choice of title tune it deserves good marks all round.



FECK , I CAN'T USE THAT JOKE AGAIN.

86%



REVIEWS

PICTUREMIXTURE P/PUSH PENGUIN

KOCHON

TOMAZ KAC



QUICK , GRAB THE GUN!



I loved Split Personalites and this remake takes the original and packages it up into something so shiny I had to wear shades! A simple game by default, unscramble the blocks to recreate the nice picture. You have to do it against a time limit though and dispose of silly shapes that appear and attempt to slow down your progress. Watch out for the evil bomb too :) Sliding puzzles, I like them on the computer and off the computer.
One of my favourite games in the competition.

Picture Mixture is exactly the type of quality we are looking for amongst our retro remakes winners. This has got to be my top rated game as it has all the attributes a winner should have. Firstly theres a nice option to play windowed or fullscreen. Press space to start and away we go. The graphics are well designed, tidy, very faithful yet nicely updated.

The characatures are excellent too, and although they are not the authors own work, they are a superb choice. Theres no music inside this but again thats NOT an omission due to the nice sound effects. Everything here is very faithful to the original and it all plays fluidly. The little lightnings work from the walls, all the bonus items and bombs are there and the controls are responsive enough to make moving pieces a breeze. Remember, combine the right items for bonus points. Even the pictures seem to have been put in an order of difficulty which again shows the authors attention to detail here and, well, its just a fab remake. Hey, and it even allows new picture sets. Awesome. My number 1.



85%



PENGUINS ROCK!!



Pure Class. What more can I say ? A perfect arcade remake, it looks and plays better than any name emulation. From the outset this remake oozes lovely, colourful, pixelated graphics. The game itself starts off relatively easy but once you get into it the enemies get a lot tougher and the gameplay comes into its own. It's primarily a great remake of Pengo with some extra added features. A very slick overall presentation, great sound, graphics and gameplay ... can you ask for anymore ?

This game is so close to perfect that i found it hard to find fault. I could only think of 2 minor things to mention that effect its score and i'll get to those in a minute. First off I should tell you I don't like Pengo games. Next I should say, this is really great fun! I think i've found the first Pengo remake that I actually enjoyed playing! The added extras make the hugest difference and the bonus pickups, collecting of diamonds and pushing stars together all make this a great fun game (theres a whole lot more to do as well of course).

If it was a real arcade game it'd be raking in a fortune. Great work guys. Ok, now my niggles. Its coded well, as is always the case from Tomaz and the sounds are truly retro and work great in this game. The graphics are top too with great work from the Army of Trolls guy. The criticisms with the gfx and sounds are that they are maybe too close to the arcade style. Although this game is not a clone, it does look and sound like one. I know that a true arcade feel is what you aimed for, and hell you got it, but for remakes i think we should expect better sound and graphics these days. Higher res and less bleepy sounds would have really put this game at the top IMO. The other niggle is the slowdowns while playing. Crushing blocks causes a slowdown and i'm really quite suprised that Tomaz finished it like this. Fantastic game, hitting my number 2 spot.



85%



**AFTER ALL THE BLOOD N TEARS WHAT DO THE CREATORS OF THE GAMES IN THE COMPETITION THINK ABOUT THE RESULTS ?
ARE THEY CHUFFED , MIFFED , CONFUSED ?? WELL WE ASKED THEM
AND THESE ARE SOME OF THE REPLIES WE GOT BACK.**

I am soooo lucky. I didnt believe for a second that I would rate so high again. There were some fantastic games entered (along with some total rubbish, and hopefully things evened out in the end) and I guessed that I might scrape a placing like 9th or 10th at best.

As you can imagine I'm over the moon at collecting 3rd and 6th place with my two games.
It's nice to know that other people dont think my games are as crap as I do. - TCK

Given that this is the first remake I've ever completed, and that I changed development environments and game design one month into the competition, I'm gobsmacked that I made it into the top ten. It was a nightmare of a project, but the support of people here at Retro Remakes drove me to finish it, and I'm glad I did. Thanks everyone! - CODEX

It was only the support and encouragement of the RR community (in particular the threats of lethal force by hitm4n and STompy if I didn't finish it), that enabled me to pull Stop The Express together in time for the comp ... and 2nd place seemed as likely as Hull City winning the Premiership this season! Maybe I should retire now ... - JETMANS DAD

If anyone enjoyed Potty Pigeon please let us know, it's nice to get a little feedback. If you didnt like Potty Pigeon for whatever reason please send your comments to: k Please include a cheque for 5 zillion squid. - CHEEKY MONKEY

If it wasn't for STompy's late night naked imaginary horse riding sessions, to SPUR me along, I doubt I would have finished. What with feeling down constantly over the amount of work I had to do, and being drunk by 6:30pm just to get through the night, it was a long DRAWn out process. Finally got there though, YEEEE-HAAAAWWWW! Kane, kane, kane kane." - LOKI

To say I was ecstatic at getting 17th is an understatement but then realising I'd won most faithful remake AND STompy's special prize has made me very happy indeed, although STompy's comment that a good remake of Splat would have him touching himself in places, places your mother asked you to leave alone!, is a bit worrying! - SPOOKY

I never realized how difficult it was to remake a video game. The amount of detail that the old timers put into a game with the hardware restrictions in place has me in awe of the classics again.

I really appreciate the motivation the Retro Remakes contest created. I would have never created Legend of the Shadow without it. - DARTHLUPI

In the beginning i really loved rootin tootin, work went fast and it was playable in a week. But then the madness got hold of me and i "needed" to insert multiplayer modes. Bad idea. That threw me back quite some time and more and more bugs kept showing up. In the end i was rather glad to having it quite finished, but it wasn't really what i wanted it to be.

Therefore i'm pretty glad that it actually made 26th, as i feared for unseen bugs to surface and screw things up. Also, setting the default volume to 0 is not a really clever move (dumbdumbdumb, that's what you get for working on it in the office). I hope to get some more feedback, so i can fix it up and deliver a more polished final version.

My thanks go to Retro Remakes, who have a ton of work and provide this rocking platform for the contest! - ENDURION

As usual ive worked my monkey fingers off finding maps and cheats for you lot so ive not even had time to play all the games from this years competition. sheesh . And do you hear me complain ??? WELL DO YOU ??? . erm....
Anyway , i just want to say a huge thanks to all the game creators...thats all . CHEEKY CHIMP

I'm glad to see some of the obvious games never won this year and some of the lesser known entries and entrants got a bit of recognition.I'm glad the judges judged the games honestly and never took the easy way out and marked games high because of the game remade or who remade it but judged the games on their own merits.That's not a dig at the more mainstream remakes, by no means.I thoroughly enjoyed many of them but I do think they got the results they deserved.I agree (for the most part) with the judges decisions. On my own effort.....If there is a compo next year (hopefully closer to winter rather than mid summer *hint*) I'll certainly be choosing a game more carefully game more carefully and allowing myself sufficient time to complete the task. I take Mooncresta as a lesson.Personally I think the judges may have been a little generous with the marks- SCOTTIGE

WHERE THEY FINISHED.

FIRST PRIZE



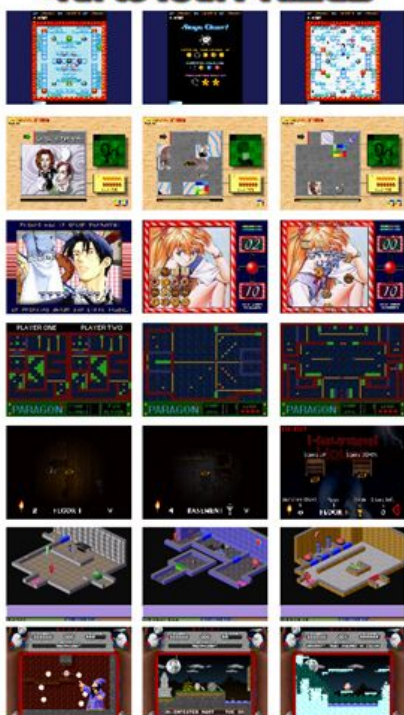
SECOND PRIZE



THIRD PRIZE



4th to 10th PRIZES



BEST GRAPHICS



BEST SOUND



MOST FAITHFUL



FINAL RESULTS

1	Legend of Shadow	91.50
2	Stop The Express	88.50
3	Trashman Anniversary	85.75
4	Push Push Penguin	85.50
5	Picture Mixture	85.00
6	Cookie Cruncher	84.50
7	Paragon DX	84.00
8	Haunted House	83.75
9	rE/Generation	83.50
10	Dizzy Remake	83.00
11	Sir Lancelot	81.50
12	Robotron Blitz	81.50
13	F-1 Spirit	81.00
14	Potty Pigeon	80.00
15	Burgerland	80.00
16	Super Burger Bar	80.00
17	Splat	79.50
18	Balls Too	77.50
19	Flipull Advantage	77.25
20	Battle City	76.50
21	Break Free	75.25
22	Comic Bakery	75.00
23	Kane	75.00
24	ANSI Shinobi	74.25
25	Starion 2010 updated	74.25
26	Rootin Tootin	72.00
27	Castle Awesome	71.75
28	Joe Blade 3 Remake	71.00
29	Football Manager	70.25
30	Retro River Raid	70.00
31	Room Ten	69.50
32	Arcadia - Particle Experiment	67.75
33	Jumping Jackson	67.50
34	Hawkeye	67.50
35	Tranz Oz	67.25
36	The Birds and The Bees	66.75
37	Rocket Crazy	66.25
38	Mooncresta	66.00
39	LaserZone 2004	65.75
40	Robotron: RRC 2004 Edition	65.25
41	nibbler	63.00
42	Jet Set Willy TOTU	62.25
43	Sleuth	54.75
44	Potty Pigeon!	54.50
45	Stupid Ape	54.25
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50	Boxing	51.25
51	Timebomb	50.75
52	Blaster: 2085	50.25
53	Not Everyone's a Wally	47.75
54	Back To Aztec	46.25
55	Ewos Adventure	45.00
56	Combat Dx	44.50
57	Herbie The Hedgehog	43.75
58	Still No Escape!	43.00
59	The Purple Turtles	41.25
60	Beach-Head	39.25
61	Manic Miner 30321	39.00
62	Alien Kill	36.25
63	Nam	34.00
64	Starship Hector - tng	30.50
65	Depth Charge	29.50
66	Sensitive	27.75
67	Adventure	27.50
68	Ball Wars	27.00
69	Cosmic Tunnels	25.25
70	Point X	14.50
71	Soccer2600	5.00
72	P8NG	3.75
73	B.C.s Quest for Tires	1.00

DONE AND DUSTED!

CAN YOU BELIEVE IT , WE'VE REACHED THE END OF ANOTHER COMPETITION.
IT ONLY SEEMS LIKE 5 MINUTES SINCE IT BEGAN.

WELL WE HOPE YOU ENJOYED YOURSELF AND HAD A GOOD TIME PLAYING THROUGH THE MOUNTAIN OF REMAKES CREATED FOR THIS YEARS COMPETITION, WE CERTAINLY DID.

IT JUST REMAINS FOR ME TO SAY ANOTHER HUGE THANKYOU TO ALL OF THOSE THAT TOOK TIME OUT TO CREATE AN ENTRY.
CHEERS FELLA'S .

IAM NOW OFF TO INDULGE IN A BIT OF SLEEP AND MAYBE A JD OR 20.

HOPEFULLY WE'LL SEE YOU AGAIN NEXT YEAR.
TATA FOR NOW PEEPS.

SMILA - 2004

WWW.REMAKES.ORG

RETRO COMPETITION

2004

2004

BY
TREVOR (SMILA) STORY