



BrewOtaku

THE GAMING MAGAZINE FOR NEW GAMES FOR OLD SYSTEMS

Stories

C64 FOR DUMMIES
SCORPION ENGINE

Interview

ERIK HOGAN (EAROK)

Classics Review

SUPER MARIO LAND (GAME BOY)

Brew Reviews

EGBERT, BAUNSUDAUN, MIROH JR., THE PAZAAK BATTLES, RUNNING KNIGHT, SUPERCOOKED, CURSED CROWN, DEVOLUTION, CATVENTURE, PHENIX CORRUPTA, HUCK ON THE MISSISSIPPI, SKULL NIGHTMARE, TRAUMATARIUM II, SLIMELORD SIEGE, MAGE AND THE GRIMOIRE OF BEAST, BURYING E.T., PUTTING CHALLENGE II, THE ADVENTURES IN CARNAL HELL & MORE...

COVER ART BY MATIAS VIRO

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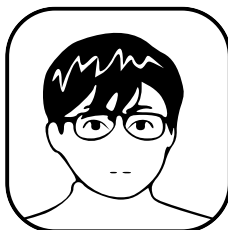
Mid-2024 for your Atari Lynx

Staff



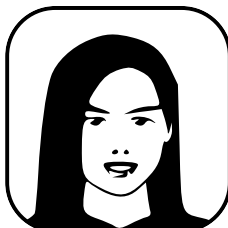
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Editorial

Hello everyone,

There are tons of magazines out there covering almost any topic you can imagine. BrewOtaku will not invent the wheel again but try to pay attention to mainly new games for old systems while covering only one single commercial classic in each issue.

From the early days of gaming with simple presentation to today, technology has improved a lot — we all know that.

In any case, a great game needs to entertain while all other aspects, such as music and graphics, add up to make the experience memorable.

Think back to the day you played your first computer or console game — we want to trigger this feeling for you again. We are so happy if we can get a “wow” out of your mouth when you realize that there is so much new and great stuff for decade-old computers and consoles still released on an almost daily basis.

Enjoy the magazine, and feel free to give us feedback on our social media channels or write us an e-mail.

If you download the one or other free game, please don't hesitate to donate to the author(s) — they deserve it, and it will motivate them to work on more fancy productions!

Yours

Shahzad

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Legend:



Free game, donations mostly welcome!



Commercial game



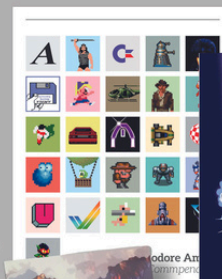
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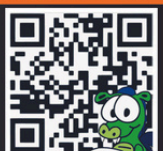
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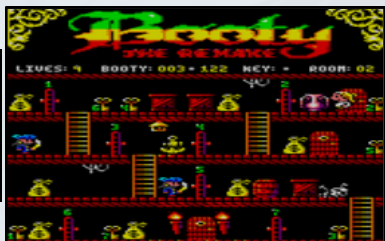


News-Corner (One of Twenty)

December 2023 - February 2024

 **Booty - The Remake**
by salvaKantero

Amstrad CPC 464/6128



Screenshot: playonretro.itch.io

Jim, the cabin boy, wants to use his stay on the ship in Port Royal to realize his own plans for the future. As bold as he is, he is prepared to keep the 125 treasures distributed by the galleon camps and escape as far as possible. In addition, the cellars of the galleon from a labyrinth of doors and rooms in which it is easy to get lost or fall into the void.

 <https://playonretro.itch.io/booty-remake-amstrad-cpc>

 **Stuntman Seymour**
by Codemasters

Amiga OCS



Screenshot: gamesthatwerent.com

Lost games are there to be found, aren't they? This is exactly what

happened here. While this side-game platform game is known from the C64, the Amiga version never made it, until now. Help Seymour to traverse four different film sets with various themes. Each level has multiple enemies, and if you collide with an enemy or their projectile, or fall into water, you will lose your life. The levels also contain score-giving items that you can collect. At the end of every level, you will face a giant boss who jumps around and throws bombs.

 <https://www.gamesthatwerent.com/2023/12/stuntman-seymour/>

 **Orbol Voon**
by The Mojon Twins

ZX Spectrum 48K



Screenshot: mojontwins.itch.io

Help Cheril rescue inhabitants of a city who turned into zombies. Finest Mojon Twins jump and run action!

 <https://mojontwins.itch.io/orbol-voon>

 **Santa's Troubles**
by LC-Games

Commodore 64



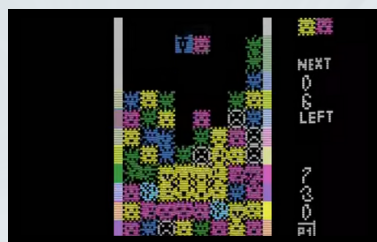
Screenshot: lowcarb.itch.io

Santa's Trouble for the Commodore is a neat Christmas game with a whopping sixteen levels, featuring different stages of difficulty. A bunch of thieves stole precious gifts, which were prepared for delivery. Help Santa get these back, while avoiding any contact with the thieves.

 <https://lowcarb.itch.io/santastroubles>

 **Kovi Kovi**
by MarcoJ

Atari VCS



Screenshot: forums.atariage.com

Eliminate different strains of the Kovi virus in this puzzle game. Beware of viruses overrunning the game board.

 <https://forums.atariage.com/topic/349506-kovi-kovi-for-atari-2600/>

News-Corner [Two of Twenty]

December 2023 - February 2024

 **Dragonmaster**
by Rajcsányi László

Game Boy Color



Screenshot: BrewOtaku

Dragonmaster has seen daylight in 1983 via the Compute! Gazette Magazine, for the C64. Initial author is Chris Metcalf. You have 5 seconds to fight between two dragons. If you defeat a dragon, you get 5 seconds again. You have to fight your way through a total of 4 castles in order to win the heart of your much-desired love.

 <https://lacoste42.itch.io/dragonmaster>

 **Detonator**
by Cobra

Atari ST



Screenshot: demozoo.org

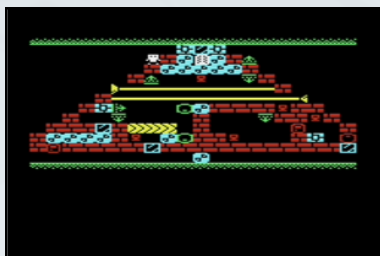
Detonator is a very addicting Atari ST/STE puzzle game released at Silly Venture 2023WE.

Help our protagonist, the Detonator, to line up boulders in the right formation next to the TNT, making sure they all burst down to pave the way for our little guy to move towards the next level! The soundtrack will have you hooked till you end each and every level!

 <https://demozoo.org/productions/334215/>

 **FiZZ**
by fleischgemuese

VIC-20



Screenshot: fleischgemuese.itch.io

Your brain cells look for more activity? Look no further, here is another puzzle game, this time by fleischgemuese. FiZZ features 47 riveting and mind-boggling single-player head crackers, which only a few dare to encounter. Also, there are 30 cooperative multiplayer puzzles if you don't like to play alone. Get ready to flip, twist, and strategize your way through a puzzle-packed adventure like no other. PS: Gravity

will have no mercy on you! Stay relaxed! :)

 <https://fleischgemuese.itch.io/vic-fizz>

 **Tetris 1200**
by JOTD

Amiga AGA



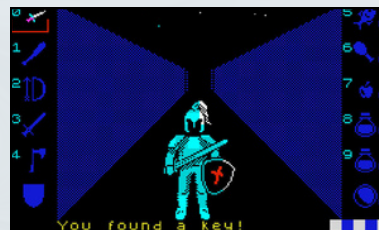
Screenshot: jotd666.itch.io

Despite 'The Tetris Company' not being a fan of third-party remakes, the retro gaming community loves this game already like its own child. Here is an authentic recreation of Atari's Arcade version for AGA Amiga's. The music is not yet perfect, but it does the job very well.

 <https://jotd666.itch.io/tetris1200>

 **Rondure Sorcerer**
by fairythorn.com

ZX Spectrum 48K



Screenshot: jasontaylor.itch.io

A neat dungeon-crawler, physical copy available.

 <https://jasontaylor.itch.io/rondure-sorcerer-zx-spectrum-48k>

News-Corner [Three of Twenty]

December 2023 - February 2024

 **Pac-Man Arcade**
by Marco Leal

ZX Spectrum 48K



Screenshot: marco-leal-zx.itch.io

Marco Leal brought as a really awesome version of Arcade Pac-Man for the ZX Spectrum. It has a smooth experience at consistent 50 frames per second. Although it is a conversion and some compromises were made to accommodate the 48K's constraints, the final product still resembles the Arcade version quite a bit. Go and see it yourself!

 <https://marco-leal-zx.itch.io/zx-pacman-arcade>

 **Bustina**
by Holmade Games

NES



Screenshot: holmadegames.itch.io

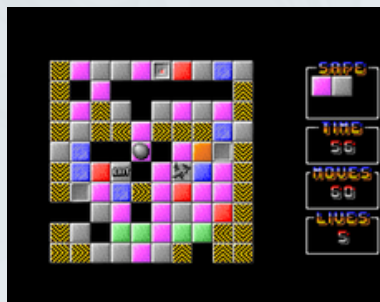
Pirate Lass Bustina sets sail on the high seas

looking for adventure. Explore a huge, open-world island as you traverse different terrains full of mazes, tricks, traps and hungry creatures! Find hidden treasures and other fun secrets as you search for booty... and an escape from the island!

 <https://holmadegames.itch.io/bustina>

 **Spheroid**
by aNdY

Amiga OCS



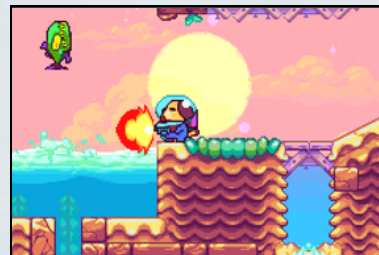
Screenshot: andyvaisey.itch.io

Spheroid is a Commodore Amiga puzzle game by one-man-show aNdY. Your objective is to navigate a metal sphere through a maze of tiles and at last onto the exit tile in a set period of time and moves. The metal sphere is influenced differently by each type of tile and hazards in the maze. There are fifty stages that must be completed.

 <https://andyvaisey.itch.io/spheroid>

 **Goodboy Galaxy**
by Goodboy Galaxy

Game Boy Advance



Screenshot: goodboygalaxy.com

Goodboy Galaxy is possibly one of the best commercial Game Boy Advance action games in recent time, with a real physical cartridge to follow in the very near future. The downfall of Maxwell's home world is near. He hyperjumps where no dog has gone before in a desperate attempt to locate assistance. He is stranded and at the brink of a hostile system; to survive and be rescued, he will require every ally and weapon he can locate. The cards are sadly stacked against him, as they are for any underdog, but a good dog is unstoppable. Examine levels that are crammed with numerous paths. Obtain the friendship cards of more than fifty friends. Invest in a blaster, upgrade with unique capabilities. Discover secret locations and engage in a range of interesting boss fights.

 <https://goodboygalaxy.com/>



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Gameboy Color

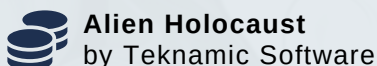


Screenshot: BrewOtaku

Here comes a virtual pet for your Game Boy Color. Feed Piproa, catch bugs, and raise flowers to help your cute little friend grow and nourish! Starts off as a cute little tadpole, making its way up to being an adult with your help.



<https://lzenzoa.itch.io/piropa>



Atari VCS



Screenshot: teknamic.itch.io

Alien Holocaust is based on the Super 8 short movie filmed by Marcus Vinicius Garrett Chiado back in 2011. Bruce, must dodge aliens, collect items along his journey and

save earth from an extra-terrestrial invasion.



<https://teknamic.itch.io/alien-holocaust>



Commodore 64

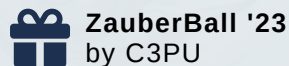


Screenshot: andyvaisey.itch.io

Chiller 2 is a platform game and a semi-official continuation of the 1984 Mastertronic title 'Chiller'. To advance to the next level, players must gather 20 crosses on each level. This sounds easy, as usual — but that's not always the case. There are a total of twelve single screen stages to manage, before you can literally crown yourself for mastering the game. The game's assets along with the 6502-source codes are available as well, making it an interesting resource for all of us who plan to dig deeper into programming the Commodore 64.



<https://andyvaisey.itch.io/chiller-2>



Atari XL/XE



Screenshot: forums.atariage.com

Zauberball'23 is inspired by the C64 game Wizball. Wizball has been initially released in 1987 by Jon Hare and Chris Yates. Oliver Cyranka's Zauberball offers new gameplay, visuals, and audio. The game flow was somewhat altered from the original to enable a lower starting difficulty level. While the original game was fast-paced, this one here could start a lot less hectic. 'Shoot 'em up' action and other elements, surely give the player a memorable experience. Navigate the magic ball throughout obstacles and collect bonus elements along the way. Don't forget to use one of the many power-up's, which will make your life a lot easier. This game was an entry to the recent ABBUC Software Contest.



<https://forums.atariage.com/topic/356170-zauberball23-release-version-abbuc-swc2023/>

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 **Dig Dug Revival**
by LC Games

Commodore 64



Screenshot: lowcarb.itch.io

Initially released in 1982 by Namco, this revival of Dig Dug by LC Games seems to bring back everything it was known for. Help our titular character eliminate all Fygars and Pookas he faces along the journey! One bike pump or crush under rocks, and Dig Dug receives bonus points to conquer each of the 5 levels of difficulty, ranging from easy to master. On PAL models, you can choose to play the game at native PAL speed (slightly slower than the original arcade game) or at NTSC speed (matching the speed of the original arcade game). There were several updates to this game in the past, making it even more and more enjoyable, along with minor fixes. Keep an eye on this one, and feel free to donate to the author.

 <https://lowcarb.itch.io/dig-dug-revival-c64>

 **Psyqo Santa**
by IAMAI Creations

ZX Spectrum



Screenshot: iamai-creation.itch.io

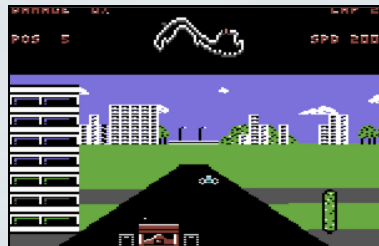
Another addition to the Christmas specials is Psyqo Santa for the ZX Spectrum. Evil Santa is on a mission to freeze people using his elves, turning them into snowmen, to take credit for everyone's hard work. Using a flamethrower, you must save all the snowmen and guide them towards the right direction: Against Santa, whom you will face after clearing all four levels in the final, fifth level for the ultimate showdown. Remember not to be deceived by Psyqo Santa's elves into joining hands with them as you for sure do the people a favour by saving them! The music is cheering and keeps your ears flatterring. An overall great release! An audio tape file as .wav is supported as well.

 <https://iamai-creation.itch.io/psyqo-santa>



 **Super GP 64**
by AJ Layden

Commodore 64



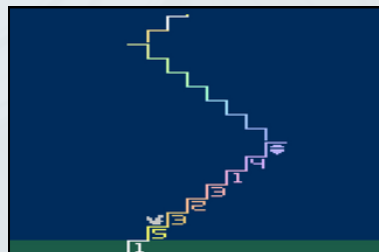
Screenshot: aj-layden.itch.io

A charming arcade-style racer, inspired by Pitstop, will surely have you hooked to the outstanding gameplay and tracks, with three levels of difficulty.

 <https://aj-layden.itch.io/super-gp64>

 **Steps**
by Dave C

Atari VCS



Screenshot: forums.atariage.com

Help Zara the Squirrel to catch as many acorns as she can on the way upstairs, watching out for other squirrels picketing her stash of acorns. One miscalculated jump in this logic game and Zara falls to the ground. There's always a special treat for our lovely squirrel at the end of the level.

 <https://forums.atariage.com/topic/358864-homebrew-wip-steps/>

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Pancho

by Rajcsányi László

Game Boy Color



Screenshot: BrewOtaku

Rajcsányi László brought another old-timer to the Game Boy Classic, using GB Studio. Olivier Barthelemy wrote Pancho for Commodore Business Machines (UK) Ltd. , for the Commodore 16 / Plus4 in 1985. Pancho the Painter literally has one job; covering all the tiles without being caught. If the bean surrounds you, there's always a flying carpet for the rescue. If the bean really gets on your nerves, use the fireball to banish it from existence. Reach the end quicker and get a few bonus points! An overall short and fun game, but the entertainment value is somehow present. There can never be enough Game Boy (Color) homebrew in these days.



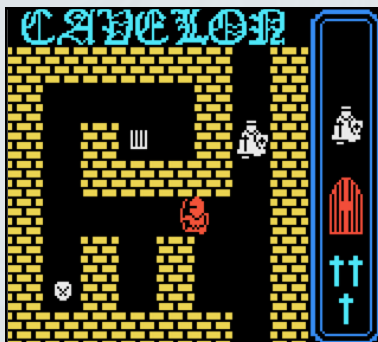
<https://lacoste42.itch.io/pancho>



Cavelon

by Rajcsányi László

Game Boy Color



Screenshot: BrewOtaku

Yet another conversion for Game Boy Color by Rajcsányi László. Cavelon is a great game for every Medieval enthusiast out there! First released by Ocean Software and coded by Christian F. Urquhart, this game has seen daylight first on ZX-Spectrum in 1984. Carrying the mighty Excalibur, you must navigate your way through three different levels to secure the swords. The journey isn't easy, as for the Archers and Knights, they will try to end your journey faster than you can say 'Oachkatzl-schwoaf'. Excalibur may protect you and bring glory, fame, and maybe other desirable things we can't think about yet.



<https://lacoste42.itch.io/cavelon>



Bre4Kout

by Massimo Bonucchi

Commodore 64



Screenshot: massimobonucchi.itch.io

A mix of Breakout and Arkanoid, written in C64 BASIC v2. The game has no sound and is slow.



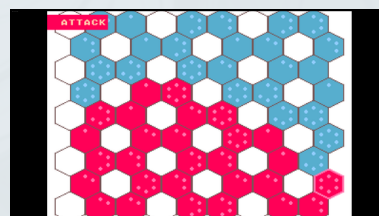
<https://massimobonucchi.itch.io/bre4kout>



Hexaduel

by wuuff

Sega Genesis



Screenshot: wuuff.itch.io

Hexaduel is a strategy game that will leave you scratching your head! Plan effectively to take over enemy territory using various pips. The competition for the winner, whether it be the AI bot or a secondary human, is tight-neck! Never lose your hexes! The game works on real hardware and emulation.



<https://wuuff.itch.io/hexaduel>

News-Corner (Seven of Twenty)

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 **Yeti Mountain**
by Protovision

Commodore 64



Screenshot: protovision.itch.io

You are looking for Chris, your mate who works as a Ski instructor. He normally knows his way around the snowy mountains very well, but somehow he disappeared. Investigate the Yeti lodge to find him. Explore throughout three episodes and figure out what's going on. One of the highlights for sure are the multiple endings based on choices you make during the game. Interactions are littered with pop culture references from the 80s, 90s and early 2000s.

 <https://protovision.itch.io/yeti-mountain>

 **Sorcerer Kid Adv.**
by vidaextraretro

ZX Spectrum

Sorcerer Kid Adventure by José Luis Rodríguez, Antonio Greenweb, Oscar Llamas and others are marvellous platformer for



Screenshot: vidaextraretro.itch.io

the ZX Spectrum. Guide Argos, the youngest and newest sorcerer in town, through his adventure into dark forests and caverns! Ever get stuck along the way, do not forget the goal of the mission, to find the three fragments of the Sacred Book from the castle. Do keep in mind that fragments will give you powers.

 <https://vidaextraretro.itch.io/sorcerer-kid>

 **Super Sushi Pinball**
by CSG Imagesoft

NES



Screenshot: BrewOtaku

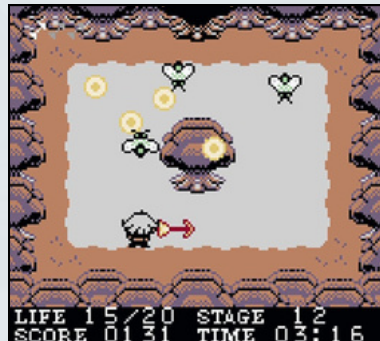
A prototype of Super Sushi Pinball has been found and preserved.

 <https://hiddenpalace.org/Super-Sushi-Pinball-US-prototype>



 **Hunter in the Lost Forest**
by CobaltAoi

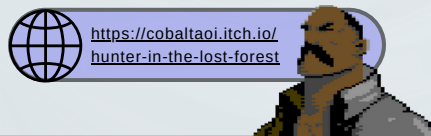
Game Boy Color



Screenshot: cobaltaoi.itch.io

CobaltAoi is the name in the homebrew scene if it comes to niche games — at least according to himself. Let's pick up on Hunter in the lost forest: A young archer realizes, that his nearby forest is crowded with demons — oh noes! Master 20 different exhilarating adventures and just one way to tackle them all; being a step ahead of the enemy and carefully calculating their move! Help Hunter restore peace in his village by helping him with his conquests throughout the forest. While random hearts will drop and increase your health, at the same time they will decrease your score. A Japanese version of this slightly NSFW game is freely available too.

 <https://cobaltaoi.itch.io/hunter-in-the-lost-forest>





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Pull of the Void
by Zella

Game Boy Color



Screenshot: zellawhat.itch.io

Imagine yourself navigating through the wonders of our solar system when you're forced to flee from your planet, which is completely obliterated from the systems established by human beings! It would be a game of death and survival. Help our fellow astronaut keep himself healthy, avoid any wreckages, engine fires, hull breaches and most importantly, from the space pirates who might try to steal the valuables he is transporting! Practice your trading and survival skills in the normal mode and when you think you can take on a challenge, don't hesitate to move over to the 'Capitalist Hellscape' which will surely have you questioning your so called 'skills'!

There is so much to take care of as the astronaut, you will never get enough of the game, which is why an average normal paced run will cost you a good 1-2 hours if things go smoothly. If you mess up somewhere, good luck recovering!



<https://zellawhat.itch.io/pullofthevoid>



Tut Tut
by Shieladixon

MSX



Screenshot: shieladixon.itch.io

The 1921 excavation season in Egypt is coming to its end. Your excavations have not gone well, as you have found no trace of the legendary and as yet undiscovered pharaoh's tomb. In the last days of the excavation season, wild stories spread about mummies and tomb robbers. It's for sure time to look after things. This game is also available for a few more older systems.

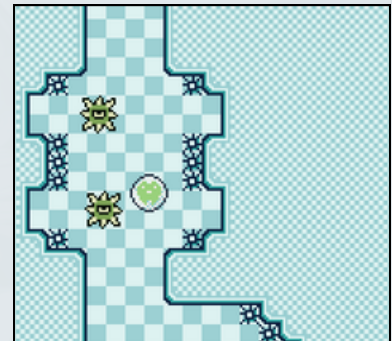


<https://shieladixon.itch.io/tut-tut-port-for-msx>



Bubble Frog
by Timbo Johnson

Game Boy Color



Screenshot: timbojay.itch.io

Help John Bubble to rescue all Onigiri. Travel from the Pink Zone to the Blue Zone and make sure you don't collide with anything that could terminate your mission earlier than expected. Dangerous situations await you literally on every single corner.



<https://timbojay.itch.io/bubblefrog>



The Mandarin 2
by Mananuk

Amstrad CPC



Screenshot: mananuk.itch.io

The Mandarin 2 is a Star Wars based action game for the MSX. Eliminate General Limoncello.



<https://mananuk.itch.io/the-mandarin-2-amstrad>



News-Corner [Nine of Twenty]

December 2023 - February 2024

 **Starseed**
by Thalamus Digital

Game Boy Color



Screenshot: BrewOtaku

Starseed is a classic arcade shooter. Destroy masses of extraterrestrials and dodge their attacks. The gameplay is somewhat straight forward, and the action is limited.

 <https://thalamusdigital.itch.io/starseed-game-boy-color>

 **Slime Dungeon**
by foxel_

Game Boy Color



Screenshot: BrewOtaku

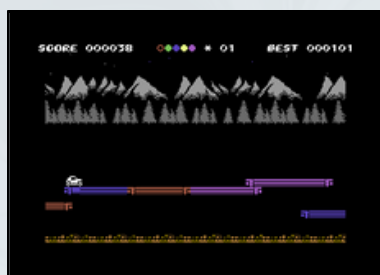
Slime Dungeon sounds special, and it is truly special, it's simply hardcore. The game has been written as exercise to learn GB Studio, result-

ing into an insane difficult platform game, with nine levels. The feeling when you beat this, is for sure special! Don't play this game, if your nerves can't stand it.

 <https://gutenkode.itch.io/slime-dungeon>

 **Cruisin' For A Bruisin'**
by Megastyle

Commodore 64



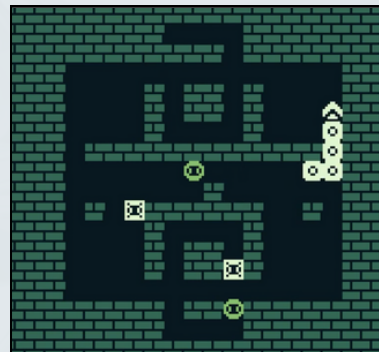
Screenshot: megastyle.itch.io

A new C64 game by Megastyle: Cruise your car from platform to platform, while collecting colors. The number of collected colors, will be multiplied with the number seen in the score bar. Collect all five colors, to raise the scoring even further. Grey platforms, will be lethal to you. If you fall into the ground, you are gone for good as well. Pick up a hitchhiker to gain extra points, but avoid smashing him, as you won't collect any bonus points then.

 <https://megastyle.itch.io/cruisin-for-a-bruisin>

 **Anctrayl**
by Bipdel Studios

Game Boy



Screenshot: BrewOtaku

Anctrayl takes heavy inspiration from Snake and Sokoban. Brace yourselves to clear every white box and additional obstacles along your way. The faster you can achieve that, the quicker you will be able to succeed all twelve levels!

 <https://bipedal-studios.itch.io/anctrayl>

 **Phantomas Tales #4**
by The Mojon Twins

ZX Spectrum 48k



Screenshot: mojotwins.itch.io

Phantomas Tales #4 is a platformer, now available for the ZX Spectrum 48k. Collect all 15 gold coins!

 <https://mojotwins.itch.io/phantomas-4-severin-sewers-2024>

News-Corner [Ten of Twenty]

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 **Brain Wash**
by Perefiss

Game Boy



Screenshot: BrewOtaku

Something a bit different from what we see generally! Brace yourselves for a strategy number-based game that will have you scratching the top of your head! Within ten tries, determine the secret number! The more you try, the more hints you get and possibly be the smartest!

 <https://perefiss.itch.io/brainwash>

 **Diana Cave Adventure**
by Oniric Factor

ZX Spectrum 48K / 128K



Screenshot: oniric-factor.itch.io

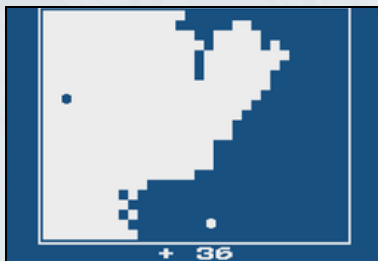
A lovely little surprise from a developer for her daughter, Diana! Leading

the story, help Diana find the perfect dose of caffeine for her father Jorge, while facing the evil forces who have stolen all the coffee cups Diana's father had! She must make sure he stays awake so he can continue working on more games!

 <https://oniric-factor.itch.io/diana-cave-adventure>

 **Pong Wars**
by Thomas Jentzsch

Atari VCS



Screenshot: forums.atariage.com

Pong Wars is a tweaked Pong variant currently in development by no other than Thomas Jentzsch. Two opposing sides fighting for supremacy! Day and night, conquering each other's territory block by block to be the dominant power! Choose to play as either day, or night. Whatever you choose, you will have the option to play against an AI or a second player, which is most fun.

 <https://forums.atariage.com/topic/360475-pong-wars-atari-2600/>

 **Escape (English)**
by Dareint

ZX Spectrum 48K



Screenshot: dareint.itch.io

This game is set to make you and your mind step into a world of text mazes. Help Edward and John escape the detention center, scavenging across nearly 100 locations. Your typing skills must be top-notch to write the perfect commands that guide our friends out of detention!

 <https://dareint.itch.io/escape-2024-english>

 **Paco-Man**
by TiranusSoft

ZX Spectrum



Screenshot: BrewOtaku

Help Paco-Man escape the Ryanair stewardesses, which he recognizes as monsters, due to drug abuse!

 <https://tiranussoft.itch.io/pacomani>

News-Corner (Eleven of Twenty)

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SkullStar
by 2018jh

Atari VCS



Screenshot: forums.atariage.com

SkullStar is a simple shooter for the legendary Atari VCS, written in Batari Basic! Fire away at enemies, but beware of the deflector. Barriers can also end you if you're not vigilant enough! Your abilities to constantly avoid any enemy barrages will keep on improving with time, so don't give up! We are sure you can do it!



<https://forums.atariage.com/topic/360409-skullstar-space-shooter/>



Finding Dawn 2
by Dave Morris

Game Boy



Screenshot: davemorris.itch.io

Finding Dawn 2 is a simple RPG puzzle game for the Game Boy Color.

The protagonist, a wizard, is on a quest to find his cat 'Dawn', who has gone missing. Using a magic wand, help him navigate through a series of easy tasks, to bring her back to life! A funny and cute little game for all cat lovers. Meow! <3



<https://davemorris.itch.io/finding-dawn-2>



Fighter on the Path of Glory
by Yousu Okashii

Game Boy Color



Screenshot: cobaltaoi.itch.io

The fate of the Oni Tribe lies in the hands of one individual, who is out on a conquest to achieve Glory. Help our friend navigate through different road and boss stages, collecting coins and facing enemies. Normal kicks against minor enemies are sufficient, but you're bound to use heavier attacks against bigger enemies.



<https://cobaltaoi.itch.io/fighter-on-the-path-of-glory>



Diamenty
by kracksnax64

Commodore 64



Screenshot: kracksnax64.itch.io

Diamenty is a puzzle game using a rather old concept in a new interpretation. Collect gems by bringing them together, so they pile up. Once all are cleared, proceed to the next stage.



<https://kracksnax64.itch.io/diamenty>



Missione Lunare
by Massimo Bonucchi

Commodore 64



Screenshot: massimobonucchi.itch.io

Massimo re-uploaded his C64 game inspired by Lunar Lander and Jupiter Lander, written in C64 Basic. Land on the right spot at rather difficult terrains of the moon.



<https://massimobonucchi.itch.io/missione-lunare>

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 **Determination**
by ramidreju

Game Boy



Screenshot: ramidreju.itch.io

A very simple self-help type of game made by the creator and shared with the public! Help our character listen to everyone and complete the tasks he is set out to do while navigating through a Dark Forest!

 <https://ramidreju.itch.io/determination>

 **Tennis for 2**
by aladinsane-dk

NES



Screenshot: aladinsane-dk.itch.io

Here is a Pong game made into a visual Tennis environment, as a two-player game only. Coded in 6502 assembly.

 <https://aladinsane-dk.itch.io/tennis-for-2>

 **The Goblin**
by Hicks & Mananuk

MSX



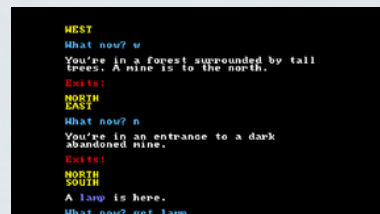
Screenshot: hicksretro.itch.io

A fun title consisting of a creepy goblin, in-charge of a jail. He has one duty only, not letting anyone escape. However, fate took a wrong turn when Morleck's demons escaped the jail, and you are accountable for it. What will you report to your boss? You must search the demons throughout the dungeons in order to find them. Your only weapon? Beer burps that can eliminate anyone, a truly disgusting but powerful weapon. Be careful how you utilize your breath! Make sure to bring every demon back to jail, so you can proceed to the next level. Will you succeed in bringing everyone back behind bars?

 <https://hicksretro.itch.io/the-goblin-msx>

 **Castle Quest**
by Ricky Derocher

Amiga OCS / C64



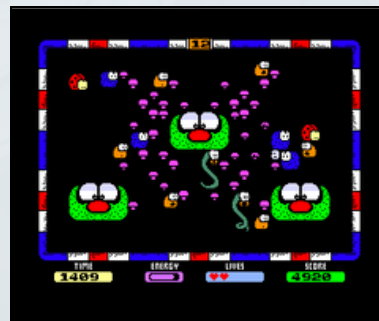
Screenshot: rickyderocher.itch.io

Castle Quest by Ricky is a truly old school text adventure. Your mission is simple, you just need to rescue the kidnapped princess!

 <https://rickyderocher.itch.io/castle-quest-amiga>

 **Mutant Mushrooms**
by The Death Squad

ZX Spectrum



Screenshot: death-squad.itch.io

Imagine an essence of Robotron, mushrooms and many monsters who are immune to your pellets. All lined up with really nice-looking graphics. Music by Yerzmyey, graphics and code by Sludge. Oh, don't forget to collect gems to increase firepower.

 <https://death-squad.itch.io/mutant-mushrooms>

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Steamboat Under Attack
by alfredtdk

Atari VCS



Screenshot: forums.atariage.com

Steamboat under Attack is a rather simple game, where you take over the role of a captain. The only thing you have is a cannon to defend yourself from enemies attacking, who have one motive, sinking your boat from an aerial approach. The game starts at dawn and may proceed to dusk, if you last that long.



<https://forums.atariage.com/topic/359583-steamboat-under-attack/>



Final Melee
by nop90

Atari Lynx



Screenshot: nop90.itch.io

Fight against an evil wizard, but only three of many survived: A mage, an archer, and a warrior.



<https://nop90.itch.io/final-melee>



Tenebra
by Haplo

Atari ST



Screenshot: h4plo.itch.io

Now available for the Atari ST: Tenebra presents itself as an immersive puzzle game that embraces the aesthetics of rogue-like games. Your objective is to navigate the unfortunate protagonist towards the exit. However, this poor soul has an intense fear of darkness, rendering him unable to traverse through dimly lit areas. To overcome this challenge, you must strategically lighten up areas, discover keys to unlock doors, pass through collapsing archways or manoeuvre through cracks in deteriorated walls. But also, you need to repair broken rails with a hammer and activate sensors to unveil the exits. In any case, do whatever is necessary to get out.



<https://h4plo.itch.io/tenebra>



Pinkshake
by cojam

PS Vita



Screenshot: cojam.itch.io

A demon has stolen Princess Pinkshake's Doggo. Help to guide the princess throughout multiple islands to find her beloved Doggo. Not very princess like, she uses her umbrella as a weapon to keep enemies away. This beautiful and stylish 3D game is possibly a must-try for jump'n'run fans.



<https://cojam.itch.io/pinkshake>



Savage Princess 2
by Monster Legs Prod.

ZX Spectrum



Screenshot: bitmapsoft.co.uk

An excellent platform game tape release for the ZX Spectrum and a marvellous follow-up to the first part. Who disturbed the princess' sleep?



<https://www.bitmapsoft.co.uk/product/savage-princess-2/>



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 **5 Minutes until Goodbye**
by Lucas Cavanna

Game Boy Color



Screenshot: elepunto.itch.io

There's barely a release where some form of sentiment is attached to the game. This title showcases a young couple, where they bid farewell to their other half and ponder upon what they can do while the train arrives, which is exactly in 5 minutes. The couple proceeds towards talking to strangers, completing miscellaneous tasks and just utilizing the time efficiently. The game lasts exactly for 5 minutes and is said to hold a lot of sentimental value among the people who actually played it. Help the young couple by making their last few moments memorable. Take them to the library for some quality reading time, or towards the coffee shop for a quick drink.



<https://elepunto.itch.io/5minutes>

 **Vixen**
by Rajcsányi László

Game Boy Color



Screenshot: lacoste42.itch.io

Vixen, another one of those survival titles that catch everyone's attention. You're Vixen, the last surviving human being on planet Earth, which is now dominated by a race of Dinosaurs. Being raised by a herd of magical foxes, it is now up to you to save everyone from the wrath of this dominance and bring mankind back to life. Using a whip, which counts as your only weapon, move forward, destroying enemies as you face them. With the help of power-ups such as additional time, gems, and extra lives, you can prolong your gameplay experience. Collect fox tokens, to transform into one and explore the underground!



<https://lacoste42.itch.io/vixen>

 **Eye Dropped**
by Aionmagan

Game Cube



Screenshot: aiomagan.itch.io

Eye Dropped aka Drop Killer is an abstract 3D FPS shooter. Shoot as many eyeballs as possible, before they push you off the platform.



<https://aiomagan.itch.io/eye-dropped>

 **Atoz**
by Masterware Entertainment

VIC-20



Screenshot: bunsen.itch.io

Help Atoz filling his belly with letters falling in. Remember, he is very picky and only tolerates eating them in alphabetical order. Watch out for bricks, as they will heavily lay in your belly and end the game too. If you managed to go ahead, we start over, but a bit faster... and faster.



<https://bunsen.itch.io/atoz-vic-20-by-masterware-entertainment>

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 **Mike Visor**
by Aionmagan

PSX / GameCube / DC



Screenshot: aionmagan.itch.io

Mike is stuck in a dimension with no way out. He doesn't know that you, an observer, are guiding him through towards the end. You can see the reality, but Mike cannot. You must make sure he avoids all enemies. Additionally, keep a lookout on the pattern of crystals, if you collect the right ones, the trail will be blue, otherwise it will turn purple, forcing you to reset the game. As of the publishing date of this magazine, we need to mention that the GameCube version is still unfinished, as it's missing sound effects. The Dreamcast Version has hidden Easter eggs and a full music track, other than that, it's just a direct port of the PlayStation release. There are ten levels to master.

 <https://aionmagan.itch.io/mike-visor>

 **No Fly Zone**
by Sander Alsema

Commodore 64



Screenshot: bunsen.itch.io

You were responsible for a peacekeeping mission. A sudden disruption is what you've immediately noticed. All you did before was having coffee and staring at screens. The neighbour sector broke the thousand-year peace-contract by sending fly-like robots. Using the only weapon you have at your disposal; you must eliminate all enemy threats. Since it is a very outdated technology, you can only shoot at one enemy once, that too only in four different directions. You must eliminate all enemies from reaching your sector, otherwise we are badly doomed! The whole game has been written in C64 BASIC v2. The author describes on its release page, what his code does, it's worth a read.

 <https://bunsen.itch.io/no-fly-zone-commodore-64-by-sander-alsema>



 **Jacks or Better**
by D. Scott Williamson

Atari XL/XE



Screenshot: bunsen.itch.io

A five card withdraw poker game, where every player places a bet and then later on, withdraws a card. The withdrawn cards are replaced with others from the deck and at the very end, whoever has the winning or chosen card, wins the bet amount that was placed initially!

 <https://bunsen.itch.io/jacks-or-better-video-poker-atari-8-bit-by-d-scott-williamson>

 **Gunner**
by Eric Carr

Atari XL/XE



Screenshot: bunsen.itch.io

Hold off enemy planes as long as you can. Lose three and it's game over. The whole game is written using FastBasic 4.6.

 <https://bunsen.itch.io/gunner-atari-8-bit-by-eric-carr>

News-Corner (Sixteen of Twenty)

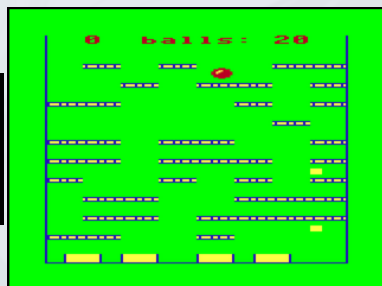
December 2023 - February 2024



Falling Balls

by spotlessmind1975

Atari XL/XE, CPC, TRS-80



Screenshot: bunsen.itch.io

A BASIC game made for the Atari 400 / 800 / XL / XE, AMSTRAD CPC 664 and TRS-80 COLOR. There is a basket at each level, in which you have to collect the balls in the shortest possible time. The more time you take, the fewer points you earn.



<https://bunsen.itch.io/falling-balls-atari-amstrad-coco-by-spotlessmind1975>



Snakslad

by Jim Gerrie

TRS-80



Screenshot: bunsen.itch.io

Snakes & Ladders for the TRS-80 is a two-player board game, where you need to reach the snake's head. Go ahead and roll your digital dices. Avoid the slides down.



<https://bunsen.itch.io/snakslad-tandy-trs-80-mc10-by-jim-gerrie>



Bombaim

by Jim Gerrie

TRS-80



Screenshot: bunsen.itch.io

A history oriented title, that takes us back to the start of World War II. White markers represent the areas you're bound to target; hence, you have to navigate the aircraft to the absolute perfect position in order to align it with the targets. Take care of your flying height. The higher up you are, the sooner you will have to release the bombs.



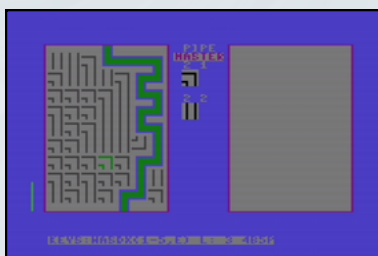
<https://bunsen.itch.io/bombaim-tandy-trs-80-mc10-by-jim-gerrie>



PipeMaster

by FeCO

Commodore Plus/4



Screenshot: bunsen.itch.io

Connect pipes — for one or two players. Written in only ten lines of BASIC.



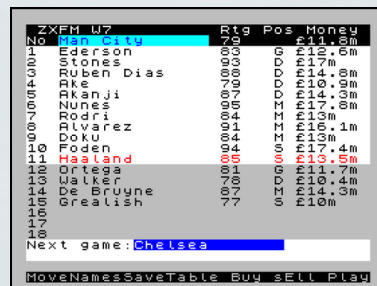
<https://bunsen.itch.io/pipemaster-commodore16-by-feco>



ZXFM

Matthew Begg

ZX Spectrum



Screenshot: bunsen.itch.io

A great football manager game! Make your own league or manage an already set amount of people. Help with funding recoveries of injured players, transfer or sell players, or just record your progress along!



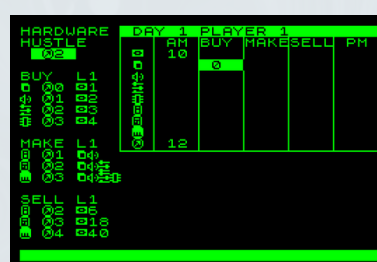
<https://bunsen.itch.io/zxfrm-sinclair-zx-spectrum-by-matthew-begg>



Hardware Hustle

by Matthew Begg

ZX Spectrum



Screenshot: bunsen.itch.io

Hardware Hustle is a resource management - based game where you're delegated with running a hardware business. Order components, sell, and try to make money!



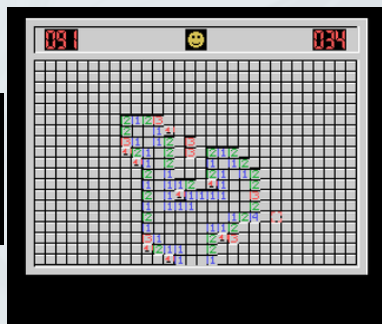
<https://bunsen.itch.io/hardware-hustle-sinclair-zx-spectrum-by-matthew-begg>

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 **Minesweeper**
by Under4Mhz

ColecoVision / MSX / ...



Screenshot: under4mhz.itch.io

Under4Mhz released a variant of Minesweeper for several systems. Many of us may know this game from Windows 3.1, where it was a standard game. Your task is to flag bombs, and simply don't mess up. Kaboom!

 <https://under4mhz.itch.io/minesweeper>

 **Foggy's Quest**
by John Blythe & Co.

Amstrad CPC



Screenshot: gamejolt.com

This extraordinary, great puzzle platformer has been already known from the ZX Spectrum. John, the main guy behind the game, possibly decided that this pearl needs to be redone for the Amstrad CPC, and so here it is.

Foggy likes to holiday in not so usual places, which brought him into danger. While exploring, his spaceship was the victim of robbery. The power crystal for the engine went missing, but also a more crucial and vital part called 'Dimension Splicer'. Time to get these parts back. Run into objects to collect them, but do not touch your enemies, the NARG's. Lava is said to be unhealthy for you, too. Overall, a quality title, with many people involved.

 https://gamejolt.com/games/foggys_quest/877842

 **Blast Arena**
by badcomputer

Master System



Screenshot: helpcomputer.itch.io

Blast Arena is a short but wonderful arena shooter, for the Sega Master System, bringing new elements by time. The catchy music by Richard 'kolor' Armijo adds up a lot.

 <https://helpcomputer.itch.io/blast-arena>

 **Duck Hunt**
by marggines

Amiga OCS (2MB RAM)



Screenshot: ppa.pl/forum/

Awesome, Duck Hunt for the Amiga. If you know this from the NES, you will be happy to spend some quality time with the slightly visually improved Amiga version. Use your mouse to catch the ducks!

 <https://www.ppa.pl/forum/strefa-gier/46460/duck-hunt-kolejna-nowa-gra>

 **Cosmic Shootout**
by Retrospect

TI-99/4A



Screenshot: forums.atariage.com

Eliminate your enemies, fire back at any cost and avoid the attacks toward you. Once you managed all of your friends, it's boss time. It's really addictive, aiming for a higher and higher score each play.

 <https://forums.atariage.com/topic/361736-cosmic-shootout/>

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 **Dodge City**
by Retrospect

TI-99/4A



Screenshot: forums.atariage.com

Control a robot, who needs to destroy the evil Morgs. They once came to earth, and it's time now to get rid of them. They spit lethal energy bolts, so beware. There are three levels, the last one is obviously the hardest.



<https://forums.atariage.com/topic/362000-dodge-city/>

 **Circus Carnage**
by Sunny, Quentin & Jungwoo

Game Boy



Screenshot: BrewOtaku

Barry is sick of the circus next door. In his style, he wants to make sure, that the noisy clown is shut up. Certainly, you get beaten back! Who is the boss?



<https://sunnychowtheguy.itch.io/circus-carnage>

 **Sergio Kidd**
by PCNONOGames

Game Boy Color



Screenshot: pcnonogames.itch.io

A legend once said that a long time ago, the inhabitants of a town met regular at the square to buy and exchange food. The king became greedy and imposed taxes. The citizens did not really agree. The king's wizard used magic, to turn the unhappy citizens into monsters, and thus creating an army for himself. Who would be brave enough to take care of the king? Of course, Sergio Kidd will. If you are into platformers like the early Mario games, you will find this game very appealing. There is a total of five worlds, full of dangerous situations. Eleven different enemies and two boss fights, make sure that you won't get bored too fast.



<https://pcnonogames.itch.io/sergio-kidd-for-gameboycolor>

 **Closet Monsters**
by PSPiso

Game Boy Color



Screenshot: pspiso.itch.io

A monster, instilled with no fear of loss, pride, danger, and anything there is to sabotage someone, sets on a conquest to open as many doors as he can. While children may still think of him as a simple fantasy, he is out there to prove everyone wrong. Help him navigate through the never-ending maze of locked doors and different obstacles such as closed ends, pathways, and potholes which he must open by finding the right keys. Finding the keys to open doors isn't as straightforward. Our monster must communicate with everyone along the journey, who will guide him to unlock all the doors and eventually reaching the end. Did you look into your closet today?



<https://pspiso.itch.io/closet-monsters>

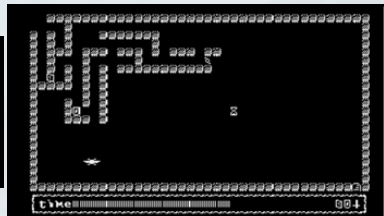


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 **Dungeon Adventurer**
by Daniel Koźmiński

Atari XL/XE



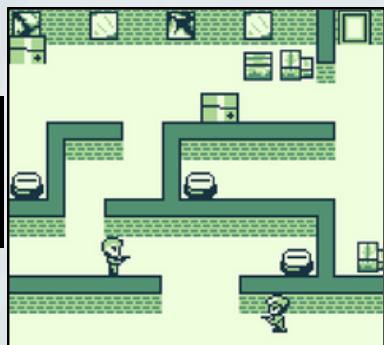
Screenshot: atariteca.net.per

You are Reynhard de Lorena, a brave and ambitious knight set out on a mission tasked by King Palonor to find hidden valuables in the most deep and viscous dungeons out there. In every level, there is a race against time. As the knight scavenges the entire level, he is bound to face dead ends, closed paths and so much more.

 <https://gitlab.com/delysio/dungeon-adventurer>

 **Robocop The Beginnings**
by juhxx_

Game Boy



Screenshot: juhxx-x.itch.io

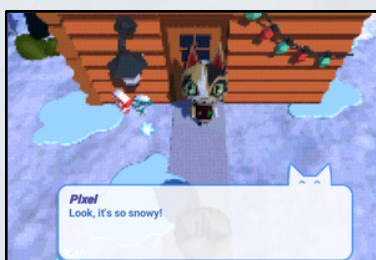
A game based on the Robocop franchise, made by Julia Costa, Clara Antunes and Inês Gomes.

Robbery, crime and a distinct nature of the world is prevalent. Officers Murphy and Lewis are tasked with a rather hard mission, getting a hold of the gang who portray themselves as heavily armed. The duo suspects that they might have hidden inside a factory. Help the duo investigate this factory to figure out the whereabouts of the gang. Use clues to find more doorways, make use of your gun to shoot at the enemies wherever necessary in true police action!

 <https://juhxx-x.itch.io/cyberdoll>

 **Cold Out 64**
by shadowsora

Web



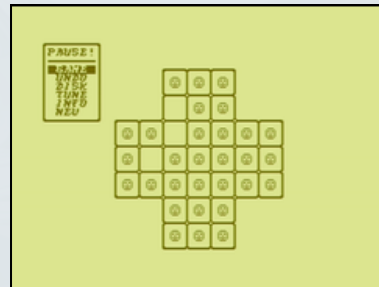
Screenshot: BrewOtaku

Help your little brother, Pixel, building a snowman by collecting items from around the village. The game offers three different endings. A Unity game mimicking N64 specs.

 <https://shadowsora211.itch.io/cold-out-64>

 **Marbles Solitaire**
by kielack

Commodore 64



Screenshot: kielack.itch.io

A simple puzzle game made for the C64. The main objective of this title is to carefully eradicate all marbles, one by one. Best case scenario, you will be left with just one, so don't beat yourself for that!

 <https://kielack.itch.io/marbles-solitaire>

 **Arlo**
by Packobilly

ZX Spectrum



Screenshot: packobilly.itch.io

Arlo, an extra-terrestrial, has illegally stepped foot on Earth. His friend Roswie went missing in New Mexico already, but Arlo believes, that you still could make up great friendship with humans.

 <https://packobilly.itch.io/arlo>

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 **Jump 'n Bump**
by earok

Amiga OCS



Screenshot: earok.itch.io

A remade version of the 'bloody' classic "Jump 'n Bump" by Brainchild Design, now for the Amiga. While the bunnies look very cute, the task is very lethal. Jump on each other's head! Allowing up to four players, this is a pure fun. Score for each kill, you can achieve Simple, cute, and sick!

 <https://earok.itch.io/jump-n-bump>

 **Last Stone's Day**
by C-Team

Game Boy



Screenshot: ronnieth3ar.itch.io

Acquisitions Incorporated has been tasked to service the very mega important Last Stone's Day festival.

Alongside your team, you must make use of your purchasing skills and feed all the hungry customers craving for food! Taking orders, preparing the food and tending to the customers; everything is essential to keep things running!

 <https://ronnieth3ar.itch.io/last-stones-day>

 **XLN Bikes**
by Plattysoft

MSX



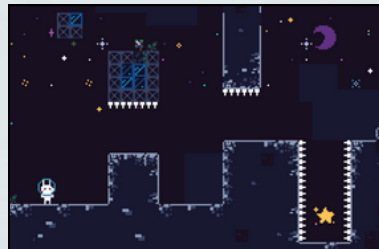
Screenshot: bunsen.itch.io

XLN Bikes is a single player MSX Basic game written in 10 lines of code. The game is heavily inspired by Tron Light Cycles. The player moves in a restricted area and needs to play against an AI. Whoever survives the longest, is the winner. Don't crush into yourself, don't crush into your opponent, and don't even dare kiss the wall. Happy surviving!

 <https://bunsen.itch.io/xln-bikes-msx-by-plattysoft>

 **Shoot for the Moon**
by lunarApocalypse

Game Boy Advance



Screenshot: lunarapocalypse.itch.io

When two friends can't talk over distance, you just go and visit him, right? You take over the role of Yerba, who heads out to the moon to visit his mate Lo. The music of this title is great, but unfortunately borrowed from other games, which makes it a title holding potential copyright infringements. Unless this release does not get updated with own content, it might be just gone for good sometime soon, which would be a pity. The gameplay is just like a regular platformer. Go from left to right to access the next screen, spikes do disturb you a lot and also precise jumping attempts will require some tries. Your ability to dash is also quite a strategical element in the whole game. The collision is nasty and unforgiving, lowering the fun slightly.

 <https://lunarapocalypse.itch.io/shoot-for-the-moon>

C64 for Dummies



A trip down the lane into 80ies homecomputers

This wouldn't be a retro-tech-based magazine without some mind-boggling past inventions that keep everyone hooked, right? Let's take a trip down memory lane to appreciate one of the most significant inventions in history: the infamous Commodore 64. Now, if you don't already know this fantastic computer, please allow us to review every aspect of this piece of hardware. After reading this article, you can flex on your tech-enthusiast friends with your knowledge! Let's get started.



Picture: wikipedia.org / Dan Patrick

WHAT EXACTLY IS THE C64?

What is the C64, and how is it relevant to retro gaming? In layman's terms, the C64 is a home-based computer system built on an 8-bit architecture that hit the markets of our world in August 1982, when the President of this invention's parent company (Commodore Business Machine, also known as 'CBM') Jack Tramiel gave his engineers a mere 6-week deadline to develop a 64 KB system for the 1982 CES (Consumer Electronics Show). Two days later, a basic prototype with the code name 'VIC-30' was presented to the president. Before long, the C64 became the star of the show at CES, equipped with the most potent hardware of the time and the only 64 KB system at the showcase, alongside being competitively priced at just \$595 (according to today's standards, around \$1800) while its competitors such as the Apple II and IBM PC were priced heavily despite having inferior specifications.

THE REVOLUTIONARY STEPPING STONE

The C64 was the revolutionary stepping stone into modern computing and arguably the most software-friendly platform at the time, which is apparent considering it beat the Guinness World Record of being the most sold computer of all time. Moreover, the early 1980s was when freeware and shareware were pioneered. They were gaining attention from tech freaks worldwide tired of draining their pockets for new software. The C64 allowed users to easily program software according to their liking. Unlike most hardware at the time, it booted up to a primary Operating System and waited to get instructions. And, if writing their program was a daunting task for someone, they had the choice to insert a floppy disk or another cartridge to just 'plug and play.' In other words, the software is loaded off of the tape, floppy disk or the cartridge for the user to start working as they please. This eventually became the concept that numerous plug-and-play devices followed along in the future, including the infamous Nintendo consoles, PlayStations, and Xboxes.

A DIVE INTO THE TECHNICAL SPECIFICATIONS

The brains of a machine dictate its ability to compute and impress audiences, and the same was the case with C64. The C64's powering heart was the ultimate 6510 Central Processor, which, for the time, was one of the most powerful chips for home-based computer systems. This microchip, successfully engineered by MOS Technologies, rocked a base frequency of 9875 MHz, with the ability to



accommodate more RAM than any other competitor on the market, which made the '64 KB' RAM the golden feature for the system, as it allowed tech enthusiasts of the time to explore with the machine as much as they wanted to. Despite pioneering this specific chipset, Commodore did not have the upper hand in the market, considering its competitors at the time utilized the more powerful yet inexpensive brother of the 6510, the 6502. Critics have argued for a long time that this chipset is the weakness of the C64; however, the additional RAM added to the system most definitely compensates for the fallback in computing power.



Picture: wikipedia.org / MOS6502

RISE AS 'THE CONSOLE' OF THE 80'S

Enough nerdy talk; what does a random computer from the 80s have to do with retro gaming? Here's where the C64GS (The Commodore 64 Gaming System) steps in. The C64GS was launched in December 1990 to compete in a market dominated by Sega and Nintendo.

Being very similar to the original C64 in terms of hardware, the GS supported a cartridge-based approach; it shipped initially with 4 games bundled in the cartridge: Fiendish Freddy's Top O'Fun, International Soccer, Flimbo's Quest, and Klax. These games were designed so that their controls did not require any keyboard; instead, they were more dependent on the joystick, which came out of the box with the GS.

Games launched for the original C64 were taken by surprise because of the system's versatility; one could work and play simultaneously if one wanted to.

However, the GS did not receive the same amount of fame as its predecessor, since by the '90s, 16-bit systems like the Super Nintendo Entertainment System took over the market, which made the GS seem out of place. It was underpowered, lacked software support and did not come with a keyboard, which was a dealbreaker for most gamers who ended up choosing the original C64 over the GS because it was available for a fraction of the cost. Most importantly, it came with a keyboard, which made it a better deal. Commodore should have sold even a third of the units they manufactured initially, with reports suggesting that only 20,000 out of the 80,000 units were sold.

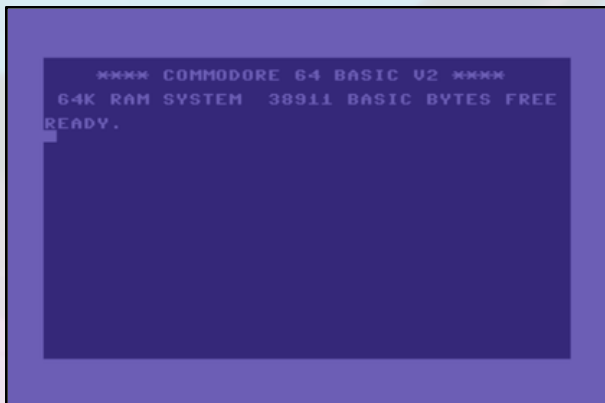
This failure eventually spiralled towards the company's downfall, as just two years later, Commodore filed for bankruptcy in 1994.



Picture: wikipedia.org / Evan-Amos

Nevertheless, the C64 retained its position as a fan-favourite platform for its time, reflected by the approximately 10,000 commercial titles launched since its advent. New games are being released up to this day. While you read this article, there might be even again another release for the beloved C64.

THE EMULATION EXPERIENCE



Picture: BrewOtaku

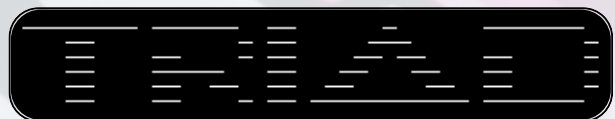
The home computer is long gone and obsolete for most. However, enthusiasts have kept the legacy of the C64 platform alive. With the help of emulators built into browsers or as separate applications, fans can still take a ride back in time to experience what it was like to use these machines. Emulating a C64 on current computers is a relatively straightforward process. You need an emulator like VICE or CCS64, which can be downloaded from their websites for free. These can faithfully emulate the C64 hard- and software, allowing you to run classic games and applications on your new today's computer or mobile device. The emulation process works quite well. Expect a similar experience, as the emulators are designed to replicate the original hardware, so the games and applications will run at the same speed, graphics, and sound quality as they did on the original machine in the past.

ART AND THE C64



Edge of Disgrace by Booze Design - A C64 Demo from 2008 - Picture: pouet.net

Apart from its utility and feature-rich specifications for its time, the C64 gave birth to a revolutionary movement that helped the international community bond over probably one of the most unexpected things: computer demos. The demoscene is an art subculture, born out of software piracy, that developed into an own thing and focuses primarily on producing so-called demos for entertainment purposes and personal skill development — to get the most out of any hardware. Sometimes things were made possible, no one could have imagined years ago.



Logo: c64-wiki.com

Well, to understand a bit more we might have to take a short history lesson. Back in the 1980s, when the culture of 'cracking' (modifying a copyrighted piece of software to remove its copy protection) took rise in the computing community. A few of these 'crackers' started placing a logo of their own into the cracked software. Soon enough, this practice was enhanced with fancy scrolling graphics and music. This, at the end, turned into its own form — the "demo" was born! Triad from Sweden were quite active in cracking games in the 80s and 90s.

Among the pool of these competitors was a guy named Charles Deenen, who saw the opportunity and compiled sample music like collections on a C64 in 1985 for the very first time. Do keep in mind that the C64 itself was a relatively new computer and by the time it got launched, Deenen's work was probably the first attempt at making a cracked interface using the computer. Just a year later, the demoscene movement finally originated, where groups competed for the best performing demos to be titled the best. Among the best performing early groups, The Dutch Group 1001 and the Judges both used the C64 to craft their creations and eventually won the titles for performing exceptionally well in those years. Fast-forward to a few years, the C64 became such a popular choice among demoparties that certain demo competitions restricted competitors to only make use of the C64 in order to determine the absolute best of the best. Records of exclusive C64 only demo-parties start all the way from Assembly 1992 and even till this date, we have them taking place. With one scheduled to take place within the month of February in Sweden and a whopping 12 others taking place later down the road this year throughout Germany, Poland, Hungary, The Netherlands. There's even an online exclusive taking place on 23rd November 2024. In case any aspirants are willing to participate outside of Europe or the countries that have been mentioned, there's surely an opportunity for every individual to participate and showcase their talent.

Visit demoparty.net for a demoparty next to you!



KEEPING IT ALIVE

There are still active communities of C64 enthusiasts, such as the C64 Scene Database (CSDb), a platform for sharing C64 demos, games, and applications.



Screenshot: BrewOtaku

The fun doesn't stop there; in 2019, a modern remake of the console named 'TheC64' hit our markets, featuring a full-scale keyboard, the original joystick, and High-Definition audio and visuals, alongside 64 built-in classics from the early 80s and 90s.



Picture: Koch Media (Plaion) / Retro Games Ltd.

CONCLUSION

The C64 was one of the most revolutionary pieces of tech the world has ever seen. It was affordable, versatile, and a good value for money, reflected in the number of units it sold and how much it is adored by the retro-tech-loving community today. It was very unfortunate for the parent company, Commodore Business Machines, to file for bankruptcy nearly 15 years after its release; otherwise, who would not have thought what its succeeding line-up of computers would have looked like?

Super Mario Land (1989)

a COMMERCIAL game by Nintendo for the Game Boy



Screenshot: en.wikipedia.org/wiki/Super_Mario_Land

Super Mario, an ever lasting character in Nintendo's video game universe. Mario made its first debut to the Game Boy in 1989, making it the very first Mario game for a handheld.

The gameplay, when we look at it, is not something out of blue, since it mostly resembles Super Mario Bros. from the Nintendo Entertainment System. Navigate through an obstacle range, moving rightwards and try to avoid enemies or pitfalls.

"A MASTERPIECE OF HANDHELD GAMING."

If it weren't for the CEO of Nintendo, Hiroshi Yamauchi, this release wouldn't have seen the light of day, considering it was released on his request. Taking inspiration from the original Mario series, the development team effortlessly shrunk elements from the game play to engineer an absolute masterpiece in handheld gaming, but sadly without Shigeru Miyamoto involved. What kind of potential would have been there, if Mario's father, would have been involved.

The very first Game Boy had a simple greyscale display, but it was sufficient for hours of fun with Mario (and others!).



Screenshot- BrewOtaku

Nevertheless, the absolutely electrifying story line of the game leaves any Mario enthusiast in awe. The game is set in Sarasaland, a lesser-known place in the Mario universe, for the majority of the titles were set in the Mushroom Kingdom. Mario, set to sacrifice his life, pursues a thrilling adventure across Sarasaland to save Princess Daisy from Tatanga, the evil, ferocious and daunting antagonist of the story.

Jumping in, imagine yourself to be Mario, bracing yourself to overcome a total of 12 levels, divided into four worlds with three levels each. The journey isn't as easy as it looks, for the fans are forced to face a total of five bosses, each showing his wrath after the end of every world. Tatanga is the final and ultimate antagonist, appearing right after the fourth one. It is a pretty difficult ride, with an underwater shooter task, but Princess Daisy is worth every second of the effort.



Screenshot- BrewOtaku

Mario, moving forward, sees the infamous Koopa shells, which have the ability to take a life away from our beloved character. However, when jumped on, they tend to explode, following a small delay. You can deal with them after some training with ease.).

Mario uses a variety of tactics to end the enemy influence, one of which is the infamous bouncing fireballs, which have the ability to kill, as well as collect coins along the fast-paced environment. And if that wasn't enough, Mario can even move his way around through the classic tunnels if he is ever surrounded by too many Goombas at once, while some shortcuts may even offer lots of coins to collect.

Through-out the journey, Mario collects many coins, as they might be the ultimate saviour he needs. 100 collected coins equates to one extra life, which always comes in handy, considering Tatanga can be a bit intimidating at first glance.

While players definitely have to brush up their skills to beat the last two bosses, if they're lucky enough to go past the first three, they can move ahead without defeating them!

Our star finally gets to rest and prepare for more monstrosity at the end of every level, where instead of the classic Mario flagpoles are replaced with platforming challenges. If you manage to somehow reach the alternative exit, you are greeted with a bonus mini-game, granting you up to three extra lives or a Fireball power up! It makes sense in any case to go for it!

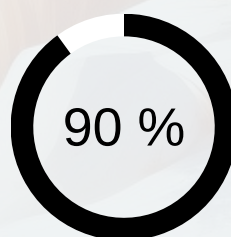
While the graphics are doing their job for the eyes, someone's ears simply cannot go wrong with the legendary classic Super Mario Land soundtrack written by no one else than Hirokazu Tanaka. The mini speakers of the original Game Boy could never do justice to the sound, nevertheless, probably one of the best Game Boy music to exist. Most of us will now start whistling the title music with joy!

Speed Runners love Super Mario Land as well and can succeed the whole game in less than 15 minutes. Now call that insane or passionate, we leave that up to you.

CONCLUSION

A simple storyline (Hello, Peach!, NOT), along with great and straight forward gameplay, featuring a really legendary soundtrack. Side scrolling action at it's finest, getting out the most of the classic Game Boy, while dealing with its technical limitations.

BREWScore



LINK



https://en.wikipedia.org/wiki/Super_Mario_Land



Egbert [2023/1983] 🎁

a FREEWARE fangame by Rajcsányi László for the Game Boy Color



Screenshot: BrewOtaku

Egbert has been initially a Commodore 64 game by Alan G. Osborne, released in 1983. It's a fast-action arcade-style game, now available for the Game Boy Color.



"THINK FAST, MOVE EVEN FASTER"

Working on the main production line of Leyspace, Egbert is met with an unexpected invasion of termites from planet TOR. The union now exterminated, dealing with items and pets running wild in the workspace, it is now up to Egbert to solve the problem. Egbert has to make sure he defends the egg from the wrath of the deadly pets.

Imagine a landscape of glowing buttons, begging to be obliterated. That's Egbert's playground, but he's not alone. Sneaky space invaders wander down the screen, disguised as blue, shiny alien eggs. Letting them hatch would be a cosmic catastrophe, so Egbert must keep them bouncing back to the top, buying himself time to obliterate those buttons. Later levels turn up the heat with buttons that slither down the screen.

But fear not, intrepid adventurers! With every button obliterated, and every egg safely bounced, your score will soar higher than a rocket fueled by nostalgia.



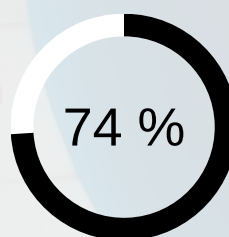
Screenshot: BrewOtaku

Egbert's electrifying expedition isn't just a button-bashing bonanza, it's a journey through the golden age of gaming. So dust off your joystick memories, rediscover the thrill of pixelated thrills, and join Egbert in his quest for arcade glory! Remember, space explorers, the fate of the arcade rests on your thumbs.

CONCLUSION

The game looks simple, but it gets challenging fast. The music won't win an Emmy-Award, and Level 7 is truly for hardcore gamers! Pick up the challenge!

BREWScore



LINK



<https://wls.hu/egbert/>

Baunsudaun (2020)

a FREEWARE game by Maithonis for the Game Boy Classic



Screenshot: BrewOtaku

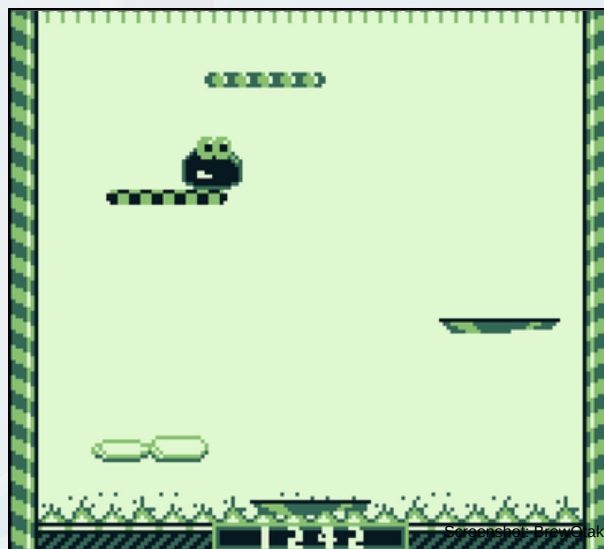
Baunsudaun is a Game Boy Classic game inspired by an old Java game, according to its author Maithonis. While the game is not necessarily a masterpiece of gaming history, it offers the player an easy-going gaming experience with the goal of surviving as long as possible, while helping 'Blob' to reach lower platforms.

"SIMPLICITY WITH A TWIST."

Help the little round guy to avoid spikes at any cost, but also avoid falling into a fire — this would roast you up and lead to a 'Game Over'. The challenge is spiced up with seven different types of platforms, which can be strategically used.

Regular platforms will keep you on the floor while cloud platforms disappear — there are also so-called left and right platforms, you may guess now, yes — they will guide you in the according direction only. We keep the other platforms onto your leisure to explore. As you progress, the game becomes, obviously, increasingly difficult with faster scrolling.

Baunsudaun's 'just one more try' appeal makes it easy to keep coming back for another round, while enjoying a short break. The randomly generated platforms and steadily increasing difficulty means no run will be like the previous one.



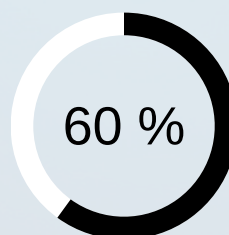
Screenshot: BrewOtaku

The chip tune music with its catchy melody adds a little something to this casual game. While the speed ramps up, so does the audio.

CONCLUSION

While this game does not really have an extensive depth or great visuals, it delivers a short-while lasting, but addictive experience true to its retro roots.

BREWScore



LINK



<https://maithonis.itch.io/baunsudaun>



Miroh Jr. [2023]

a FREEWARE game by Wendel Scardua, Raftronaut & M-Tee for the NES



Screenshot: BrewOtaku

Miroh Jr. is a NES Arcade style game inspired by “collect items in a maze” games, mixed along with Tetris. While this does indeed sound and plays slightly odd, it's adding a lot of replay value to this crazy single- and two player gem.

"MIX IT, BABY."



The game is based in Sparklecadia, also well known for being a famous unicorn quarter, where everyone lives peacefully together. The peace lasts, till it is threatened by Miroh Junior, who controls the Marshmallow mountains. His motive for destroying the unicorns is unknown, but that should not hold us back from helping the cute unicorns to survive.

Clear lines, avoid the Marshmallow rain and collect potentially unhealthy snacks along the way, while the Marshmallow blocks stack up to the sky and block your way! Ideally enjoy in a 1:1 setting, playing it alone will be nothing less than a mind and finger blowing challenge as you have to take care of things, everything on your very own. It really triggers the stress inside of you.

The game comes with a couple of game modes, such as an Arcade mode or a story mode. Depending on your daily mood, you may go for the one which pleases you most. These modes additionally add up the experience.



Screenshot: BrewOtaku

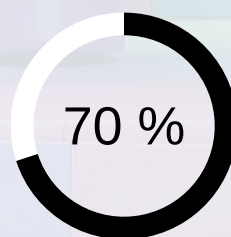
The melodious but chippy symphony might make you fall asleep. Is that a strategy of Miroh Junior to let you forget your goal? Don't let your ears take over and betray you!

CONCLUSION



An immaculate storyline, vivid visuals, subpar graphics, and a pretty enjoyable experience, especially in two player mode. We hope the coming update will bring even more fun into this awesome game.

BREWScore



LINK



<https://wendelscardua.itch.io/miroh-jr>

The Pazaak Battles (2024) 🎁

a FREEWARE game by Rubenretro for the Game Boy Color



Screenshot: rubenretro.itch.io

The Pazaak Battles is a recreation of a popular Star Wars card game, with a twist: an alternative adventure featuring Han Solo, and many other characters from Star Wars. This definitely has the potential to become a fan favorite homebrew game.

"MAY THE FAN-FORCE BE WITH YOU."

While this game is merely a fan creation and does not associate with the original Star Wars production theme, it does take some inspiration and funky elements from it. Built on the rules set back, when it was crafted initially, players must reach the highest score possible, without exceeding 20, which is the limit. Each game consists of three rounds where the best of three is considered the winner, and tied rounds are not counted.

The procedure of playing the game is beyond the scope of this article, but in very simple terms, each player has two decks; one main deck and one side deck. Players take turns to draw cards from the main deck and at the very end, the players draw cards from the side deck, which they get to choose at the starting of the match.

The story mode is where the Star Wars inspiration comes to life. Play against numerous characters, alongside customizing your deck with 21 different themed cards for your side deck.



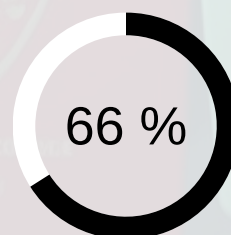
Screenshot: rubenretro.itch.io

Now what would have added up to the overall experience, would have been a Star Wars flavored audio soundtrack, but this could possibly lead to a copyright strike, so maybe it's best as is.

CONCLUSION

If you enjoy card-style games for the Game Boy in particular, you will most likely have fun with this one; but for the vast majority, it might not come out as appealing as it could have been.

BREWScore



LINK



<https://rubenretro.itch.io/pazaak-battles>

Running Knight (2023)

a FREEWARE game by Dr. Ludos for the Atari Lynx



Screenshot: drludos.itch.io

Running Knight is a creation by Dr. Ludos. The game itself is an endless runner, with a medieval topic — especially interesting for coders, the whole game is available with commented source code.

Mr. Ludos is a multi-talented coder, who has pleased a bunch of different systems already, such as the Super Nintendo Entertainment System (SNES), the Sega Mega Drive / Genesis, the Game Boy and the Atari VCS. His [itch.io](https://drludos.itch.io) pages cover a nice bunch of releases. Grinding through them will take you a while.

"BRAVE KNIGHTS, UNITE!"

Back to Running Knight for the Atari Lynx. You have a knight stuck in a dungeon filled with deadly pillars. What makes these pillars deadly, we really don't know! Some critiques say they're lined with a venomous substance, while others say that they're lined with secret explosives that go off as soon as our knight gets into contact with them. It's important that he navigates his way around carefully! Unfortunately, there are a lot of deadly pillars and keeping up concentration and reflexes turns out tricky after a couple of seconds. The number of obstacles increases by time — raising the difficulty bar slightly.

The current known high score is by Dr. Ludos himself, who claims that he has reached 723 points.



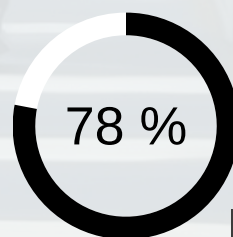
Screenshot: drludos.itch.io

The soundtrack did not disappoint at all! The track resembles what you would expect a modern movie about knights to play, which adds up to the overall experience. The initial version had a size of under 50kb, which is also quite amazing.

CONCLUSION

An awesome and lovely endless runner game, good to blow off some dust from your Lynx. Overall, a worthy entry to the LynxJam 2023. Now we are laying back and happily waiting for Dr. Ludos to bring this title to other platforms, he codes for. Do we have a wish? Go for the Sega Genesis!

BREWScore



LINK



<https://drludos.itch.io/running-knight>

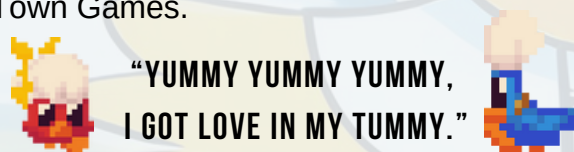
Supercooked (2022)

a FREEWARE game by Goldlocke for the SNES



Screenshot: goldlocke.itch.io

Supercooked is a rather intriguing strategy type game made for the SNES as a mere weekend project, taking inspiration from a similar title initially produced by Ghost Town Games.



While this game was initially debuted for the SNES itself, where the production company actually placed orders for cartridges to sell, this title is also available digitally to play in almost every possible emulator that can run it through. This game can be played by up to four people at the same time when you all are starting off your career in mastering cooking and essential kitchen skills.

As an aspiring kitchen amateur, you are bound to navigate through eight different levels; each progressing as you move through. The better you cook, the better stage you will be at, it's that simple here! You will be displayed different orders as they start rolling in. It's your job to prepare those orders in time, as the quicker you move, the more points you secure.

If by any chance you screw your order, you have to apologize and start over again, going one by one to make sure the customers receive the right thing.



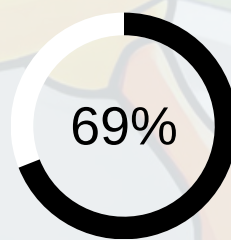
Screenshot: goldlocke.itch.io

Apart from cooking numerous dishes such as salads, sandwiches, steaks, pasta and the never-ending list of delectables, it is important that you clean up as well.

CONCLUSION

If you are really into something a bit different from your average shooter or adventure game, this one might appeal to you. The graphics are cute and childproof. Overall, this game is very appealing and will keep you going for some time.

BREWScore



LINK



<https://goldlocke.itch.io/supercooked>

Cursed Crown (2024) 🎁

a FREEWARE game by Martin Reimer for the NES



Screenshot: martinreimer.itch.io

Sometimes all you need is a casual puzzle game after work or school, and this is just that! Cursed Crown, made for the NES by a one-man army; Martin Reimer. The game has been created using "Retro Puzzle Maker".



"KISS ME, OR PROBABLY NOT."



A handsome (but rude) prince gets the curse of a vengeful witch that turns him into a frog! Okay, we think we have had a storyline like that in the past, but we can't right tell out of our brain from where. Anyway, now it is up to the prince frog to hop his way around the dungeon and swamps, solving puzzles, collecting magical gems and progressing to further levels in order to find the answer he is looking for; the key to reverse the spell!

This graphically okay done single player game, features a whole forty levels, and we wonder if Martin is up for an update or a sequel? Guys, get him some feedback, this always helps to get homebrew improved.

The first four levels are clearly for beginners to introduce you to the game. Collect all gems, reach the exit. Then it gets slightly tricky. A door blocks the way, and you need to find the key first. Even worse, move mud blocks to fill empty gaps, you obviously can't jump that far.



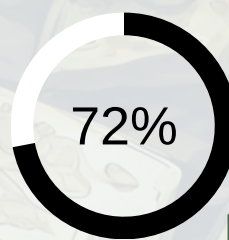
Screenshot: martinreimer.itch.io

Your brain will get there, no worries. The challenge is fun tho!

CONCLUSION

If you are a friend of puzzle games, you will like this one here. The learning curve is absolutely perfect and won't disappoint you in any case.

BREWScore



LINK



<https://martinreimer.itch.io/cursed-crown>

Devolution: Global Warming (2023)

a FREWARE game by Windigo Productions for the Commodore 64 (and MS-DOS)



Screenshot: windigoproductions.itch.io

Devolution: Global Warnings not a typical doomsday title! A lot of work, thought and creativity has gone into making this a reality. Initially, it was made for the MS-DOS, but the hype around the game warranted a new launch for the C64.

"AN APOCALYPTIC NIGHTMARE!"

Just imagine, Earth has become completely inhabitable due to the intense heat and dryness, leading to the fall of human civilization. War and destruction has left the remaining survivors with no choice other than fighting every other survivor they don't associate with to make themselves dominant in the wasteland. In this real time strategy game, you are bound to take decisions that are not only beneficial in the short term for you and your tribal fellows, but pose beneficial in the long run too. One simple mistake, and it could cost everyone their lives!

Your ultimate goal is to unite every survivor from your tribe at the very end. Be careful, there are others with the exact same goal, who might try to kill you. Winning is associated with how many enemy tribals you defeat and staying alive for the longest possible time.



If you have a friend who enjoys joking around, while you play a doomsday title, there's an option for up to four people to enjoy this action filled thriller together. Explore seven different maps and counter three different difficulty levels to finally conquer the title of the 'Ultimate Survivor'.



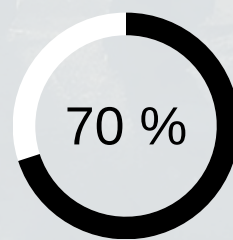
Screenshot: windigoproductions.itch.io

The music and graphics could have been better, with numerous players reporting how it seemed like much effort was not put into making it more visually appealing. Nevertheless, the audio definitely gives doomsday vibes!

CONCLUSION

A highly captivating and creative storyline, making it one of the nowadays best Commodore 64 releases. A bit more love for details and this game would be a killer.

BREWScore



LINK



<https://windigoproductions.itch.io/devolution-global-warming-c64>

Catventure: The Red Cat Quest [2024] 🎁

a FREEWARE game by Talking Cat & Ryuukenger for the NES



Screenshot: talking-cat.itch.io

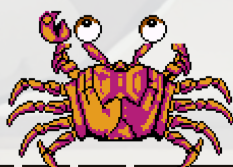
Catventure: The Red Cat Quest is a fun to play platformer for the NES. It's actually the result of the determination and hard work of two individuals. Talking Cat created the game using NESmaker and Ryuukenger contributed the music.



"GINGER, TO THE RESCUE." 🤖

You are Ginger, a red furred cat, responsible for saving your friend, Flake. An evil necromancer has kidnapped him. Using your ability to fight with boomerangs and bubbles, you have to navigate your way through five levels. Scrolls are scattered around the levels, if you find ten of them, you'll get an extra chance to rescue Flake.

For a hobby project, this game turned out really lovely. It may not be perfect, but a lot of sweat and time has gone into this game, and we can assure for sure, that this is one of the better NESmaker games out there.



You are set to face six different bosses, which spice up the gameplay a lot. There are secrets to discover, and to be honest, who doesn't like secrets, especially in video games.



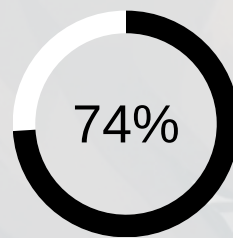
Screenshot: talking-cat.itch.io

The music for this particular release was outsourced to Ryuukenger, and he definitely did not disappoint with the amount of clarity, amusement and tuning the music of the gameplay possesses. Overall, a treat for your ears.

CONCLUSION 🌀

'Catventure: The Red Quest Cat' is a masterpiece with great graphics, amazing audio and overall a wonderful gameplay!

BREWScore



74%

LINK



<https://talking-cat.itch.io/catventure-the-red-cat-quest>



Phenix Corrupta [2023/2024] 🎁

a FREEWARE game by Casper Croes for the MSX2



Screenshot: caspercroes.itch.io/phenix-corrupta

Humans falling in the depth of hell with just one goal: surviving among demons, is a popular choice of story for many creators out there. How well they pull it off is well, a different story. Phenix Corrupta is indeed one of those which managed to pull it off surprisingly well.

"WHERE THE F* AM I?!"

Diving into the mastermind behind this creation's world, we see a wonderful couple called Casper Croes who develop games for fun. An interesting fact about their releases is that all of their games, whether it be Alisa or Phenix Corrupta, they're based off of female protagonists. Now, we don't know for sure if they want to repeat this pattern of producing female-oriented games. But it was nice to see a different approach being taken towards retro games, which are stereotypically associated with a mostly male-dominant audience.

You are "Caroline Phenix" on Earth, but "Phenix Corrupta" in hell. The reason you're thrown down to the depths of this fiery dungeon to live with demonic slaves? We really do not know!



However, what we do know is that Caroline must escape hell, fighting all the demonic slaves she finds, even if it means turning into one herself! With more than one hundred screens, help Caroline fight all enemies to secure her way out. Be on the lookout for any exclusive unlockables!



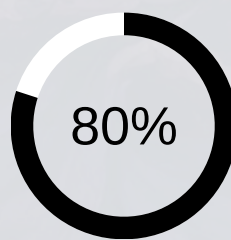
Screenshot: caspercroes.itch.io/phenix-corrupta

The graphics are visually appealing and small details, such as different positions for the character like ducking, shows us a lot about the work that was put in!

CONCLUSION

Amazing storyline, amazing graphics, and passable audio. This is a recommendation for sure! If you want to see the three endings, it will take you a bit!

BREWScore



LINK



<https://www.msxdev.org/2023/10/16/msxdev23-27-phenix-corrupta/>

Scorpion Engine

Create Commodore Amiga and Sega Mega Drive/Genesis games with ease!

Ever wanted to unleash your creativity, while wishing to make a new game for an Amiga or Sega's Mega Drive/Genesis? If your answer is yes, maybe, or "I am damn serious about that" read on!

Hundreds of people out there wanted the mysterious characters they have in mind to come to life, somehow. As much as we would love to do this, not all of us are good at coding, nor do we have the luxury of spending hours and hours on our computers to create a game from scratch.

A fellow retro gamer and coder from New Zealand named Erik Hogan, some know him by his nickname Earok, came up with an idea to help people out there, to easily create games for older computers.

His imagination came to life: The Scorpion Engine. Now, what is that odd engine about? In straightforward words, it's the Canva for making retro games. In more complicated terminology, the software allows people to drag and drop designs, characters, icons, and everything they need to create their own game for Amiga OCS, Amiga ECS, Amiga AGA, and Sega Mega Drive / Sega Genesis. Neo Geo is intended to be Scorpion's third target platform, and support for it is already under way.

Scorpion Engine will work on a Windows machine, which speeds up the creation of game titles, as you are not bound to the limitations of the targeted platform, such as in RAM and storage space. Compiling and testing is a charm.



C= Logo from Wikipedia.org | Alien426
Sega Logo from Wikipedia.org | Tkgd2007

The creator of the Engine himself, has described the software as a 'Windows-based Game Maker with modern asset formulas', utilizing tools such as Tiled, an open source 2D Level Editor by Thorbjørn Lindeijer. Also, music formats are supported, such as the classic Amiga ProTracker-Modules (.mod) or Video Game Music tunes (.vgm) for the Sega Genesis.

The Engine runs its magic to convert the PNGs into bobs and bit planes, further sending them through the Alpha channel to get the artwork ready to be used with old hardware. A complicated process, where today's coders might fail badly as they are not familiar with old techniques. Earok makes use of custom logic with a system called 'codeblocks', which is compiled directly onto the 68k assembly.

What this means is, that regardless of the fact, that the machine has a 68k processor or not, the final performance would match with the pure native Assembler, which was not possible with bytecode. Bytecode seemed like a popular choice for older releases, but is not state of the art anymore..



A Motorola 68k Chip - MC68HC000LC8
Screenshot: wikipedia.org | Raimond Spekking



Bytecode is computer object code that an interpreter converts into binary machine code so it can be read by a computer's hardware processor. Codeblocks is an open-source cross-platform compiler that enables the custom logic to flow similarly to traditional code, yet, it is assembled through menus rather than typing, which we make use of in traditional coding. Similar to how the Scratch programming language works.



Boxx 4 by Retroguru - one of the many games made with Scorpion Engine.
Screenshot: Retroguru

Initially, Scorpion Engine could only accommodate light-action RPG games and shooters. Newer versions have made it capable of designing simple racers and platform games.

Since its initial debut, the platform has been used to recreate many games, mainly for Commodore Amiga. Creeping Me Out: Hex Night, Castlevania, Boxx 4, and Duckstroma are just a few that have touched the surface of the internet following their availability worldwide. Additionally, the title 'Kenseiden: Hayato's Journey by Master Linkuei is currently underway to become the first ever substantial Scorpion Engine game for the Mega Drive.

While the popularity of Scorpion Engine rises, also the plans to expand its functionalities and abilities rise at least equally. Your games will compile with a nag-screen, while getting a Patreon and supporting the developer, will give you a bunch of benefits and a good feeling to support someone for a good cause. How else would we be able to easily make retro games, without digging into Assembler & Co?

Sometimes, when Earok is in a good mood, he is live on Twitch and demonstrates live, how fast a game could be made.



Screenshot: patreon.com/scorpionengine

During Christmas 2023 he spent almost the whole Christmas Eve making a last minute game. It's heavily inspired by Sink Or Swim, which itself is a kind of mashup of Lemmings and Sokoban. There is an entire of twelve levels, which ain't too bad for a small evening project. Certainly more complex games will cost you more time, but once you can master the engine, it gives quick results.

Keep an eye out for updates, as this engine is getting mightier by each release. Cross compatibility improves regularly.



<https://www.patreon.com/scorpionengine>



BrewOtaku #001

Interview with Erik Hogan (Earok)

The creator of the Scorpion Engine



Hi Erik. Please introduce yourself, for those who do not know you.

E

I'm a Kiwi from Auckland in Aotearoa New Zealand, a retro gamer and a retro game developer, and the creator of the Scorpion Engine.



For how long has the idea of Scorpion Engine shaped up in your head, before you begun working on it?

E

It sort of had been floating off and on for several years before I started to work on it properly. At the time there was a constant influx of titles made in the Backbone engine which, while a great tool for non-developers to use, ultimately results in games that are slow and inflexible even on the fastest Amigas. It was originally "Project SubZero", a pun on the character's "backbone ripping" fatality, as the tool began life as a mere asset ripper for Backbone.



Why a Windows based tool?

E

Scorpion is designed to have a modern workflow, not just using a modern and popular operating system but using a popular and powerful mapmaker (Tiled) along with file formats compatible with most modern tools (such as PNG for art and WAV/OGG/MP3 for sound effects). There are already a multitude of options out there for people who prefer old school development on real Amigas, such as RedPill.



Do you plan to support other Operating Systems? If so, which ones.

E

Mac and Linux have always been the intention, but for various reasons it hasn't yet come to fruition. I do expect native support for those two systems to come sooner or later, but people have had various degrees of success using Scorpion in emulated and virtual environments such as Wine or Parallels.



How perfect is the interoperability, as Scorpion Engine compiles for Amiga and Genesis?

E

It's complicated. The Amiga and Genesis (along with Neo Geo, the newest target being developed) share a 68K processor but have little else in common. Logical code such as collision detection is identical between the platforms, whereas there is abstraction for system specific issues like audio, graphics, and memory management. While the majority of Scorpion games could target both the Genesis and the Amiga, since each system has radically different strengths and weaknesses, some fidelity may need to be dropped in a conversion.





How is the community feedback so far?

E Generally, pretty good, and I'm very proud of what the engine has been used by third parties to make, and I feel many Scorpion games have been thoroughly enjoyed by the wider Amiga community. It has been noted that skepticism of the engine has dropped over time as games with high performance, high levels of graphical fidelity and complicated gameplay systems have emerged.



What is your motivation to support the creation of games for older systems?

E I've always wanted to make games, daydreaming about what I would make if I could from well before the time I knew the first thing about development. We do tend to want to play more games, like we did as a child, and so making games that run on classic computers and consoles is something I find very appealing.



What's your most favourite Scorpion Engine game and why?

E There's a lot of really high-quality Scorpion games but at the same time, it's an easy question to answer. Mixel's 'Creeping Me Out: Hex Night' has been a kind of flagship for Scorpion game development for some time. It is massive in scope, story, gameplay features, and levels.



Do you consider Scorpion Engine beginner-friendly?

E I do, but admittedly there are things about it that aren't beginner-friendly.

Documentation and tutorials are lacking, the workflow may be pretty alien to people that have a different mindset to myself, and sometimes simplicity is sacrificed in order to keep the engine fast and flexible on stock Amigas. All of these I want to gradually address in future, but for the mean time the English Amiga Board (EAB) thread and Discord server are great places to find help and collaboration.



What are your future plans with this Engine?

E Neo Geo support is the immediate future goal, along with continuing to expand support for the Amiga and Mega Drive chipsets. Scorpion games can't do 100% of what their host computers and consoles are capable of, but we're always getting that tiny little bit closer.



Eric, thank you for your time and your insights into your fantastic engine. Keep up the great efforts. We can't wait to see, what people will do further with it.

E Thank you.

Huck on the Mississippi (2023)

a FREWARE game by Frank Abbing for the Commodore 64



Screenshot: archive.org

This title is obviously inspired by a true American classic, to be precise it's inspired by Mark Twain's novel "Adventures of Huckleberry Finn". The author took himself about 36 years to get this game done. Better late, than never?



"WHERE IS TOM?"

Let's get down to the facts. There are a total of ten different levels, while the final one features a boss. Defeat the boss, and you're essentially done with the game! In the author's own words, some people might just play along and finish each stage in one go, while others might get stuck after a few easy ones and are forced to try and try again!

While judging the game from the screenshots, it looked good, but once we played it, we honestly expected a bit more. The game isn't bad, but minor spicing up the gameplay, could have improved the game a lot. You also do spend the whole game cruisin' on the Mississippi.

The music is okay and fits its purpose. Visually, the title screen is very pretty and overall, all in-game graphics are neat. The difficulty increases by time.

Our player, Huck, is boarded on a log. You use your joystick to navigate him up and down to avoid obstacles in the river, which include rhinos, reindeer, and hawks. One contact with either of them and you start over!



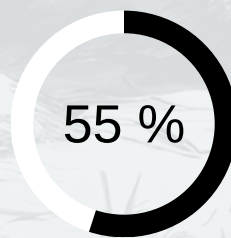
Screenshot: archive.org

Should the game be too hard for you, it has been already trained by the guys from Quantum. Unlimited energy and level skip might help you to end the game even faster. You can find that enhanced version in the dark dungeons of the CSDB.

CONCLUSION

A fun little game, but nothing too special either. Big kudos to Frank to not give up and still finalize and share the game with everyone out there.

BREWScore



LINK



<https://archive.org/details/huck-on-the-mississippi/>

Skull Nightmare (2024) 🎁

a FREEWARE game by Xeif, Beatscribe and Alba Aramayo for the Game Boy Color



Screenshot: xeif.itch.io

Skull Nightmare is a tiny mini-game for the Game Boy Color.

"AHoy, COME ABOARD! ARRRR!"

The credit for this release goes to three different people and their collective efforts to make this a reality. Xeif, the original mastermind behind this release, worked on graphics and code, whereas the music, is credited to Beatscribe, who already served several retro games with music, and therefore did not disappoint. The eye-catching art cover is a creation of Alba Aramayo.

As a mini-game, we certainly cannot expect to have a lot of gameplay. The task is simple, but challenging: Dodge the heavy cannonballs, which can blast you off the screen in no time. If you now look forward to moving left and right and jump up or down, we have to lower your expectations. Moving left and right is not possible, which gives the whole game a really difficult twist. The collision is truly unforgiving.

Every second you survive will give you one whopping point. Sometimes a temporary visible doubloon might appear, which gives you an extra ten points.



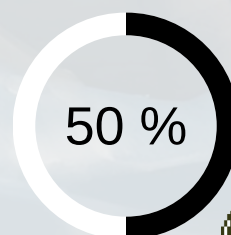
Screenshot: xeif.itch.io

A user in the comments of the release page claimed to have reach 93 points, while you can cut the 3 away and know on how many points we ended up.

CONCLUSION

Indeed, a nice and little mini-game, worth a couple of minutes of play for teasing yourself and trying to aim for a proper high score, while getting in rage for the very strict collision behaviour.

BREWScore



LINK

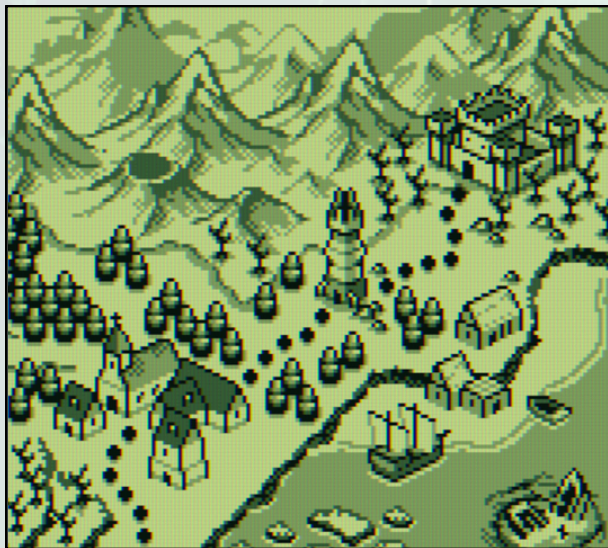


<https://xeif.itch.io/skull-knightmare>



Traumatarium: Penitent [2024]

a COMMERCIAL game by horatiu.nyc (Eligos) for the Game Boy



Screenshot: horatiunyc.itch.io

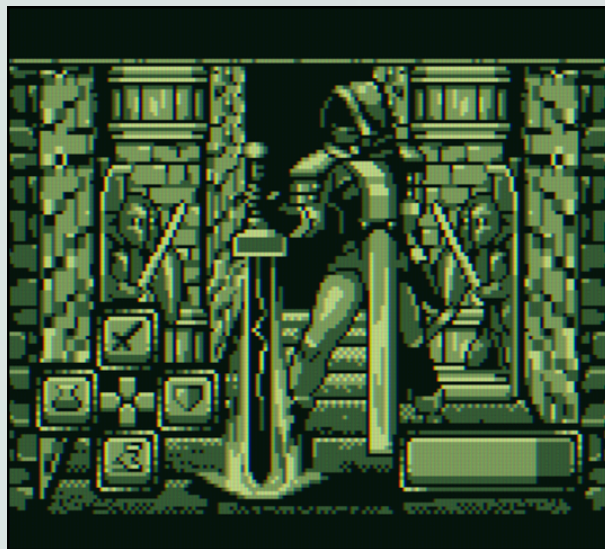
Some might remember the surprise hit Traumatarium, well the trauma goes on with Traumatarium: Penitent. The story is terrifying, as again, the castle, and its surrounding county is in danger. The graphics are realistic and outstanding, literally blowing you away with how captivating they are.

"THE LAND IS OURS!"

The New York City based creator has really put in loads of efforts, which can be seen by the carefully thought storyline and steps the main character takes. Our warrior, who we shall cover in just a bit, has many outfit changes throughout the story, which is applaudable.

Occupiers have been sowing chaos in an abandoned area, where not a single soul has stepped foot in mere decades. To make things worse, they have taken over the castle, which remained the main form of governance, as an indicator for their upcoming takeover. It's imperative that our friend fights this group to retake control over the castle and avoid any land grabs.

The large maps will really question your determination, as we set off on a journey, bare feet. During his adventure, you must fight enemies and help regain vitality.



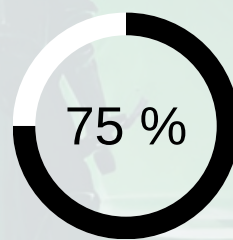
Screenshot: horatiunyc.itch.io

The tunes fit the game atmosphere, and make you resemble music, which you would expect on a NES.

CONCLUSION

A very lovely title, free to play on the release page, but costs you some money as a download. Dark storyline, astonishing artwork, a simply excellent dungeon crawler game. Why was this not on the shelves back then? This game is a true gem, amongst nowadays releases.

BREWScore



LINK



<https://horatiunyc.itch.io/traumatarium-penitent>

Slimelord Siege (2023) 🎁

a FREEWARE game by Alexanderzone for the Game Boy Advance



Screenshot: BrewOtaku

Slimelord Siege is an action-packed tower defence game for Game Boy Advance that will keep you busy for about one to two hours.



"RIGHT THIS WAY! ... OR NOT?"

The creator of this title, Alexanderzone, is no newbie making games, but this seems to be his first timer for GBA. According to the author himself, this title is heavily inspired by Collie Defense, a similar title launched two years ago for the exact same platform.

Coming to the actual gameplay, it features our main character, the Slimelord, who has the power to summon minions as he pleases. These minions start off as regular skeletons, but as time goes on and our little leader progresses throughout the stages, the minions become more and more capable of carrying out further attacks! If one of your precious minion gets to the brink of death while handling a foreign invader, hover to the open shop over it to give it enough health and energy to continue fighting! Want to move forward with the action? You can indeed fast-forward the gameplay by pressing L or R, the choice is yours at the end.



The game glances with a total of five acts with numerous waves of attacks. You will be challenged all the way long.



Screenshot: alexanderzone.itch.io

Music and visuals definitely do justice to the amount of work, which must have been put into this game. Those small intricate details of tunes appearing, when you kill an invader, absolutely makes this a pleasure to play. The pixel art looks good and does its job well.

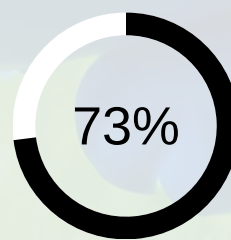
As the release page quotes: 'Are you ready to defend your kingdom? Dive in now!' - Please, be our guest.



CONCLUSION

If you love tower defence games, keep an eye on this. Play it, enjoy it, and if you really love it a lot, what about getting a physical copy for some money?

BREWScore



LINK



<https://alexanderzone.itch.io/slimelord-siege>

Mage and The Grimoire of Beast (2024) 🎁

a FREEWARE game by Yousu Okashii for the Game Boy Color



Screenshot: cobaltaoi.itch.io

Calling all fantasy-lovers for this exquisite side scrolling shooter, because it will have everyone popping out their eyes! Mage and the Grimoire of Beasts is an action-packed modern title for the Game Boy Color designed to keep you absolutely hooked throughout each gaming session!



"ABRACADABRA!"

Yousu Okashii, the brain behind this release, is more of a niche creator than someone who would make all sorts of games. Up until now, he has a total of four releases on his plate, and all of them seem to have one common factor: They're classified as 'naughty' games. These naughty games generally have mild NSFW content, and are generally only recommended for audiences, that are twelve years or older.

Moving ahead, the game story-line could be a plot by Walt Disney. Mage, our hero, accidentally hits a bookshelf, that releases many nasty beasts. Now, it is up to him, to catch all of them, before his master finds out and expels him from studying!

Throw fireballs at the beasts to capture them. Once you manage all six stages, you can have a free level selection and choose to play with a different Grimoire. Collect special items to increase speed or enjoy faster scoring.



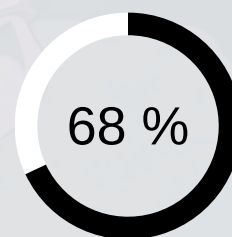
Screenshot: cobaltaoi.itch.io

The visuals show precise attention to detail and look great. The music is fitting but hectic. It raises your blood pressure, rather than bringing it down. Now, that's not a bad thing, but maybe intention.

CONCLUSION

An atmospheric and fun title, with a nice storyline. If you like shooter games, give this one a go.

BREWScore



LINK



<https://cobaltaoi.itch.io/mage-and-the-grimoire-of-beast>

Burying E.T. [2024]

a FREEWARE game by Florent Deloison for the Atari 2600



Screenshot: florentdeloison.itch.io

Occasionally we stumble upon a release that is based on an actual historical event. Burying E.T. is inspired by a real event that took place in 1983.

"DUMP IT!"

Back in the days, Atari performed a legendary mass burial of a specific unsold video game, in the deserts of New Mexico, USA. According to certain sources, the decision was taken by Atari, after the nerve-wracking failure of "E.T." E.T., the Extra-Terrestrial, is a 1982 American science fiction film by Steven Spielberg, a masterpiece of its time, but the video game for the Atari VCS however, failed badly. Critics labelled it as the 'biggest video game failure of history' as the company was forced to dump nearly 700,000 copies of the game! E.T. is also not the only game you will find on the dump, but this is possibly material for another time.

Enough stories and history: How well does 'Burying E.T.' actually work? The gameplay takes you back in time. Copies of E.T. are not selling well and you are responsible for dumping them.

Using a bulldozer, you must drag every pile that pops up to the hole before time runs out. If you're short on time, frequent power-ups might help you to buy a few seconds, if you want to. The game lacks any levels, so it's more of a casual game, where you play as much as you please.



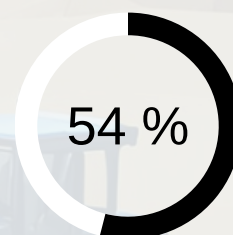
Screenshot: florentdeloison.itch.io

The graphics are pretty average, nothing but heavily pixelated objects. Controls are up to the mark. We really wish a little more of energy could have flown into the visuals. Music, on the other hand, genuinely hits the right spot!

CONCLUSION

Every game that has history is always a special release, however, what we have as today, makes just an average casual game. The idea is excellent, the execution lost a chance for something much better.

BREWScore



LINK



<https://florentdeloison.itch.io/burying-et>

Putting Challenge II (2024) 🎁

a FREEWARE fangame by Gumpy Function for the Game Boy



Picture: gumpyfunction.itch.io

Golfing simulators might be not the crown of game development, but in fact we don't have a golf simulator here, but an awesome point and click adventure with plenty of sidekicks. Fans of 'The Simpsons' franchise will already smile.

"ANOTHER HOLE IN ONE!"

Gumpy Function is already known for a Simpsons based Game Boy Color game named 'My Dinner with André' and here is another homage. The entire gameplay is based on Lee Carvallo's life, a mysterious and fictive golfer. Apart from the fact that he tried guiding Bart in a NES game to hit the golf ball in the right direction, however Bart being the annoying little freak he is, deliberately went against Carvallo's suggestions and ended up getting bored. Carvallo on the other end, no matter what pose or shots he took, ended up with aces. We all know Bart and Millhouse had more interest in the violent fighting game 'Bonestorm' that time.

Back to Putting Challenge II: Guide Lee Carvallo in his daily life. Sleep where he sleeps, eat what he eats, golf where he golfs!

The gameplay offers a vibrant collection of modes, from simulating life out of the bedroom, to actually playing in the field. What we would have actually enjoyed, would have been the inclusion of a scoring pencil to track your records.



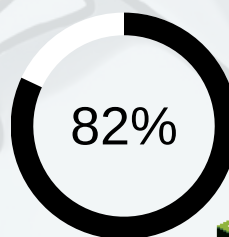
Screenshot: gumpyfunction.itch.io

Graphics are good, but could need very minor tweaking to be perfect. The music was written by Beatscribe, who seems very active these days.

CONCLUSION

Whether you're a Simpsons fan or not, you're simply bound to enjoy this fun little unofficial fan release. Still, after all these years, there can't be enough Simpsons based games at all. D'oh!

BREWScore



LINK



<https://gumpyfunction.itch.io/lee-carvallos-putting-challenge-2>

The Adventures in Carnal Hell [2024]

a FREEWARE game by Yousu Okashii for the Game Boy Color



Screenshot: cobaltaoi.itch.io

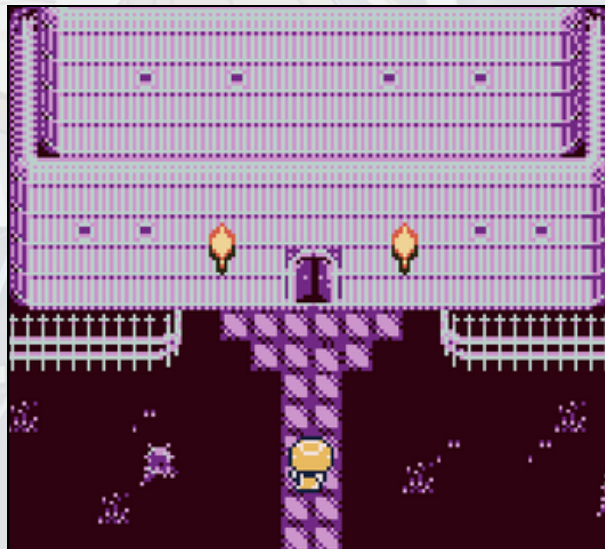
Carnal Hell, a story that brings the test of faith to a priest, our protagonist. Just like anything in faith, there is a supposed 'right' and a supposed 'wrong'. The 'wrong' ones, in our case demons, have stolen a sacred crown and rushed up to the heights of a very high tower, surrounded by superstitions of people that have no idea about it. The priest must rescue the crown, or else the 'wrong' ones will take over the entire Carnal-verse.

"HELL-ELUJAH!"



Yousu Okashii's 'little naughty and rogue RPG' is indeed naughty. Your journey consists of covering nearly fifteen floors to find the stolen holy crown, so you embark on your journey one step at a time, with the thankful ability to save your progress. Talking about the not so NSFW part, it's the first Game Boy game we have seen, where an enemy obviously pushes something in the backside of your body, and we do not mean a stabbing in the back. Kindly feel free to figure out the fact on this part here on your very own. The humours here is 'adult' special.

You step in, so does the enemy. As soon as you enter a new level, the enemy will try to harm you using fireballs, acid attacks or just give you something to eat which might have poison in it!



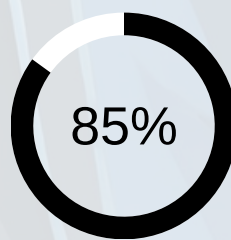
Screenshot: cobaltaoi.itch.io

You must handle all demons to ensure the crown is back in safe hands. If you feel like you've fallen into their trap, you must locate the extra lives and power-ups located after every few levels. Chests will help you!

CONCLUSION

The creator possesses the art of making odd games, and to be honest. It's refreshing. This title here is a 100% BrewOtaku recommendation!

BREWScore



LINK



<https://cobaltaoi.itch.io/the-adventures-in-carnal-hell>

Kommando Urbex [2024]

a FREEWARE game by Altanerus Dog for the Amstrad CPC



Screenshot: altanerus-dog.itch.io

Kommando Urbex are Laura, Albert, and Pau. Their great passion is visiting abandoned places. One day they have received news about strange events happening in an old agricultural complex from the 17th century.



"WHAT'S GOING ON HERE?"

Added to this is the disappearance of two other Urbexers at 'The Dehesa'. Kommando Urbex decided to head out to that soulless place, exploring the wilderness of that 17th century complex, all on their own, but the areal has been occupied by gang members and cartels. In this entire menace, Albert and Pau have been captured and are nowhere to be seen.

It is up to Laura, the only female in the group, to explore the circumstances. Things get interesting since Albert and Pau, surprisingly, made certain arrangements that Laura has to make use of in order to find them. It seems they were able to leave behind a couple of hints, which is great. In the action that caught them, Albert did leave behind food boxes at certain points, that Laura must make use of in order to survive. Similarly, Pau has established hideouts across the map.

In case the cartel spots Laura, she is determined to hide somewhere until they go away. Using the map Pau provided, you must explore all the places to find your fellow adventurers. Remember to dodge any horseflies you come across, as they are not a pleasant experience.



Screenshot: altanerus-dog.itch.io

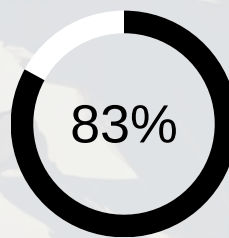
Talk to the vital characters, responsible for certain acts. Get enough clues to succeed your mission. The game's story lasts for three days, in one stretch, meaning Laura will have to manage two nights as well!

CONCLUSION



An astonishing explorer game that runs primarily on clues and hints. If you're someone who enjoys true old-fashioned adventures, and want to unleash your inner Sherlock, this one is for you!

BREWScore



LINK



<https://altanerus-dog.itch.io/kommando-urbex-1>

Basketbrawl (2023/2024) 🎁

a FREEWARE game by Spicyfuse for the Game Boy Color



Screenshot: spicyfuse.itch.io

Himari, a ninja basketball goblin girl, needs to save a city from a robot invasion! Of course, in game dev it's always the evil (insert random noun here). In any case, kindly help out our hero Himari.

"NO TIME TO LOSE"

The story progresses as Himari gets revived after five years of living in solitude, only to find out about the potential threat. Together with Tatsumi, Ikari and Kimiko she starts her journey.



Spicyfuse took this job seriously, given a number of accolades to his name, most of which were released for the Game Boy Color. Alongside over one dozen releases, the creator has open access to his Game Boy testing room, where anyone can go and take a sneak into what's cooking at his creation lab! Not every developer is that open to the public, which is positively recognized and appreciated.

Appealing visuals, detailed characters with background, an interesting written story speak for itself, although some converted graphics could have needed a manual fix.

This Metroidvania game features a story that goes over 40 different stages, filled with platforming challenges and devious secrets. It is up to the player to figure out what the secret is, using the hints from the storyline. As you progress along, new characters with even more fascinating friendship dynamics appear.



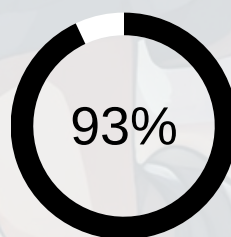
Screenshot: spicyfuse.itch.io

The catchy chip tunes are just another great plus to this title. Your ears will be happy!

CONCLUSION

This game will gift you with some quality entertainment, so pick up your chance, while it's free. It only costs you time and a download. Don't forget to leave a tip!

BREWScore



LINK



<https://spicyfuse.itch.io/basketbrawl>

Data East's BreakThru (2024) 🎁

a FREEWARE fangame by acidbottle for Amiga OCS



Screenshot: acidbottle.itch.io

Military action titles are possibly not everyone's cup of tea, but some exhausting games can sometimes be refreshing too. BreakThru is a horizontal scrolling shooter, designed for basically all Amiga computers, starting at the lower end with an Amiga 500 and 1 MB of RAM.



"SCUMBAG, MOVE YOUR ASS!"



We can for sure smell some patriotic spirit embedded into the game. Your mission is to rescue the stolen PK430, a fighter jet from your state, that has somehow landed in enemy territory.

You will be given the honour and responsibility to operate and take care of the most advanced land vehicle available. This should support you on your mission, in order to spot and return the jet. Remember, there is only one-way out. Either you fly back, or you don't! This gives everything some sort of drama, but also an essence of seriousness. The controls are pretty straight forward, you can move around with the joystick, but also shoot or jump to counter your unloved enemies. They want to keep the fancy jet and defend it with their lives, be warned.

You navigate through a desert land later on into other areas. Since you're driving a tank, you have the ability to run over soldiers and crates. Always be on the look-out for power-ups and extra lives to ensure you don't lose your momentum.



Screenshot: acidbottle.itch.io

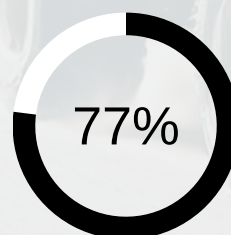
The visuals are okay, and they don't look too bad, but a professional graphics artist could have possibly done some magic here. On the other side, it's never late, to still do so. The music is passable and enjoyable.

CONCLUSION



Overall, some more love for detail and this would have been an editorial staff favourite, for sure. Having a faster CPU avoids unwanted slowdowns, but hey, it still works on an Amiga 500.

BREWScore



LINK



<https://acidbottle.itch.io/breakthru>



Turbo Outrun (2024) 🎁

a FREEWARE fangame by TCFS, Unreal and Csabo for the Commodore Plus/4



Screenshot: plus4world.powweb.com

Turbo Outrun takes many of us back to the golden 16 bit era of gaming, where such competitive racing titles were often restricted to Arcade cabinets. Coin after coin spent, just to become more efficient and master the racing tracks without struggles. This pain still haunts every gamer that can relate. Not every home computer back then had its conversion, some of them were not even enjoyable, but with limited hardware certainly comes limited possibilities.

“THE SMELL OF BURNING RUBBER”

Alas, the prayers of the few Plus/4 users remaining, were answered. Sasvári 'TCFS' Tamás, Csaba 'Unreal' Kemerli and Csabo/LOD stepped in redoing the game for the Commodore Plus/4.

As people say, a work of art has different building blocks that makes it stand out. Here the exact same philosophy was put forward in the production of this title. Analysing the behaviour of the existing variants, must have take ages for TCFS. Re-coding the whole thing for a basically outdated CPU, must have been even more painful in today's time. Looking at the extraordinary result, it seems TCFS still has a lot of routine and experience with that and earns our full respect.

There is not a coincidence, that this version is called the 'Maestro' of Plus/4 games, given the amount of hard work that has been put into making this a reality. The launch day on 14th January 2024 marked its nearly 40th anniversary of the release of the Plus/4.



Screenshot: plus4world.powweb.com

While the coder is one major part in developing a game, there are other essences needed, to make a game a good game. The visuals and the soundtrack please the eye and the ear. Unreal, member of Methabolix (MX), is a long time served demoscener and also very well familiar with limitations. His graphical contribution improved the areas of the original version, which lacked proper graphical depth, making this version simply more appealing and stunning to the eye.

Csaba, member of Legion of Doom (LOD), was the genie behind the exhilarating music you get to hear. This man rewrote every single note and track that the game had, an absolute chippy bleeps and blops wizardry at its absolute finest!

These guys are definitely a dream combination. Words can not justify what they did, you gotta play the result yourself!



Screenshot: BrewOtaku

The game itself was and still is a must-play title, with several destinations to race in, each of different lengths and with different backgrounds, resembling real cities. The New York City track is filled with typical metropolitan buildings, whereas the Oklahoma track is surrounded by more nature elements, such as trees and distant mountains. After every checkpoint you transit into a different landscape, which in itself is a nice experience. While observing careful, you will notice changed elements, such as lined roads, improved greenery and trees - compared to other versions of the game.

You are given the ability to play with either manual or automatic transmission. Playing with the automatic transmission is an experience similar to what you would find on mostly PC driven retro titles, however the manual mode takes it up a notch with additional controls to shift gears depending on the speed of the car. A true retro gamer might count on manual gearing, but this is also subject to your own personal taste. Sadly, you cannot down-gear, but we want speed. Right?

While writing about speed, there comes a responsibility too. Possibly not for you as the player, but the local police needs to do their job as well. Make sure the cops don't grab your attention.

The game occasionally gives you the chance to upgrade your car — which improves the fun factor a lot. You can tune your engine or also spend an update to your tires, so you have a better grip on the street.



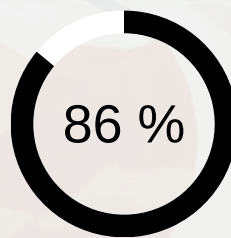
Screenshot: BrewOtaku

The controls of the game are responsive, as they should be. Overall, the gaming pleasure is indeed a pleasure. Although with the system's limitations, there were minor compromises, just as weather situations are not simulated. Nonetheless, right decisions were made overall.

CONCLUSION

Turbo Outrun for the Plus/4 pushes the hardware limits and is the best racing game up until today. We are seriously speechless, in the very most positive way you can imagine. Thank you TCFS, Unreal and Csabo — and certainly everyone involved in testing and making this ace!

BREWScore

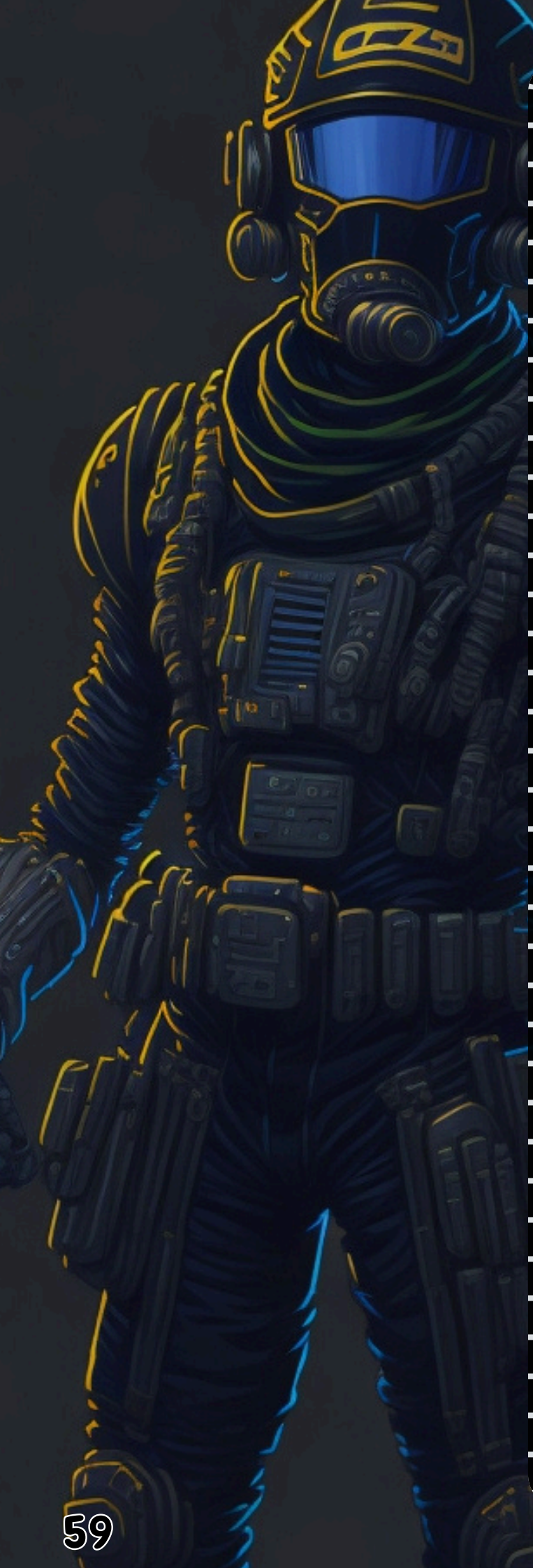


LINK



[https://plus4world.powweb.com/
software/Turbo Outrun](https://plus4world.powweb.com/software/Turbo%20Outrun)





Feedback

We appreciate the time and effort you have spent reading the first issue of BrewOtaku. To improve ourselves and help the homebrew community to grow further, please do not hold back with constructive feedback. Sending in news-hints is also welcome, but no promise to cover.

Reach out at brewotaku@brewotaku.com

Next Issue

As for our commercial game review, we will have an excessive cover of Epyx's sports games series, such as Winter Games, Summer Games and World Games. Who didn't spend a lot of time playing these with family and friends? Remember the loading times from a tape?

Certainly, we will cover another wide range of homebrew games, may they be free or paid. Let's see what the developer crowd out there will gift us. Sometimes a surprise hits us like a stroke out of nowhere.

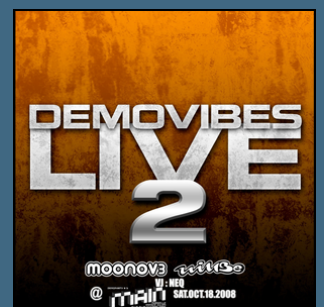
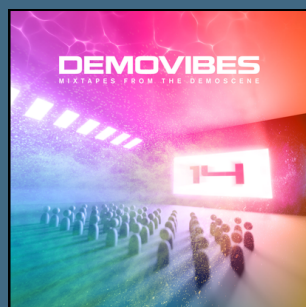
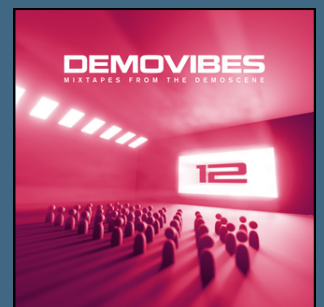
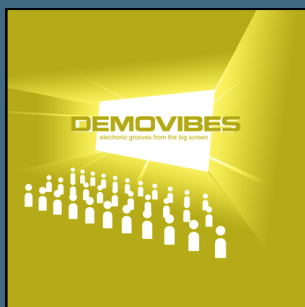
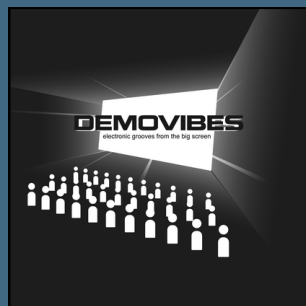
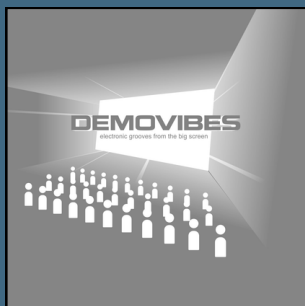
Availability

Printing a magazine does cost money. The team unfortunately can not compromise here, but we made sure BrewOtaku stays as affordable as possible.

A free digital copy of BrewOtaku #001 will be released as of March 2025. Until then, please support us and buy the magazine, so we can keep things running. Do not publicly offer the magazine in a digital way until then. We would really appreciate your cooperation. If it's March 2025 or later, and you paid money for a digital copy, you have been cheated.

DEMOVIBES

MIXTAPES FROM THE DEMOSCENE



Demovibes is a mixed compilation of the finest demoscene electronic music. Originally designed to fit each volume on 80 minutes Audio CDs, its aim is to reach new audiences, external from demoscene. You can't imagine how good scene musicians can be. In fact, some of them are really terrific.

<https://www.demovibes.org/>