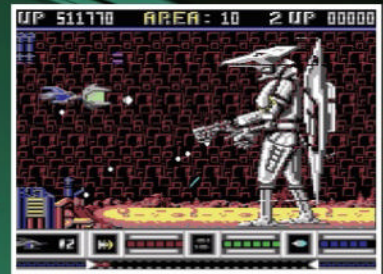


OLD!

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CHAMPION CODER

LÁSZLÓ RAJCSANYI (WLS)

<INTRO> LÁSZLÓ HAS CREATED MANY COMMODORE 16 REMAKES AND ORIGINAL TITLES FOR THE GAME BOY </INTRO>

<INFO BY: FROM: HUNGARY WEBSITES: WLS.HU LACOSTE42.ITCH.IO FORMAT: GAME BOY / GAME BOY COLOR PREVIOUS GAME: MUSICAL NOTES (GBC), NINJA MASTER (GBC) WORKING ON: TOM THUMB (GBC) />

WHEN DID YOU START WRITING GAME BOY HOMEBREW GAMES?

<In 2020, I saw a very rudimentary version of GBStudio. I really liked it and then I wrote my first game, *Treasure Island GB*. I really like that it's a system bound to limits and you must use a lot of tricks graphically to

make the game more enjoyable. They are constantly improving the system because a lot of things are added that make it even more usable. Today, I would also make the old games differently, because when I made them, many new developments were not yet available./>

HOW DID YOU START CONVERTING C16 GAMES?

<The first [GBStudio] only handled 16x16 sprites. Since I'm not very good at drawing, I used other graphics to learn. Having grown up with a C16, I reached for that, these old beloved games. Then I saw that they look very good on Game Boy too, and that's how I fell in love with it./>

WHAT WAS YOUR FAVOURITE GAME TO CONVERT?

<I like the ones that don't deviate too much from the original. I like simpler games where I immediately know what the goal is, like *Aardvark*



<!-- LÁSZLÓ'S TYNESOFT C16 COLLECTION FOR GAME BOY COLOR EARNED 82% IN ISSUE 242'S REVIEW. -->

or *Leaper*. But the real favourite for me is *Finders Keepers*./>

IS THERE A GAME YOU WANT TO CONVERT?

<*Tom Thumb* is considered by many to be the masterpiece of Kingsoft's Udo Gertz. However, for this, I still need to learn the new GBStudio./>

WHAT INSPIRED MUSICAL NOTES?

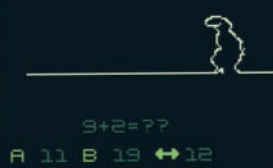
<We bought my wife a piano, she played only Bach all day because it is the easiest for beginners. That's why I had the sheet music and I thought I'd make the music for Game Boy, and it would be good for something. This is how the idea of having composers in the game was born. The pictures were on the internet, I just had to convert them to 1-bit and redraw them a little to make them look nicer. />



<!-- [PC] CREATING MUSICAL NOTES INSIDE GBSTUDIO. -->

<!-- [GAME BOY COLOR] THE NINJA MASTER DEFENDS HIMSELF WITH A LARGE SWORD. -->

<!-- [GAME BOY COLOR] LA LINEA FEATURES CLEVER CARTOON ANIMATION AND MATHEMATICAL QUESTIONS. -->



DATA BURST

ASTEBROS

<INFO FORMAT: MEGA DRIVE / STEAM / SWITCH (TO BE RELEASED) CREDITS: NEOFID STUDIOS PRICE: DIGITAL ROM €17.99 / STEAM £14.29 / CARTRIDGE FROM €59 / SWITCH TBC WEB: NEOFID-STUDIOS.COM/ AND BIT.LY/ASTEBROS - STEAM />

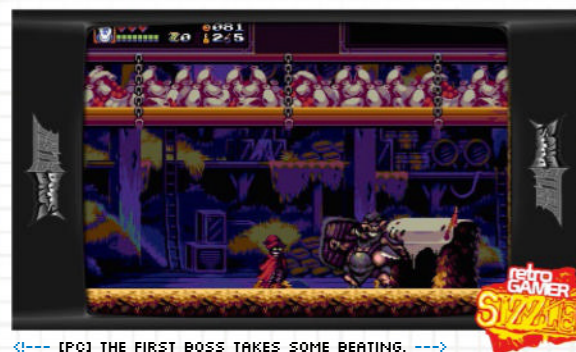
<BODY> The prequel to Neofid's Demons Of Asteborg sees three heroes – the knight, the ranger and the mage – set out to discover the treasure of Asteborg.

After a short tutorial sequence, the heroes set up camp which leads to the main adventure. From here you choose a hero to tackle the next procedurally-generated dungeon, either on your own or with a second player. If you die in the dungeon its locations rearrange, but you can handily find a map during a run to show where items and the boss are located.

Chests reveal extra coins, keys, materials, weapons, and scrolls, so hunt them out when you can. Each hero also has a special skill to be mastered. Defeating enemies and breaking objects will give you coins and materials, which will again aid your quest. Freeing prisoners held in the dungeons will see them join the camp to give extra options – such as the blacksmith to forge stronger weapons, and the merchant to sell extra items. Defeating the boss releases a power orb, which improves the character's stats. This is a great game, but a challenging one, with bosses being particularly tough and enemies constantly swarming you. But as with any roguelike, practice is everything and you'll quickly extend your runs. Boasting gorgeous graphics, detailed animation and incredible sound, *Astebros* is a fantastic take on the popular subgenre. Don't miss it. </BODY>

SCORE:

90%



<!-- [PC] THE FIRST BOSS TAKES SOME BEATING. -->



<!-- [PC] THE KNIGHT CAN OPEN THIS GIANT CHEST BY BASHING IT REPEATEDLY. -->