

OLD!

THE ESSENTIAL GUIDE TO CLASSIC GAMES

retro GAMER



**HANDS-ON REVIEW:
EVERCADE EXP**
THE DEFINITIVE VERDICT ON
BLAZE'S BRAND-NEW HANDHELD

**JOE & MAC:
CAVEMAN NINJA**
BACK IN TIME WITH THE PREHISTORIC
ROMP AND ITS NEW HD REMASTER

GAMES THAT
DEFINED
THE

AMIGA

FROM SHADOW OF THE BEAST TO ANOTHER WORLD: THE MOST ICONIC GAMES FOR COMMODORE'S 16-BIT POWERHOUSE

COLLECTING FOR
**ATARI
LYNX**
TEN KEY GAMES
TO HUNT DOWN



TURRICAN

EVERYTHING YOU NEED TO KNOW ABOUT
MANFRED TRENZ'S HIT RUN-AND GUN

THE EVOLUTION OF SHADOW OF THE BEAST

BEHIND THE SCENES OF THE SEMINAL
AMIGA TRILOGY AND ITS PS4 REBOOT



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CHAMPION CODER

JONAS HULTÉN

<INTRO> JONAS HAS BEEN A PROGRAMMER FOR THE KOLLEKTIVET GAMES CREATION COLLECTIVE SINCE 2012 </INTRO>

<INFO BY: FROM: SWEDEN WEBSITE: KOLLEKTIVET.NU/HERO
 FORMAT: VARIOUS PREVIOUS GAMES: COSMOS (C64), BRUCE LEE II (C64), VOLLEY FOR TWO (C128) WORKING ON: HERO (VIC-20) />



<--- JONAS ALSO CREATED THE JASM ASSEMBLER AIMED AT OLDER COMPUTER PROCESSORS (INCLUDING 6502 AND Z80). --->

HOW DID YOU START WRITING HOMEBREW GAMES?

<The turning point was Christmas 2012 when my brother and I decided to port his childhood favourite arcade game *Cosmos* to the C64. That resulted in a small library of code and tools I could extend as I continued to make games for vintage machines./>

WHY PORT AN ATARI 2600 GAME?

<Porting a 2600 game wouldn't look too different so it was a good starting point. The 2600 has severely limited hardware sprite capabilities which would keep the number of moving objects down enough to be doable in software. I wanted to make *Scramble*, but I had problems already at the drawing table with graphics memory restrictions. I gave away my Atari 2600 with games to a friend. That reminded me of *HERO*, which was one of the flagship titles for the 2600 in my opinion./>

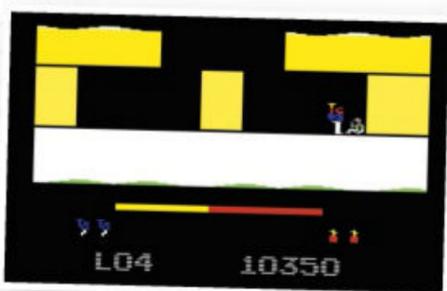
WHAT WERE THE BIGGEST CHALLENGES YOU FACED?

<Not having any hardware sprites but making a game that looks like it has. Almost all CPU time is spent

emulating the 2600 hardware sprites and collision detection. The 2600 has 128 colours so colour gradients look nice and it's hard to make that look good with 16 colours, with added restrictions on which ones can be used on the VIC./>

DID YOU MAKE ANY CHANGES?

<The intro is completely new, the game has all the features of the original. All 256 rooms are the same; there are minor differences because I had to align walls more coarsely than the 2600. The plan was to have a grand ending, but I ran out of memory and didn't want to require a 35KB RAM expansion. I found a bug in the original where the laser can be ineffective against removable walls in some situations. I learned that it's possible to destroy walls with the laser while doing the conversion. I didn't know that when I played the C64 version as a kid./>



<--- [VIC-20] RESCUING THE MINER AT THE END OF HERO'S FIFTH LEVEL. --->



<--- [C128] VOLLEY FOR TWO CLEVERLY USES TWO SCREENS SIMULTANEOUSLY, ONE FOR GAMEPLAY AND ONE FOR THE SCOREBOARD. --->



<--- [C64] JONAS PORTED BRUNO R. MARCOS'S PC GAME BRUCE LEE II BACK TO THE C64. --->



DATA BURST

TYNESOFT COMMODORE 16 CLASSICS

<INFO FORMAT: GAME BOY COLOR CREDITS: WLS (LÁSZLÓ RAJCSÁNYI) PRICE: \$23 (CART ONLY) / \$34 (BOX & BOOKLET) WEB: BIT.LY/TYNESOFTC16 SHOP.INSIDEGADGETS.COM />

<BODY> László Rajcsányi was a huge fan of the Commodore 16 growing up, and in particular the games of Tynesoft. With the help of GB Studio, he has been recreating some of his childhood favourites for the Game Boy Color. This special physical release in association with Inside Gadgets comes with a glossy box and instruction booklet. This reveals the controls for each game and credits for the original titles.

In terms of gameplay, there is plenty of variety, although the quality varies. Aside from the infamously poor *Super Gran*, a lot of fun is to be had with the bouncy *Pogo Pete* and the *Amidar*-style *Wacky Painter*. Shoot-'em-up fans have *Battle Star*, *Rig Attack* and *Zap 'Em* to enjoy, as well as *Missile Command* variant *Vox*. You can become a thief in *Raffles*, ferry uranium in *Lunar Docking* and shoot pesky varmints in *Gunslinger*. The *Donkey Kong* clone *Climb It* and the classic *Jet Set Willy* round out the list with some fun platform action. The included games all look and sound authentic to the original hardware, and while some are basic in their execution the sheer variety means you can switch between them when bored. The lavish presentation of the boxed edition is appreciated too. Recommended for collectors and fans of the C16 alike. </BODY>

SCORE:

82%

