

OLD!

THE ESSENTIAL GUIDE TO CLASSIC GAMES

retro GAMER



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WHEN CRIME PAYS: ROCKSTAR'S
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**YOUR ULTIMATE GUIDE TO SONIC 2
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EXCLUSIVE DEVELOPER INTERVIEWS**



**ESSENTIAL GUIDE
TO MASTERTRONIC**
THE GEMS THAT PIONEERED
POCKET-MONEY GAMING

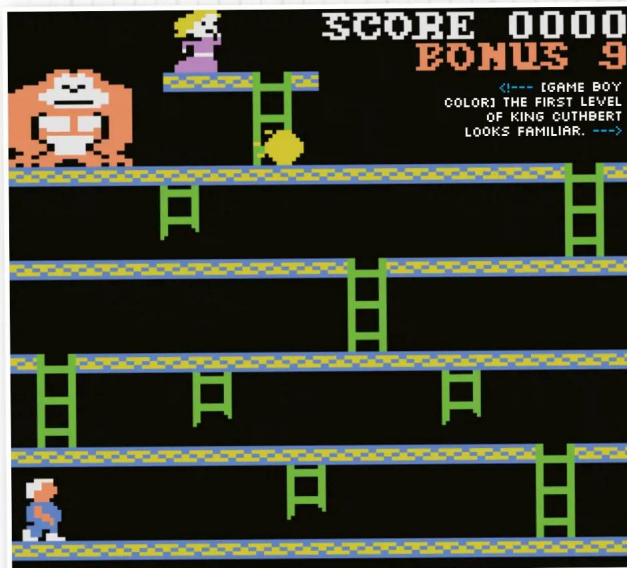
**THE MAKING OF
ROLLER COASTER**
INSIDE ELITE'S INNOVATIVE
SPECTRUM PLATFORMER

**ESCAPE FROM
MONKEY ISLAND**
HOW GUYBRUSH THREEPOOD
MADE THE TRANSITION TO 3D

**THE HISTORY
OF SIREN**
KEIICHIRO TOYAMA RETURNS
TO HIS CULT HORROR SERIES

THE HOMEBREWER'S KIT

<YOUR MONTHLY GUIDE TO EVERYTHING HAPPENING IN THE HOMEBREW SCENE>



<--- I GAME BOY COLOR! THE FIRST LEVEL OF KING CUTHBERT LOOKS FAMILIAR. --->



<--- I GAME BOY COLOR! CUTHBERT GOES DIGGING WAS BASED ON SPACE PANIC. --->

<MAIN HEADER>

CUTHBERT RETURNS

<INTRO> DO YOU LIKE CHIPTUNE MUSIC? THE ALBUM ECHOES OF KINDNESS HAS BEEN COMPOSED BY APOGEE BREAKS, USING AN AMIGA 1200. TIMO PAUL SAYS, "EVERY PENNY OF PROFIT FROM THIS RELEASE IS DONATED TO FARM ANIMAL SANCTUARIES TO RESCUE ANIMALS FROM SLAUGHTER AND PROVIDE THEM WITH LIFELONG CARE." BUY IT AT BANDCAMP VIA BIT.LY/ECHOESOFKINDNESS AND THEN BE SURE TO CHECK OUT THE GREAT HOMEBREW REVIEWS, A PETSCH FPS, A LOOK AT A FORTHCOMING NEXT GAME, AND OUR NOSTALGIC MAIN FEATURE. </INTRO>

<INTRO> LÁSZLÓ RAJCSÁNYI TELLS US HOW HE CREATED A NEW GAME BOY COLOR COMPILATION OF MICRODEAL'S CLASSIC CUTHBERT GAMES </INTRO>

001 <BODY> László Rajcsányi grew up with
002 a Commodore 16, which led to a love for
003 Microdeal's star. "A friend lent me *Cuthbert In The*
004 *Cooler*. It became the very first game my father and
005 I played together. Almost 40 years have passed,
006 and it was an incredible feeling to recreate this little
007 character for the Game Boy."

008 In 2019, László discovered GB Studio, which led to
009 an idea. "It caught my eye because of its drag-and-
010 drop approach," he tells us. "I ended up making a
011 game for my sons. I started looking into what classic
012 games I could adapt, and that's how *Treasure Island*

013 and *Cuthbert In The Cooler* entered the picture."
014 László previously produced two compilations of
015 Tynesoft Commodore 16 conversions. "Producing
016 physical cartridges has always been a non-profit
017 venture," he admits. "I was thrilled that these sold
018 out. I designed everything myself in Illustrator, and
019 the print shop [in Hungary] produced them in limited
020 runs. I have created a total of 256 games so far, all
021 available on the wls.hu website."

022 László admits there were problems with the
023 Microdeal *Cuthbert Anthology*. "I was only familiar
024 with the Commodore 16 versions of three games;

MICRODEAL MEMORIES

<INTRO> FIVE CUTHBERT TITLES YOU MAY NOT HAVE PLAYED BEFORE </INTRO>



CUTHBERT AND THE GOLDEN CHALICE

<Head underground and find the valuable Golden Chalice, but watch out for snakes, ghosts and other hazards. />



CUTHBERT IN THE COOLER

<Pick up the key and bonus objects while blowing up enemies using your trusty bombs. Kaboom! />



CUTHBERT IN THE MINES

<You must dodge the moving minecarts and the spider firing poison to reach the next level of the mine. />



CUTHBERT IN SPACE

<This is László's personal favourite and sees you collect fuel cans to refuel your spaceship, dodging or shooting the moving enemies. />

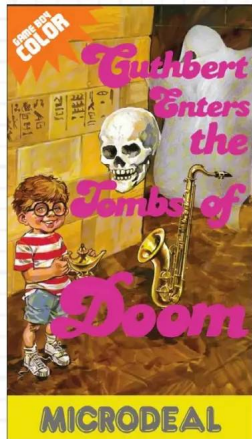


CUTHBERT GOES WALKABOUT

<Paint the lines and dodge the enemies in this title that's clearly been inspired by the excellent *Amidar*. />

NEW GAMES NEEDED

Our new email address is waiting for all your homebrew news, previews and more: retrogame@futurenet.com



←--- A PAGE FROM THE MANUAL, REMODELLED FROM THE CLASSIC COVER ART. ---→

REQUIRED SCORES			
0700 POINTS	×	×	0150 POINTS
0600 POINTS	×	×	0250 POINTS
3600 POINTS	×	×	0350 POINTS
2200 POINTS	×	×	0500 POINTS

←--- [GAME BOY COLOR] THE NEW PAC-MAN CLONE CUTHBERT GOES GOBBLING IS UNLOCKED WHEN YOU REACH THESE TARGET SCORES. ---→



←--- [GAME BOY COLOR] BEFORE EACH GAME, THE CONTROLS ARE SHOWN ON THE SCREEN. ---→



←--- LÁSZLÓ'S CUSTOM MICRODEAL T-SHIRT WAS INSPIRED BY PROMOTIONAL SHIRTS THAT MICRODEAL USED TO GIVE OUT. ---→



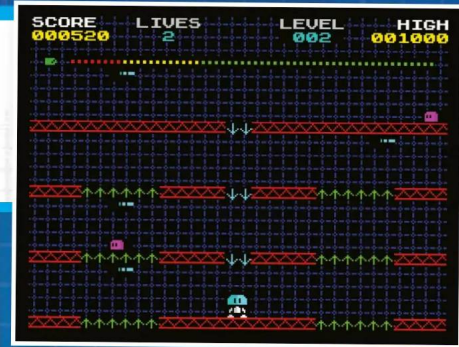
←--- [GAME BOY COLOR] KONAMI'S TUTANKHAM WAS THE INSPIRATION FOR CUTHBERT ENTERS THE TOMBS OF DOOM. ---→

I checked out other systems, and I was shocked. *Cuthbert In The Cooler* looked completely different on the TRS-80 and Dragon 32/64. I strictly stuck to the C16 versions. I had to modify the GB Studio 2.0 engine and tweak the source code. The most difficult to port was *Cuthbert Goes Walkabout*.

There is also a hidden game to unlock as László explains. "I thought it would be great to make a completely new game starring Cuthbert. When we discussed it with Subvert, the idea came up for an Easter egg. I put together a *Pac-Man*-style game. I think it turned out to be perfect for a few minutes of fun."

Paul Andrews of Subvert talks about his involvement. "Microdeal seemed to grow and grow over time. Linking the games with a consistent character made these games their own; I'm pleased we are helping it live on. We are working with László, helping him get this cartridge out for fans. In due course we will release more onto the Nintendo Switch."

Before he goes, László shares one final story. "I had a custom bright yellow T-shirt made, featuring Cuthbert on the front and the Microdeal logo on the back. When my wife saw it, she said the character looked terrible. However, my son, who is now 18, said he wanted it because it looked 'cool'. Cuthbert is definitely not the, 'I wish he were my son,' type, but he fits perfectly into the era's mould of a computer kid who sits in front of the screen all day. I don't know if I would have chosen him as a company mascot, but it worked out for Microdeal, just like Mario did for Nintendo." You can enjoy Cuthbert's return by visiting wls.hu/microdeal </BODY>



←--- [ZX SPECTRUM] GRAB THE ENERGY PULSES AND DODGE THE BUGS IN WACKY ROBOT. ---→

NEWSBYTES

<INTRO> ALL THE LATEST NEWS, HANDILY ARRANGED BY FORMAT </INTRO>

<Amstrad Plus: *Bomb Jack GX* recreates the arcade game for Plus machines and the GX4000. Get defusing at bit.ly/bombjackgx />

<C64: Rhythm action game *Goatbeat* lets you play along with classic Rob Hubbard, Ben Daglish and Matt Gray tunes. You'll find it by bopping over to bit.ly/goatbeat-c64 />

<ColecoVision: Electric Dreams converted Atari 2600 games *Crackpots* and *Taz*. Take a stroll to electric-dreams.itch.io />

<Game Boy: *Taxi Boy* is PCNONO's *Crazy Taxi* demake (DMG and Color), €3.90 download or cartridge on preorder. Catch a ride by visiting bit.ly/taxiboy-gb />

<Neo Geo: Kaiju Wasp converted their excellent single-screen platformer *Blue & Red Fight The Robots*. You'll find it at bit.ly/bluered-neogeo />

<PC: Richard Langford (RG 286) has released *Chuckie Egg 3*, inspired by the original. Head on over to bit.ly/chuckieegg3-pc />

<Plus/4: Csabo and Kichy released puzzle game *Dr Margo*. Give it a try at bit.ly/drmargo-plus4 />

<Vectrex: Survival horror game *Dark Alien In Deep Space* is available in two variants (Solaris and Teria) with screen and controller overlays at ar-vectrex.com for €79. />

<VIC-20: Beamrider's *Joust* and *Rally-X Reloaded* (+35K expansion), gekka's *Atic Atac* and *Sabre Wulf* from (+35K), and Kweepa's *Jet Set Willy* (unexpanded VIC with disk drive, or 16K expansion) are in the Denial thread for 2026 releases. More info at tinyurl.com/vic20-2026 />

<ZX81: *Xevious Seven* makes you Earth's last hope in this *Xevious*-inspired shmup. 16K expansion is needed, with support for UDG and Chroma boards. Get blasting at bit.ly/zevious-zx81 />

<ZX Spectrum: Rob Pearmain's platformer *Wacky Robot* (pictured) is available for free download (16K/48K/128K supported) at bit.ly/wacky-zx with Cronosoft publishing the physical cassette via cronosoft.fwscart.com />