



# **MSXDEV'20 FINAL REPORT**

**SEPTEMBER 2020**

# **CONTEST RULES**

# DATES AND DEADLINES

- 22 Nov 2019: Contest kicks off
- 30 Jul 2019: Deadline for entries
- 1 Aug 2020: Jury deliberation commences
- 31 Aug 2020: Deadline for jury reports
- 10 Sep 2020: Final results made public

# GAME FORMAT SPECS

Summary: No expansions of any kind, just a first-generation MSX as it was conceived.

The selected format for the games is an **MSX ROM file**. Cartridges have been the most successful media format for first generation MSX computers, and a substantial part of the best games ever produced on that platform were published in this format.

Nowadays, this format is also interesting because it can be easily loaded into real MSX computers, using a flash cartridge, a ROM loader or a ROM converter, and it can also be used directly on emulators. Also, there exists a growing phenomenon in the MSX scene of people developing real cartridges, so the MSXdev organization aims to encourage this game format.

All the games should be 100% compatible with this MSX configuration, which is defined as follows:

- CPU: Zilog Z80 running at 3.58 Mhz
- VDP: TMS9918/TMS9928 or compatible video processor
- PSG: AY-3-8910 or compatible sound chip
- Cassette interface: 1200/2400 baud
- RAM: 16 KB (non memory-mapped)
- VRAM: 16 KB

Therefore, the games will be tested and evaluated using this configuration. Other compatibility tests will be performed on different configurations, including a wide array of different MSX, MSX2, MSX2+ and Turbo-R computers. The games should work perfectly on any MSX compliant machine with the amount of RAM needed to run the game. If a game does not run properly on all MSX computers with at least 16 KB RAM it could be disqualified by the organization.

In addition, it is allowed to make use of additional MSX hardware but they will not be taken into account when determining the final quality of the game by the voters. The goal of the contest is producing fine quality games that could be fully enjoyed in any MSX system.

About the ROM size, **any size will be accepted**.

These ROM files can be developed using any programming language. There are no requirements here, but of course Assembly is strongly recommended. Other compiled and/or interpreted languages are perfectly admissible. MSX-BASIC can be used as well, providing the final product is converted into a MSX ROM.

Although original games will be preferred, non-original concept games will be also accepted. This includes conversions from arcade titles and/or other console or computer systems, as well as adaptations of already existent games. However, recompiled games or hacked games will not be accepted. Finally, direct graphic or music rips from other authors used without permission are out of the question as well.

In case of doubt, the organization is entitled to ask for proof, such as the source code of the entry. Any suspicious game can be disqualified if the organization decides so. It should be noted that only complete games will be accepted; beta-versions, demos or “to be finished” games will not be included in the contest.

**No previously released games will be accepted as entries** to the contest. We mean, game sold in the past, being sold now or even available for download somewhere. **All entries must be unreleased games** until they enter in the contest.

Besides this, **all entries must be accompanied with the required game instructions written in English**. Other artwork can be added to the package, although it will not be taken into account when voting.

## JURY TEAM

The *Jury Team* will consist of veterans among the worldwide MSX community. Their names will be announced in the near future.

Its members cannot take part in the contest with game entries and neither can donors.

The jury panel for this edition is comprised of two people:

- John Hassink
- Konamito

## DONATIONS

We will have a cash prize for the winner with the sum of your donations. If you love the MSXdev contest and want to be part of it by contributing to a prize, this is your opportunity!

Every contribution, even the smallest amount, will be highly appreciated! Thank you very much for considering to support the contest!

# LIST OF DONORS

- **hap** (23 Nov 2019): €20
- **ChibiAkumas** (24 Nov 2019): €100
- **Jacco Bot** (3 Mar 2020): €50
- **Christian Córdova** (10 Jul 2020): €18,67
- **syn** (14 Jul 2020): €10
- **Xavier Sancho** (20 Jul 2020): €20
- **Efraím Sánchez-Gil** (20 Jul 2020): €20
- **Alastair Brown** (21 Jul 2020): €60
- **Alberto Orante** (22 Jul 2020): €50
- **Juan Carlos Jurado** (28 Jul 2020): €15
- **Marcos Martinez Carvajal** (29 Jul 2020): €20
- **Marcelo Correia** (29 Jul 2020): €7,44
- **Róman van der Meulen** (9 Aug 2020): €50
- **Fubu** (13 Aug 2020): €8,89
- **Dani Barrientos** (13 Aug 2020): €20
- **José Luis Tur** (15 Aug 2020): €20
- **Jordi Carrillo** (23 Aug 2020): €5
- **Blackjack** (27 Aug 2020): €20

Total amount so far: **€515**

## SPONSORSHIP

You can also **specify your sponsoring however you like**, e.g. best shooter, best graphics, best sound and sound effects, and so on.

This sponsorship could be money or a physical give away, or even both. Just remember to clearly describe the conditions of your sponsorship. If you're interested in initiating a sponsorship, please contact us by email.

We, the MSXdev Team, will not take any responsibility for the sponsors given by their author.

**8bits4ever**

[8bits4ever](#) will give away a [512-SD cartridge](#) to the **winner of the contest**.



SD-512 interface cartridge

Brought to you by  
**8bits4ever**  
11001001

## Laurens Holst

Laurens Holst kindly **offers to the runner-up** a Retro-Bit 6-button SEGA Mega Drive controller, internally converted to MSX with Joymega.



SEGA Mega Drive 6-buttons controller

## PRIZES

Main prizes will consist of money that comes from donations. The total amount will be divided as follows:

- First place (winner): 50%
- Second place: 30%
- Third place: 20%

# REGISTERING YOUR PROJECT

To register your entry, send us an email to [info@msxdev.org](mailto:info@msxdev.org) with the following information:

- Name of the project / game
- Game size / RAM size requirements for the game
- Game genre
- Screenshots and/or other artwork of the game
- Name of the group / individuals involved
- Contact e-mail (please double check that it's correct)
- Any other information or related media that you'd like to share

**All of this information, save for the last point, is required** in order to enter the contest. If there's missing data, we'll contact the submitter using the e-mail address provided.

With the info provided, a newpost will created at MSXdev.org homepage and the group or individuals that owe the project are explicitly accepting the rules. These include the following:

- You are responsible for the maintenance and updating of your own contest entry thread at the official MSXdev site. Use the comment section to keep people updated about your work.
- **Only the version of the game which is available at MSXdev.org is the one valid for the contest.** Remember to send updates to the organization so they can be uploaded to the site and to make it available to the public. You can, of course, provide an external download link to the finished game and instructions before the end of the deadline, but don't forget to keep your project updated on the game entry at MSXdev.org at the same time.
- Follow the technical requirements and participation rules as described in this document.
- **Important:** State in the instructions or in attached text file the **freeware status of any game participating in MSXdev contest**. Any freeware license can be used, as long as the full game can be freely obtained by the users. Publishing the source code of the games is not mandatory, but is strongly encouraged.
- It is **allowed to redistribute or sell the game**, either in digital or physical format, as long as a free download link is always granted.
- All participants will accept the final result.

Remember that all official information about the contest will always be available at the [MSXdev.org](http://MSXdev.org) website. If you have any questions, contact us at [info@msxdev.org](mailto:info@msxdev.org)



# **RESULTS AND REPORTS**

Complete report written by the jury can be found at the end of this document and we encourage you to read it. But by now, here is a quick summary.

## FINAL RESULTS LIST

The maximum score is 25 points (reaching 5 points in every aspect and the games in the following list are ordered by their final score.

• The Menace from Triton	22,5
• RELEVO's Snowboarding	22
• Stupid Martians	20
• Yazzie MSX Remastered	19,5
• l'Abbaye Des Morts	18,5
• Freedom Fighter	18,5
• Dot Attack	18
• Witch Day	17,5
• Anchors Aweigh	17
• BlockPuzzle	16
• Jäästä	14,5
• Chambers of Thyrea	14
• Subcommander	13,5
• SPC Super HOOPS	13
• Cuncuna	12,5
• Find It !	12,5
• Bloody Mary	12
• Litter Box	11,5
• Pacific	11
• Raftoid	10,5
• Landing	8,5

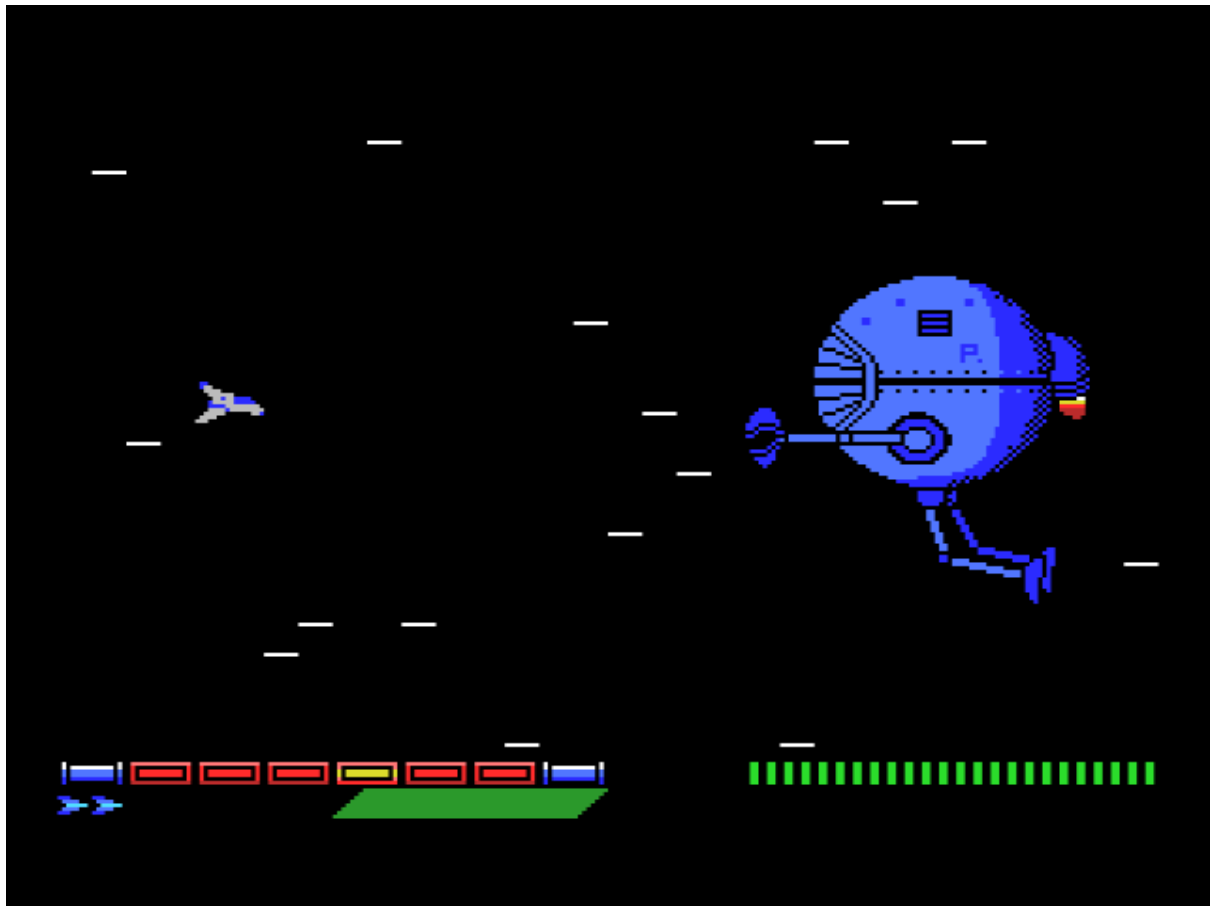
## PRIZES

Main prizes will consist of money that comes from donations. The **total amount for MSXdev'20 is €515.**

1. **The Menace from Triton:**
  - a. €257,5
  - b. A 512-SD cartridge, sponsored by *8bits4ever*.
2. **RELEVO's Snowboarding:**
  - a. €154
  - b. Retro-Bit 6-button SEGA Mega Drive controller, sponsored by *Lauren Holst*.
3. **Stupid Martians:**
  - a. €103



## - THE MENACE FROM TRITON -



# GRAPHICS

## JOHN HASSINK

Varied, detailed, colourful. Even with clever use of tile-based graphics, there's inevitably sprite flicker because of the multitude of objects on the screen.

Only 3 types of planets to battle, which have not much variety in the background (despite some cool tile animations), which is probably a trade-off for the smooth scrolling and randomly generated levels.

During boss fights, it will sometimes be hard to discern the fast scrolling starfield from incoming projectiles.

Besides these minor shortcomings, this development packs a lot of graphical punch considering the ROM size limit.

With the ridiculously cool designs for player, enemies, boss creatures, planets and graphical interface in general, it still makes for a full score in this department.

**5/5**

## KONAMITO

Colorful graphics for backgrounds. Characters are drawn with a lot of detail.

About sprites, I must say that they are very detailed and they have good animations.

Smooth scroll at any time.

The different planets have a lot of detailed animations. It's a pleasure to find them while playing.

The menus look a little bit plain. I miss more detail in the frames used.

**4/5**

# SOUND

## JOHN HASSINK

Composition-wise, the music is not bad, but the production is kind of underwhelming. It could have used more effects. For instance, some more "vibrato" or detuning in general. Make those tones come alive. A somewhat bolder, more daring approach would have raised the tunes at a level matching the graphical presentation.

The in-game tracks, while thematically well chosen for the type of planets they represent, offer entertaining enough but forgettable main melodies (with some exceptions).

Sound effect board is convincing beyond adequate, but may sound a bit too much like its Konami counterparts (compared to "Relevo's Snowboarding", where it's all deliberate).

**4/5**

## KONAMITO

There are different PSG tunes while playing and also in the selection screen. They sound as intended with some tracks that emit good vibration.

OST is good in general terms but some tracks sound better than others, so the quality is a bit unbalanced in this section.

Sound effects during the game create a perfect environment where the player feels like he is really involved in a space battle.

**4/5**

# GAMEPLAY

## JOHN HASSINK

The developer of this game obviously didn't target any novice MSX gamers with this, but rather the jaded shmup veterans.

Enemies fire a lot, and their aim is quite accurate. I personally think this game may just be a little bit too hard.

The "planet raids" (stages) start out on the short side but get longer progressively. So, a learning/difficulty curve is present for sure.

Good control responses. Player death never feels truly unfair but hit detection could have been much less harsh on the player, especially regarding collisions with the environment.

The game features hard to defeat boss opponents, which are no one-trick ponies, but on the contrary showcase intricate attack patterns and sometimes even multiple forms.

I could have made a really dull joke here, but I'll put it in the freeze for now.

Allow me to explain the motivations for giving 4 stars in lieu of 5 for Gameplay.

## KONAMITO

If we die, we go back to the planet selection screen. That is a good point as this game is not quite easy to beat.

Looks easy at the beginning but it gets harder when reaching further levels.

Weapon management needs some time to understand as it is not a common feature in shoot'em up games in MSX.

Action does not stop! If our ship is destroyed, spawns again right after.

Boss fights are a bit unbalanced at the first levels as our weapons are weak. They need some practice to be defeated.

Control is smooth and accurate; this is essential for shoot'em up games.

First off - it really, truly is too hard. And I don't just mean the action segments, but the overall game design.

One of my complaints: it would've been fairer if we had been allowed to revisit (some) conquered planets in order to farm for cash.

The difficulty could have increased with every revisit, to even it out. Just a thought. The concept is cool, but you're just playing for credits.

You won't have much opportunity to have some destructive fun with the weaponry you acquired, except for the boss battles. A pity.

**4/5**

**4/5**



# ORIGINALITY

## JOHN HASSINK

The Gradius/Nemesis/Salamander/etc. series shouldn't be a stranger to anyone reading my ramblings up to this point.

However, though (there's always a however, oi?) mixing this with strategic elements is quite unusual, especially on MSX.

Strategic Mars came to mind more than once, although the developer states having been inspired by other games.

In any case, this is a mix that works. And wonderfully at that.

**5/5**

## KONAMITO

Weapon management is a new approach to shoot'em up games.

This game uses procedural generation so stages look different all the time.

**5/5**

# POLISH

## JOHN HASSINK

A game that offers a full experience, with a lot of attention to detail.

Incredible amount of (gameplay and media) content for a 48K ROM.

Extremely well thought-out game with a lot of replay value.

One of the few entries this year that have an actual manual instead of just a text file (or nothing at all in some instances).

**5/5**

## KONAMITO

This game pays attention to details: title screen, in-game music, backgrounds, sprites, management screens, etc.

Also, there is an intro that appears automatically after the title screen.

**5/5**

# OVERALL

**JOHN HASSINK**

**23 / 25**

Some extraordinarily fine work, especially if you realize that all this was developed by one single person.

**KONAMITO**

**22 / 25**

Enjoyable shoot'em up with an original twist in weapons management. It has many good details that could have been a Konami, or any other professional company release back in the 80s.

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## FINAL SCORE

**22,5**

## - RELEVO'S SNOWBOARDING -



# GRAPHICS

## JOHN HASSINK

Simply wonderful. Everything about the graphics oozes love for the Konami classics. Very pretty to look at. Great backdrops, cool sprites; even the text font hits the nail on the head.

If you do tricks or slaloms, the game encourages you with dialog at the top of the playing screen, but it will also notify you when you're not doing so well.

Aforementioned dialog will even warn the player of hazards to come. It's all in the lingo that the big K would have used themselves; meaning, expletives such as "NICE" or "GREAT", and other dialogue to the player which I won't spoil. Fantastic.

The pseudo 3-D effect is very convincing. There's a little map showing your progress during a stage. It's all just very tight, detailed, varied, colourful and gorgeous looking.

I would be crazy not to reward this with a full score on this department. Well, I am, but not as crazy to... hold on, I'm going to play the game again to see what the next stage looks like.

**5/5**

## KONAMITO

High quality graphics with an excellent touch that reminds Konami's earliest stage on MSX.

Color is used everywhere in the game: player, background, obstacles, signs, etc.

3D effect is awesome. You can see how mountains are growing up while playing. They get closer and closer.

Player's sprite has a lot of cool animations for slalom, jump, tricks, crash, stage ending, etc.

**5/5**

# SOUND

## JOHN HASSINK

Like with the graphics, the music perfectly captures the Konami feel. Right on the money.

Even after this jury report was sealed, I actually revisited the game a few times just to hear the music, which should say enough.

The soundtrack offers nothing less than 9 full songs and 6 jingles, which is quite the amount - especially if it's crammed in 48K together with all of the code and the graphics as well.

To the composers: Now, the older Konami titles which you mimicked so well, didn't have such complicated waveforms to store, but still, what the hell, guys?

This amount of wonderful music data in such a tight storage?

The songs are quite apt and extremely catchy. Also, even as the music was created by two separate composers, the style and feel is consequent and uniform throughout the entire game. Hat's off.

The sound effects couldn't be any more accurate as they are; they perfectly tell you what's going on and are well executed.

## KONAMITO

The game has a wonderful OST with no less than 9 tracks. Every track has its own personality and catches the Konami's spirit as it inspires in that early stage.

Sound effects let the player identify what is happening on the screen by just listening to them. They are also full of nostalgia.

Also, there are different jingles which are used wisely making this game a five-points sound.

A well-deserved full score for this category  
and my personal pick for this year's best  
soundtrack.

**5/5**

**5/5**

# GAMEPLAY

## JOHN HASSINK

Controls are extremely tight, which is important for the player to aid them in not feeling like a bumbling fool while traversing the slippery tracks this game offers.

The options of selecting different boards to glide on (and yes - it really makes a difference), as well as changing your stance offer quite some replay value.

Getting to know what the game expects of you and learning how to pull off the tricks is satisfying and rewarding... but only for a while.

I mean, it all plays very well, but it might get a bit old, just staying on track, keeping up speed and dodging trees.

Each stage, you'll basically go through the same routine. Dodge trees, try to complete slaloms, perform special moves.

You'll be doing those things, of which you'll start to wonder why you are doing them, if not for the time extensions.

But then, you'll figure out there are a lot of secrets hidden in the game. With every replay, the game will grow on you.

## KONAMITO

Good control, but the player will need time to learn how to make the best tricks when jumping. These tricks are needed to obtain a time extension and, of course, a big score.

There are 16 different stages to visit, so variety in backgrounds and circuits is assured.

I felt a bit like doing the same thing all the time: running against time, doing tricks and slalom for time extension, and avoiding obstacles. Not much fun for me.



Impressive as the entire thing is - maybe I just like to make stuff explode. Let's blame that for the 4-star score.

**4/5**

**4/5**

# ORIGINALITY

## JOHN HASSINK

While the setting (snowboarding, obviously) is new to our beloved platform (as far as I know), the game itself almost religiously mimics the old Konami style in every aspect.

Which is awesome if well executed - and boy, does this piece of art deliver - but it's ofcourse not very original.

Still, I don't think we've ever played something quite like this on MSX before. Let alone this exciting and polished.

I've seen this being described a few times as "Antarctic Adventure but with special moves", which I find an unfair assessment. It has way more to offer than that.

**3/5**

## KONAMITO

Heavily inspired by old Konami games, this game doesn't look very original as it replicates that feeling. But it's intentional by its authors.

Despite this, snowboarding is a very original idea as I don't remember any game that features this winter sport.

**3/5**

# POLISH

## JOHN HASSINK

After Graphics and Sound, this is undoubtedly this year's winner in the Polish department as well.

These guys managed to recreate nostalgic Konami without missing a single beat.

Even an absolutely beautiful manual is included which looks the part in every aspect.

And if that's not enough, there are secret passwords which give you all kinds of perks.

There's a bonus level with the familiar Moai heads.

Secret passwords, given to you as a reward for doing things like gliding between two trees, allow you to play as classic Konami MSX heroes. I could go on and on.

The work and love that went into this development is incredible.

Unlike most contemporary productions, this game will play at different speeds whether on PAL or NTSC, just like the old Konami titles would behave under the same circumstances.

## KONAMITO

The game pays attention to practically every detail from Konami's old games and features them in the best way.

Music and FX are gorgeous, this is the best music I've heard in this MSXdev edition.

The game has secrets to be discovered like passwords and special stages.

I've been on the fence about this, but considering the care and professionalism around this production, I will just assume that this was deliberate as well.

**5/5**

**5/5**

# OVERALL

**JOHN HASSINK**

**22 / 25**

An absolutely amazing work that seemingly effortlessly reaches out to all of us, MSX fans and developers alike, in our admiration for the Konami classics from the days of yore.

It's worth noting that this was a joint effort of one of the original organizers of this contest to begin with.

**KONAMITO**

**22 / 25**

A special jewel with tons of nostalgia that brings back the best times from the 80s, packed in a well planned game with a memorable soundtrack. And it's all about snowboarding!

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## FINAL SCORE

**22**

**- STUPID MARTIANS -**



# GRAPHICS

## JOHN HASSINK

A bit crude but they get the job done. This being quite the "bullet hell", actually pulls it off to display the hail of projectiles very accurately, and without notable slowdown, which is a cool feature.

The game even provides the player with some worldbuilding through things like cutscene graphics and a planet map, which infuse the entire experience with more life.

**4/5**

## KONAMITO

I like sprite design. Some of them are better detailed than others.

Bullets sometimes are a bit confusing as they are small.

The game shows a map at the beginning where players can choose one of the three levels available.

**3/5**

# SOUND

## JOHN HASSINK

Well fitting and catchy tunes. Good use of PSG. The "House of Monsters" stage music really stood out here.

I guess somebody loved Compile and Iron Maiden here, almost as much as Compile (and mister Koshiro, for that matter) loved Maiden.

Sadly, the sound effects are crude and not diverse enough to communicate to the player whether an enemy or the player has just been hit, causing some confusion during play.

To add insult to injury, there's no aural indication that you're effectively hitting enemies at all, which includes boss fights. Also, sound effects seem slightly out of volume balance compared to each other.

So, despite the good music, the score reflects the sound effect design not being in order.

**4/5**

## KONAMITO

Good in-game music with three different tunes available.

Sound effects are OK but they repeat a lot during gameplay.

**4/5**



# GAMEPLAY

## JOHN HASSINK

A very solid shoot'em up. The three attack modes between which the player can alternate, and in their practical use actually require strategic thinking make this an engaging and fun experience.

Enemy attack patterns are interesting and very diverse. A lot of different sub bosses pass the parade. It's a total must play for any oldschool shmup fan.

However, this product isn't without its flaws. Collision detection is too harsh. And because of their flickering effect, projectiles directed at you will be hard to notice from time to time.

Another thing - with an enemy or boss creature that can fire a destructive laser which cannot be dodged, you would expect some kind of forewarning. Be it graphical or aural, or just anything.

**4/5**

## KONAMITO

Intense arcade action! There is no time to think, and enemies are tough.

Shoot modes are tricky, we should master them to survive.

Enemies have different movement patterns, so it is important to know them well to survive.

Stages feel very long while playing, but as the game only has three, I think it is OK.

**4/5**

# ORIGINALITY

## JOHN HASSINK

Well, I've played a lot of shmups, but never something like this before, that's for sure. The three different attack modes are cool and add an interesting strategic element.

Because of the weapon system's resonance with the enemy natures, behaviors and shapes, this game truly expects the player to use their brain, instead of relying on twitch reflexes. Very fresh!

**5/5**

## KONAMITO

The three shoot modes are very original and the player has to change from one to another depending on what is going on in the screen.

Bullet-hell games are not widely known in MSX.

**5/5**

# POLISH

## JOHN HASSINK

The overall production does show attention for detail. World and enemy design is obviously done with much love and taste.

The dialogues with the control room during gameplay, complete with avatars, is not only a really nice touch, but actually relevant to the gameplay.

However, the dialogue itself could have used some proofreading, which is just an example among many why, as a whole, this production is still quite rough around the edges.

Bonus points in this category for the small but clear manual which contains pictures and helpful advice, and ofcourse for the "Salamander in second slot"-feature.

**4/5**

## KONAMITO

Inserting Salamander in the second slot gives an extra feature to the game, adding more life and bombs.

Maybe adding more details in backgrounds would have been a good point here.

**3/5**

## OVERALL

**JOHN HASSINK**

**21 / 25**

A truly well-made shooter game with a very charming identity of its own, but which certainly could have used some more polishing here and there.

**KONAMITO**

**19 / 25**

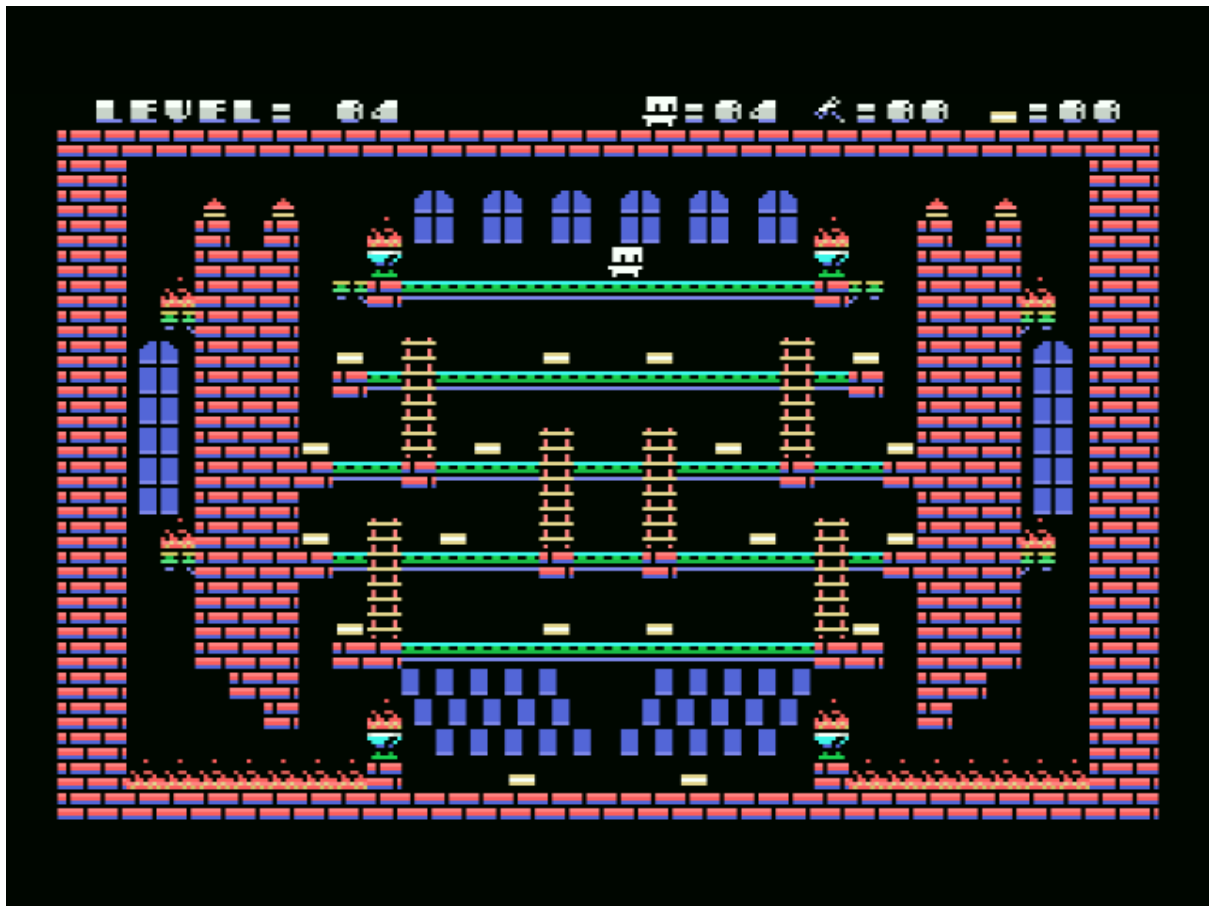
Original bullet-hell shoot'em up with three different shooting modes and an intense level of fun.

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## FINAL SCORE

**20**

## - YAZZIE MSX REMASTERED -



# GRAPHICS

## JOHN HASSINK

Cosmetically very nice. Simple, but colourful and crisp. Lots of cool animations in both background tiles and player sprites.

The world in which the game takes place really comes alive, and it's quite a joy to behold.

**4/5**

## KONAMITO

Small but detailed and colorful. Sprites look very funny.

**4/5**

# SOUND

## JOHN HASSINK

The music style is not my personal preference, but that's my problem, as it's undeniably very good work and makes great use of the PSG. It also fits the flow of the gameplay like a glove.

Sound effects are generally good, although some of them are a bit jarring, or just not as suitable, such as the one used for when falling down.

**4/5**

## KONAMITO

Amazing OST featuring a high quality level. Also sound effects are everywhere in the game, that's amazing!

**4/5**

# GAMEPLAY

## JOHN HASSINK

Brisky platforming action. Responsive controls. Nice gameplay design and good difficulty curve.

Somehow, it still leaves something wanting.

**4/5**

## KONAMITO

Fast action game with challenging puzzles.

Use of tools and bridges and mines activation while avoiding enemies are a good

challenge for players.

**4/5**



# ORIGINALITY

## JOHN HASSINK

On the surface, it doesn't seem like a very original game concept - more like a well executed "Lode Runner" with a "King's Valley" touch.

A deeper look will reveal more intricate workings; in particular, the interaction between the player and enemies, and the world surrounding them.

After all this praise, it's no mind blowingly original game and I'm trying to be fair.

**4/5**

## KONAMITO

Maybe it reminds me of Lode Runner or Rise Out at first sight but there are more things underneath.

Updates and new features are good but unfortunately this game comes from an early released game, so originality goes down here.

**2/5**

# POLISH

## JOHN HASSINK

An excellent rebuild of a ZX-Spectrum original, clearly taking advantage of the MSX capabilities.

It wouldn't do justice to call this a mere port, as evidenced by the enormous list of improvements, bug fixes, adjustments and extra features.

The package even comes with all of the sources for us to study. I think this is a really classy gesture.

**4/5**

## KONAMITO

Takes the original Yazzie to a higher level with many new features.

Good music/sound effects, title screen and one of the best gameplays I've seen.

**5/5**

# OVERALL

**JOHN HASSINK**

**KONAMITO**

**20 / 25**

**19 / 25**

Enjoyable, interesting, fun to look at. A vibrant and valuable addition to the MSX game library, to which I can only take off my hat, if I would wear one.

Very good game. You will love it if you are a puzzle/platform games fan.  
Looks polished and complete.

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## FINAL SCORE

**19,5**

## - L'ABBAYE DES MORTS -



# GRAPHICS

## JOHN HASSINK

These guys are not joking. I don't think it could have looked much better on MSX1.

**4/5**

## KONAMITO

Good graphics with a good use of color and detail.

Some sprites have a quite simple design while others are more detailed.

The dragon and final boss look awesome!

Practically all the sprites are monochrome, but this style is inherited from previous versions.

**4/5**

# SOUND

## JOHN HASSINK

Even with questionable use of the PSG (in my ears, at least), this game bears a soundtrack which provides just the right mood for any location or situation.

The composer seemed to go with a more cinematic, 'soundscape' approach, but on PSG.

The soundtrack hit me by surprise at times with extremely cool moments, as well as underwhelmed me a bit at other occasions.

Sound effects are very true to the original version.

**4/5**

## KONAMITO

Despite it has in-game music (good for that) the tunes are a little bit annoying after a while.

Music changes in some rooms.

Sound effects are ok but they are not memorable. I've noticed that jump is barely noticed because of the high music volume.

**3/5**

# GAMEPLAY

## JOHN HASSINK

What can I say - it runs almost perfectly. Nothing to complain about, except for that some platforming moments to me felt awkward and forced.

People who enjoy both exploration and platforming will absolutely adore this game.

**4/5**

## KONAMITO

Excellent control, accurate to avoid enemies and jump into platforms. You can even control the character when jumping.

The game has hidden paths and secrets unknown to the player until he finds the clues in the scrolls.

There is one mid-boss and a final boss that has to be defeated to finish the game.

**4/5**

# ORIGINALITY

## JOHN HASSINK

Most of us reading this (like me, writing this) must have lost count of how many platform games we played in our life.

However, the dark, sombre setting and plot is original and exciting. Besides that, it's a platformer that allows you to crouch instead of just jump, which is actually useful and relevant to gameplay.

This was originally a PC game, that has been ported to practically every platform around, but only just now arrived on MSX, which is a commendable and cool effort.

MSX(1) capabilities are exploited to their fullest, instead of simply (lazily) transferring the ZX Spectrum version, so it felt only right to reward it with 3 stars in this category, despite it being a port.

**3/5**

## KONAMITO

This game comes from a previously released game for other platforms.

We have seen many platform games where the player has to collect items, activate switches while avoiding enemies.

I didn't expect bosses in this game, but they are here!

**3/5**



# POLISH

## JOHN HASSINK

Very good. There's attention to detail, and no loose ends. Simply really solid work. Reminds of several classic platformers without ever seeming like a rip-off of anything at all.

**4/5**

## KONAMITO

The author didn't provide any text file with instructions or information about the game.

The game looks solid, with good gameplay and an unexpected ending.

Puzzles are well planned and the player goes step by step finding how to resolve them.

**4/5**

# OVERALL

**JOHN HASSINK**

**KONAMITO**

**19 / 25**

**18 / 25**

An excellent port and despite not being an original MSX title, a fresh new jewel in the ever expanding crown of the MSX game library in 2020, which will be thoroughly enjoyed by many.

Original story for an adventure that involves wandering, talking to characters and getting some objects.

It leaves room for speculation about what an MSX2 version would look and sound like (talking screen 4, 5 or 8 and the FM-PAC or SCC here) by the same developers.

---

## FINAL SCORE

**18,5**

## - FREEDOM FIGHTER -



# GRAPHICS

## JOHN HASSINK

No player or enemy sprite animations whatsoever, but some very inspired aesthetic designs of bosses and sub-bosses.

The background maps aren't really inspired, in their turn. The background tiles do set a certain scene for each level, but are not so interesting to look at for the rest.

This is worsened by the fact that the player isn't enticed to look at the ground below anyway, since - as said before - there are never any threats or even targets there.

What makes the game more pretty is the silky smooth scrolling which even employs different speeds effortlessly.

In short - everything looks more than fine, but eye-catching enough to earn the maximum rating on this category, it is not.

**4/5**

## KONAMITO

Bosses have a good design, everyone of them looks unique.

The sprites used for enemies are colorful and they use different animations.

Background graphics are quite good, with some details that make them look more real. But outer space backgrounds look a bit empty in comparison with the "land" ones.

**5/5**

# SOUND

## JOHN HASSINK

Music is really not bad. Especially in sense of production. This game is pumping out some serious heavy bass and percussion like it's nothing.

Unfortunately, throughout the game, the same HW envelope basslines will get samey after a while, as well as the downward pitch bends which seem to be the composer's means of filler by choice.

Still, even though I'm not a big fan of the style, I enjoyed the sound of this game.

Melody-wise, it has its strong moments, but I did not find it consistent in keeping a grip on the listener's attention.

The Zanac tribute of the first stage is cool at first but slopes down into Xevious range. With which I mean: repetitive.

All in all, pretty fine, but offers no melodies that will get stuck in your head and that you'll whistle while doing the dishes or something.

The palette of sound effects that this game offers is okay but lacks variation.

## KONAMITO

A collection of tracks is available for almost every situation: in-game, intro, title, ending, etc. The quality of them makes this pack a good listen.

Sound effects are not as good as music but they make their work fine in the game.

**4/5**

**5/5**

# GAMEPLAY

## JOHN HASSINK

With most games of this type, it's relatively safe to hang a bit at the bottom of the screen. Not with this one. The player is required to keep notice of all corners, with no breaks or mercy.

This gives the game a fresh experience despite its formulaic origins.

Regarding difficulty curves or learning trajets, there basically are none. You'll get thrown into the action at full throttle and have to figure it out immediately.

The game controls are just fine. It's responsive, nothing to complain here. I would have liked a slightly higher velocity of player movement.

What's really missing, compared to something like Zanac, are surface objects to interact with, as all enemies are aerial.

Another thing is the absence of any interesting subweapons, or even something like 'smart bombs'.

You will seek to upgrade your basic weaponry, and that's just about it. So to say,

## KONAMITO

This game is tough to complete. Enemies have a movement pattern that has to be studied in order to progress. Also, there are mid and final bosses even harder to defeat.

The ship has a very accurate control.

Power up capsules help us to increase our ship's fire power. But if we die, we will have to collect all of them again.

it's no Aleste, or even Zanak, while it's obviously inspired by those things.

Sub bosses seem interesting at first.

But that's until all of them turn out to be bullet and laser-firing hardware sprite compounds, that will make sudden brusque circular movements without any forewarning. This gets old quickly.

**3/5**

**4/5**

# ORIGINALITY

## JOHN HASSINK

I really don't have much to say about this. It's great, but still not bringing much fresh goodies to the table, so to say.

**3/5**

## KONAMITO

It's difficult to be original when making a shoot'em up and in this case this game doesn't implement fresh ideas or new mechanics to the genre.

**2/5**



# POLISH

## JOHN HASSINK

First off, there are actual intro and ending cutscenes. This adds to polish points.

Also, we have to consider that this still quite fun shooter was cooked up in a jiffy, by a guy just learning how to code.

Unfortunately, some problems just have to be pointed out. Such as - The "round up" at the end of each stage. It goes so fast that it's kind of ridiculous.

Huge (sub-)boss creatures will instantly disappear from the screen when defeated. A jarring effect (or lack thereof).

The game crashed at the stage 3 boss. Does not work correctly on all set-ups. This was fixed in later versions, but not in the version that got sent to us before the deadline.

All this is my motivation for a relatively low score in this category.

**3/5**

## KONAMITO

The game has special cheats that can be unlocked when finishing the game.

The scroll is very smooth, pixel by pixel, giving a good feeling while playing. And when fighting against a boss, the scroll goes faster.

Difficulty level is very high. This is a game not for all players.

Everything looks done paying attention to details, looking as a Japanese commercial game from the 80s.

**4/5**

# OVERALL

**JOHN HASSINK**

**17 / 25**

Despite all the criticism (because I have to be honest), if I had this game on my MSX in the '80s/'90s, I would have totally flipped my lid, and played the hell out of it.

It's undeniably just a good and tight production. Gameplay design and polish are the biggest problems here. All in all, still impressive.

**KONAMITO**

**20 / 25**

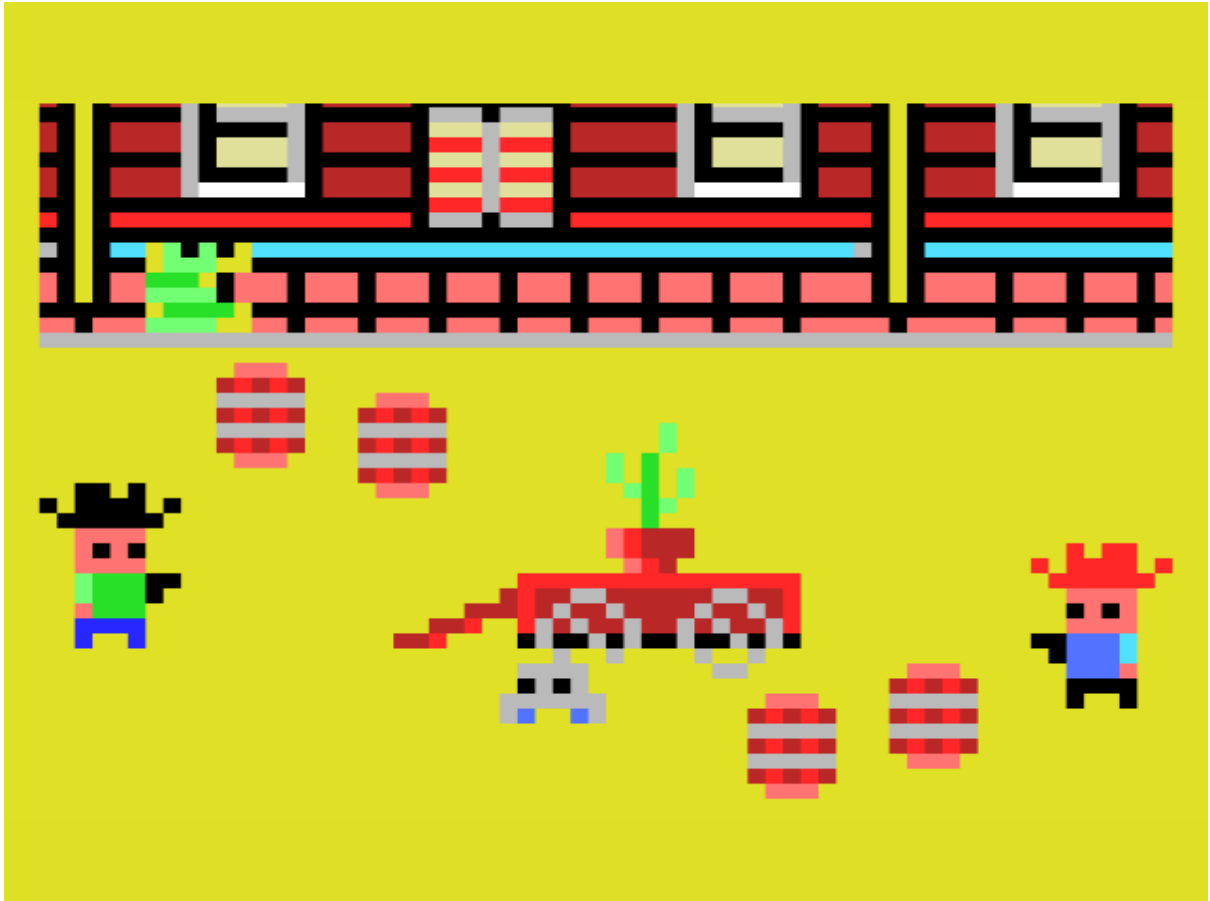
A shoot'em up well made, with an exquisite look but unfortunately with very very hard to beat even from the beginning. The OST is amazing, featuring memorable tracks.

---

## FINAL SCORE

**18,5**

## - DOT ATTACK -



# GRAPHICS

## JOHN HASSINK

Really nice use of screen 3. Colourful, vibrant, comical graphics. The developers managed to make very clear what everything represents.

Ever fast and surefire action, which is why Slowdown never dared to show up in the saloon of this town.

All this in the underused (but potent, in the right hands) low resolution of the powerful screen 3 - which is no small feat to pull off. Great work.

**4/5**

## KONAMITO

I love its graphic style!

Elements in the screen are very clear despite the low resolution used.

Colorful sprites with very funny animations.

**4/5**

# SOUND

## JOHN HASSINK

Music is fun and extremely fitting, but a bit noisy. It does convey the 'western movie' atmosphere, combined with the cartoonish style very well.

The sound effects will get old after a while. Some random offsets for the gunshot sounds would have made it sound less tiring, and more like in real life.

Just a detail, for as obviously aiming for realism this game is (it's 2020, so I'll probably have to point out that I'm joking). No, but seriously, the sound effects could have used some variation.

**4/5**

## KONAMITO

There's music everywhere: while in the title screen, when credits are displayed and, of course, while playing. The style is very funny and invites to play.

Music tracks reminds me Commodore 64 SID's.

Some jingles play here and there.

Sound effects are correct.

**4/5**

# GAMEPLAY

## JOHN HASSINK

Perfect game to play with your friends. Good for hours of party fun, whether there's firewater involved or just some Navajo herbal tea.

The biggest drawback is the lack of a computer opponent. I would have rewarded this with 4 stars if that had been present.

**3/5**

## KONAMITO

As you have an accurate control of your character, gameplay is very fast and fun.

Only playable with two players, no CPU opponent is available.

**3/5**

# ORIGINALITY

## JOHN HASSINK

Basically, we're exchanging shots here, and strictly horizontally at that. It's like a deadly game of "Pong", but with additional ground-creeping hazards.

**2/5**

## KONAMITO

Using SCREEN 3 to make an arcade game is an original idea.

**4/5**

# POLISH

## JOHN HASSINK

A smoothly running and pleasurable game. Comes with a humorous flyer and a concise but pretty looking manual sheet.

There were even pins (buttons) to promote the game, distributed at MSX fairs.

The developers produced joysticks containing the game itself (!) and hooked them to screens to show it off to the crowd and let them enjoy it themselves.

Needless to say; the promotional and merchandizing work around this game just radiates the great fun and love which matches that of the actual software itself.

**4/5**

## KONAMITO

Small game but big in many little details that leave a good impression.

**4/5**



# OVERALL

**JOHN HASSINK**

**17 / 25**

It's hard to not love this very charming production, but the missing computer opponent remains a dealbreaker. Oh well, not that - more like a lethal bullet wound to sustain.

This still kills you in "Operation Wolf", though. But that's an entirely different game.

On a side note, it's awesome to have NOP back.

**KONAMITO**

**19 / 25**

I had some much fun playing this game with my children. We also had a lot of laughs with it. Looks good and it is fast to play. Too bad there's no CPU vs player mode.

---

## FINAL SCORE

**18**

## - WITCH DAY -



# GRAPHICS

## JOHN HASSINK

Purely tile-based and no use of actual sprites.

Only 2 patterns for player movement; facing left or right. It wouldn't really look like you were moving at all, if not for the scrolling background.

I honestly wish that I could have given this game a higher score in this department, because the environments and locations are so varied.

Also, the title screen as well as the text fonts are really cool.

It's just that I didn't find the presentation in its entirety to be very convincing.

Things like showing garbage on screen, when you've been kicked down a well does work jarring (as it might be intended) but it's not exactly an impressive graphical effect. In general, the graphics could have used more finesse and style.

**3/5**

## KONAMITO

The style of this game reminds me a lot of some Japanese RPGs, featuring small graphics but at the same time detailed enough to distinguish background from objects and characters.

Fair use of color in backgrounds in order to display rivers, forests, mountains, caves, etc.

**3/5**

# SOUND

## JOHN HASSINK

The music is quite good and fits the game really well.

**4/5**

## KONAMITO

There is music in the title screen and also in-game. The style used is kind of quiet and sad, related to the main story of the game.

Sound effects are just fine.

**3/5**

# GAMEPLAY

## JOHN HASSINK

A mixed bag. While the setting and plot are intriguing, I didn't find the game itself very player friendly.

Directions and hints are obtuse and vague, even if this may in some cases be intentional.

The menus are the epitome of "go screw yourself, player, I hate you".

Besides that, it's unclear as to why we're not allowed to move our player character with the cursor keys.

I'm guessing most MSX machines are equipped with those, but I could be wrong. Despite all my investment in the plot points and its progression, all of the above made this a borderline masochistic experience to me.

I can only go by my own judgement, and to be honest, I wasn't having much fun most of the time.

**3/5**

## KONAMITO

Dialogues are a bit tricky. You have to talk several times with other characters to get some information about where to go or what to do.

The main character's movement is slow (she is an old lady, I know), but I wish it was a bit faster.

As an old adventure game, we must find out our way in the game. Only clues obtained from people in the game will help us a little bit.

The keys chosen for controlling the main character are a bit strange to me. I'd chosen cursors and just two action keys instead.

**3/5**

# ORIGINALITY

## JOHN HASSINK

Love and attention, that's what this oozes. Story and game graphics look original to me. Even if I just could not enjoy playing this, this was obvious.

As I said before, both the plot and setting are absolutely great.

**4/5**

## KONAMITO

**4/5**

# POLISH

## JOHN HASSINK

The game itself and the (PDF) manuals come in both Spanish and English, which is a commendable feat.

However, the English versions of the texts in both software as well as documentation sure could have done with some (heavy) proofreading.

A menu that lets you punch in a numeral key instead of being pulled-down with a cursor pointer, and even gives the standard BEEP when selecting something doesn't come off great.

Not really polished. If I wouldn't know any better, I'd think this is a ZX Spectrum conversion.

Still, I will have to give two extra points for the seemingly intricate storyline and puzzles.

**4/5**

## KONAMITO

A good story built around the game, and the game follows it along different chapters.

There's a place where we can obtain a password to continue the game later.

The game is available in two languages: Spanish and English.

**4/5**

# OVERALL

**JOHN HASSINK**

**KONAMITO**

**18 / 25**

**17 / 25**

An ambitious project with big scope and complex workings, as well as clearly a lot of love and labour put into it (in some parts), but which unfortunately does not truly deliver on its premise.

Original story for an adventure that involves wandering, talking to characters and getting some objects.

Despite my not so positive critiques, all fans of adventure games are recommended to check this one out.

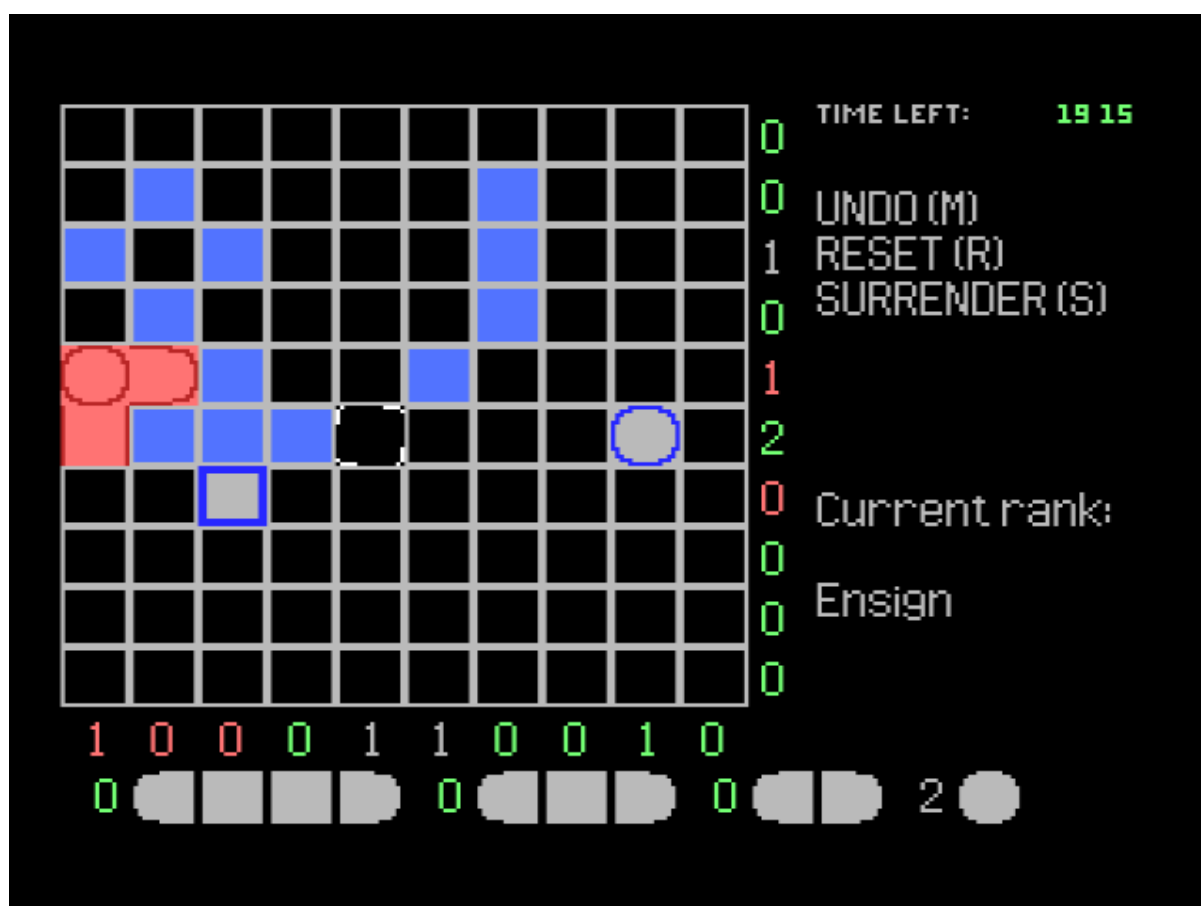
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## FINAL SCORE

**17,5**



## - ANCHOR'S AWEIGH -



# GRAPHICS

## JOHN HASSINK

Very nice intro screen. Fun animation of the cursor when placing cells. The graphical department is quite well done, and very clear once one (once I...) understands the game.

The big text font looks particularly pretty for an MSX1 production.

**3/5**

## KONAMITO

Graphics are discreet, but for a puzzle game they look fine.

The game uses a special font style that fits the navy/war environment.

**3/5**

# SOUND

## JOHN HASSINK

The music fits the theme extremely well, but a lot more could have been done with the chip. Basically, the PSG is just spitting out notes like a pianola. "What's a pianola, uncle Johnny?" - Well, just google it, you little brat.

Seriously, though - the compositions themselves all being tried classics makes them stand out, but a little bit more care would have made it all sound a lot more interesting.

Our MSX is just punching out notes here that do hit the mark, but nothing more.

Apart from that, there's a lack of sound effects. There are some, but very sparingly. So even with the quite elaborate soundtrack, that harbours (see what I did there?) some nice and fitting tunes, I really can't rate this any higher on this department.

**3/5**

## KONAMITO

The game has a good selection of music tracks. Most of them will be known by most of the players.

There 's in-game music, with different tunes during the game. The quality of them is remarkable but after awhile is a little bit annoying.

Also, there are sound effects for every situation, but I don't like to hear the key click all the time.

**4/5**

# GAMEPLAY

## JOHN HASSINK

At first I was too dumb to figure out the actual nature of the game. Or just maybe, the instructions provided by the game itself were a bit too elusive.

As we say in Dutch - the truth may lie in the middle.

When I finally figured it out, yes, it was fun to play. Actually played it all night and enjoyed it (even if I still don't think I understand the concept 100%).

**3/5**

## KONAMITO

The game is fun to play. There is a promotion system that makes the game become harder until the player reaches the highest one.

Also, there is an option to practice the different difficulty levels before the player enroles the Navy.

There are three actions available in the right menu in order to help the player.

Controls are accurate and moving around the grid is a good experience.

**4/5**

# ORIGINALITY

## JOHN HASSINK

At first glance it looks like the classic "Battleship" board game, but computerized. It's not though - it's its own thing, and absolutely earns this score for all of the extra features and campaign modes particularly.

**3/5**

## KONAMITO

Battleship board games are not original but this one makes the difference with a promotion system and using numbers as help on the sides of the grid.

**3/5**

# POLISH

## JOHN HASSINK

Generally in order, but as said before, if a guy like me, who can at least tie his own shoelaces, doesn't fully understand the game at first, there's something amiss.

Either my brain has already retired, or the game isn't trying too hard to introduce the player to its workings.

Still, the whole ranking and campaign system shows a lot of love and attention. This game has obviously been thought out well.

Minor troubles such as misspelling "lieutenant".

**4/5**

## KONAMITO

Personally I don't like to hear key click. Instructions are available inside the game. And practice mode is a good idea.

There are four languages available to choose from.

**4/5**

## OVERALL

**JOHN HASSINK**

**16 / 25**

All in all, it's a cool game and really worth trying out, even if it's not your thing.

**KONAMITO**

**18 / 25**

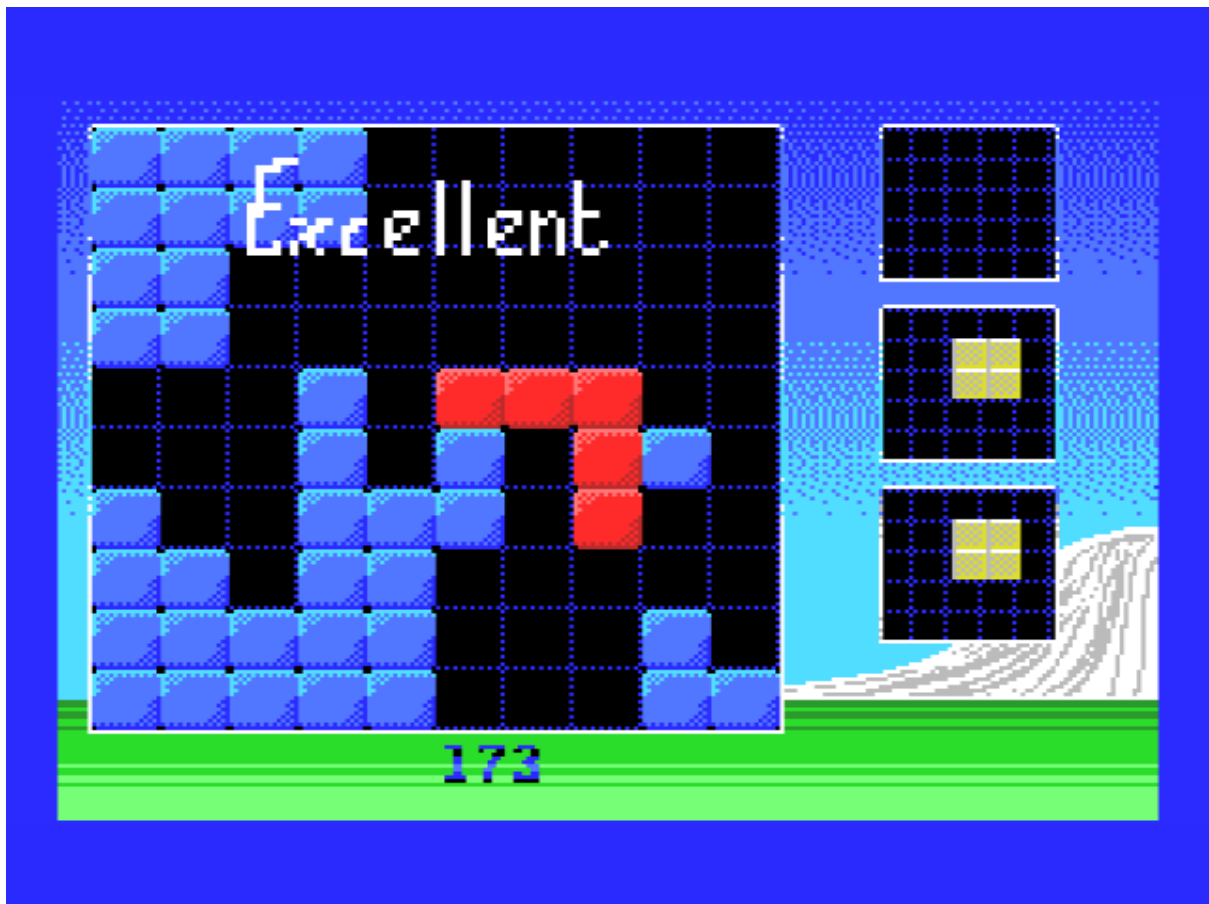
A classic battleship game that offers a new point of view using a numeric grid to help the player.

---

## FINAL SCORE

**17**

## - BLOCK PUZZLE -





# GRAPHICS

## JOHN HASSINK

Not really crisp or remarkably pretty but still showcases a cool style and good taste. Intro effects are very cool.

**3/5**

## KONAMITO

Big size graphics with a colorful style.

Block sprites have a cool fading animation when the player completes a line or a column.

**3/5**

# SOUND

## JOHN HASSINK

Old school sounding title music which works out quite well. No in-game music, but the sound effects are very good and rewarding. Still a quite silent exercition.

**2/5**

## KONAMITO

A tune plays in the title screen and also when the game is over. But, there's no in-game music.

Not many sound effects while playing but they are correct.

When we make a good movement, we can hear a voice.

**3/5**

# GAMEPLAY

## JOHN HASSINK

There's really nothing negative to say about this. Plays well. Does its job just excellent. 4 stars instead of 5, because I didn't find out if Naked Snake is my father or not, or who that ninja is.

**4/5**

## KONAMITO

Control feels a little bit slow to me. I wish it was faster when moving the blocks in the screen.

There are 6 difficulty levels where the player can choose from. Lowest one is perfect for practicing while higher ones become a real challenge.

Switching between blocks looks like a good idea making the game more fun as the player has to think his movements carefully.

**3/5**

# ORIGINALITY

## JOHN HASSINK

Sure, we know the "Tetris" blocks, but we're not steering them from a free fall; we're placing them into a larger puzzle.

A more original game than it may look like at first sight.

**4/5**

## KONAMITO

Puzzle mechanics seem as an original concept: instead of falling blocks, we have to fit them in the available spots in the grid.

**4/5**

# POLISH

## JOHN HASSINK

The software itself is quite in order. Plays fine, looks fine, sound is okay but some in-game tune(s) would have made a lot of difference.

That being said, given that there's no manual at all, not even a text file, one point will be taken off in this category.

**3/5**

## KONAMITO

The game has a free play mode as used in the old arcade machines. I love that.

Good work on animations.

Listening to a recognizable voice to cheer the player up is a good add-on.

There's no text file attached to the ROM file.

**3/5**

## OVERALL

**JOHN HASSINK**

**16 / 25**

Very good entry, especially for fans of puzzle games.

**KONAMITO**

**16 / 25**

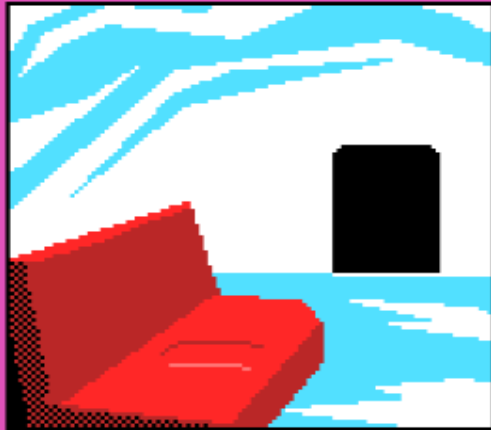
Original puzzle game with some good technical details inside.

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## FINAL SCORE

**16**

## - JÄÄSTÄ -



west  
sofa  
coin

Lucky you! Between the  
feathers you've lost you spot  
a coin.

# GRAPHICS

## JOHN HASSINK

The player can perfectly see what's going on in the theatrical graphics.

The menu bars are simple but clear. The map icons do their job in designating which is which.

That said, to call the graphics anything hyperbolic like "gorgeous" would be a far stretch, even if they are cute.

**4/5**

## KONAMITO

Drawings are quite simple but look good and describe the scenes very well.

Icons are a good idea to know what is going on in the scene.

**3/5**



# SOUND

## JOHN HASSINK

There is none. Even some simple sound effects like when moving the cursor, or selecting something would have made a great difference.

With some fitting music, just as adorable as the story and the graphics, this game would have been lifted to a higher plain.

**0/5**

## KONAMITO

Nothing can be heard in this game: no music, no sound effects at all.

**0/5**

# GAMEPLAY

## JOHN HASSINK

It's a text adventure and pretty straight forward at that. The puzzles and problems to deal with are not very complicated. It's also quite short.

As for how the game itself controls and responds - not much wrong there.

Maybe except that the transitions of waiting for player input when going from dialogue to menus is too crude. It doesn't break the game at all, but can be annoying at times.

**4/5**

## KONAMITO

Puzzles are quite easy to solve and that's good. As a player I like to feel that everything works like "real life", avoiding frustrating twisted puzzles.

Menus are clear to let the player know what to do in every situation.

Even the main target is known from the beginning, you must go around the town to find how to make it.

**4/5**

# ORIGINALITY

## JOHN HASSINK

While the setting and story are reasonably unique and very entertaining, the concept of the game itself really is not.

It's the endearingly cute but veiledly clever plot, presentation and writing style that won me over to still award this with 4 stars.

**4/5**

## KONAMITO

Story is quite original and penguins are the main characters, I love penguins!

Also, using menus instead of texts gives this adventure a different taste from more common text adventures.

**4/5**

# POLISH

## JOHN HASSINK

Relatively small-scale as it is, this production manages to create a quite cosy world with seemingly betrayably little effort.

Along with the dry-witted humor and tongue-in-cheek dialogue style, this definitely makes the player get a taste for more.

However, the game is over before you know it.

It does have a (be it .txt file) manual, but the lack of sound makes that ranking this category any higher... just doesn't feel right.

**4/5**

## KONAMITO

Game looks well shaped in general but there is nothing remarkable concerning polishing.

The game includes a text file with instructions, story and more information.

**3/5**

# OVERALL

**JOHN HASSINK**

**16 / 25**

Certainly made me want more, and thus hoping to see more of this developer.

**KONAMITO**

**14 / 25**

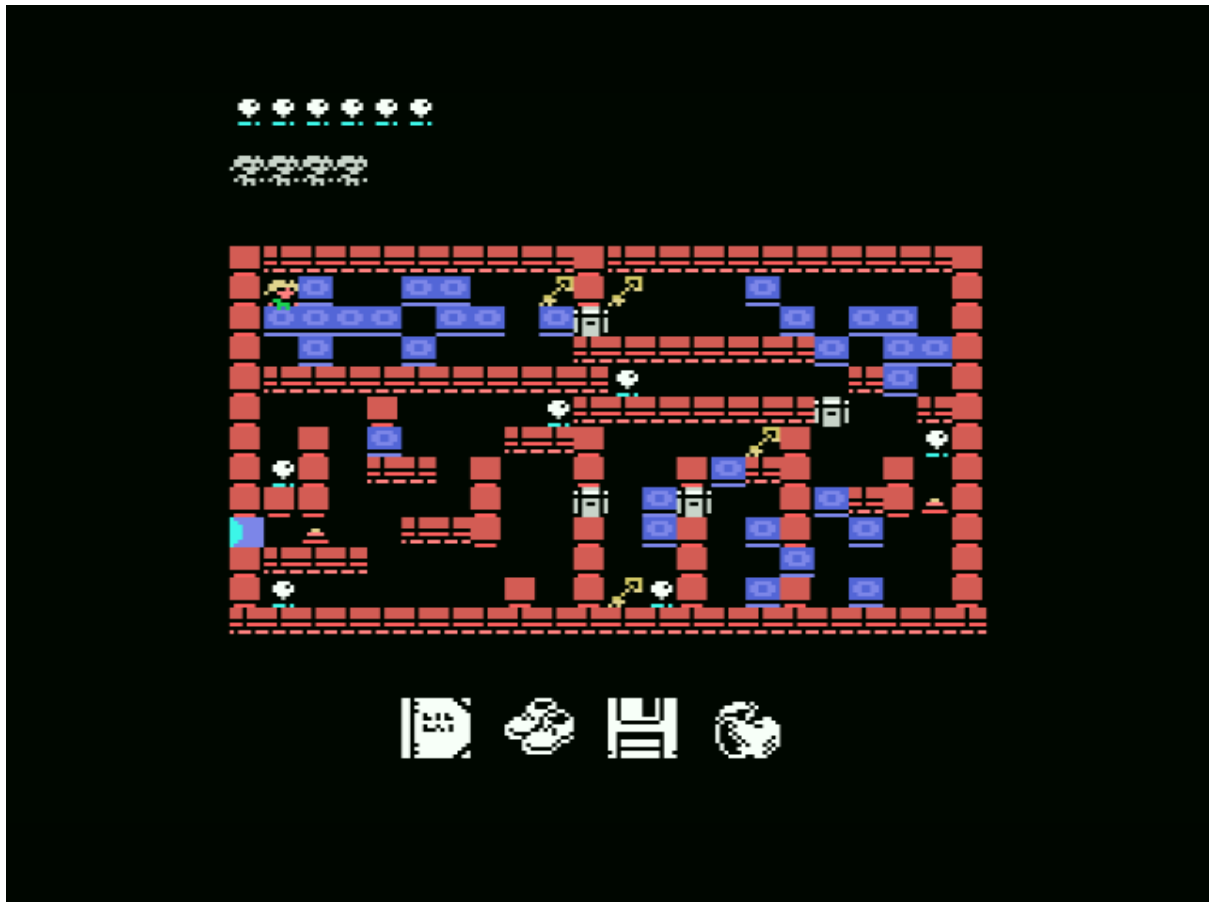
Story catches the player from the beginning and it's easy to play, with fair puzzles and dialogues that make sense.

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## FINAL SCORE

**15**

## - CHAMBERS OF THYREA -



# GRAPHICS

## JOHN HASSINK

In-game, the player characters and tiles look quite good for 8x8 pixel renditions.

Please tell me I did not see the pair of shoes from "Goonies" in the menu below.

**3/5**

## KONAMITO

The game features small sprites but you can distinguish them well. Every one of them looks like what they are. Also, they are made of different colors.

Tiles used for labyrinths are simple as they don't have many decorations or details on them.

**3/5**

# SOUND

## JOHN HASSINK

Not good. At least there is some.

You get a "dooiinnk" when the game starts.  
To be clear - that's from your monitor or speakers, not from anywhere else.

In-game, there's just a loud key-click when moving and slightly annoying sound effects when something else happens.

I think all sound is actually the MSX-BASIC "BEEP" command being modified whenever the occasion.

Might have done better without any sound at all.

**1/5**

## KONAMITO

I haven't heard any music in the game, but it uses small beeps as sound effects when moving the character, destroying mines or pushing blocks. Also, a brief jingle can be heard when clearing stages.

**2/5**



# GAMEPLAY

## JOHN HASSINK

To say it all runs perfectly smooth would be a lie, but it plays fine.

**4/5**

## KONAMITO

Puzzles are not simple to solve. Even the blocks we left behind could be useful later. So we should think well before making any movement.

I love puzzle games and this one is very challenging. Avoiding mines and using teleports adds an extra points in gameplay mechanics.

Passwords are a good option to continue the game at any moment.

**4/5**

# ORIGINALITY

## JOHN HASSINK

It's the basic concept of "Soko Ban", but more linear in its level design, which isn't necessarily a bad thing.

**3/5**

## KONAMITO

This game is based in Spych, released for ZX Spectrum two years ago and puzzles seem to be the same.

Sokoban-like games are not the most original thing since there are many examples of this genre. But this one has some tricks (doors/keys, mines and teleports) that make it a bit different.

**2/5**

# POLISH

## JOHN HASSINK

Everything is in place just to make it work out, but nothing more.

**3/5**

## KONAMITO

Password system using icons looks better than classic text passwords.

Sprites look cool despite they are very small in size, they also feature different colors.

**3/5**

## OVERALL

**JOHN HASSINK**

**14 / 25**

The general style is cool. This could have been a banger with some more TLC (with which I mean Tender Loving Care, not the R&B group from the '90s).

**KONAMITO**

**14 / 25**

Fun-to-play sokoban-like puzzle game with challenging levels using special elements to play with. The small graphics used gives the game a particular look.

---

## FINAL SCORE

**14**

## - SUBCOMMANDER -



# GRAPHICS

## JOHN HASSINK

Relatively simple but accurate. Done with good taste and consideration for the player.

You'll never be confused about which is which and what to hit or avoid.

**3/5**

## KONAMITO

All ships are very detailed and colorful.

Background makes the trick to believe there are different scroll layers.

**3/5**

# SOUND

## JOHN HASSINK

The in-game music isn't really something you'd whistle all day, but does create a somewhat tense atmosphere which fits the game and makes good use of the PSG capabilities.

The sound effects are very crude, but as we know, it kinda fits this kinda game.

**3/5**

## KONAMITO

Music has a good mood but after some time playing starts to be annoying.

Sound effects are just correct.

**2/5**

# GAMEPLAY

## JOHN HASSINK

Initially looks like just another incarnation of "Space Invaders", so not very exciting at first. However, a closer look will reveal the addition of high priority targets and civilian targets. This adds some depth to the gameplay, which helps to keep it entertaining.

Nothing to complain about the controls; they are just solid.

**4/5**

## KONAMITO

Our submarine moves smoothly and this makes gameplay fun and challenging.

Avoiding civilian vessels and trying to hit into double score ships adds an interesting twist in gameplay.

Two player mode is more fun.

**3/5**



# ORIGINALITY

## JOHN HASSINK

Below the line, it's still a very rudimentary shooting game. Go left or right to dodge and aim. Avoid this, shoot this, don't shoot that. It's the rules.

**2/5**

## KONAMITO

As I said before, bonus ship included in the game makes it more interesting, but the mechanics are well known by far.

**2/5**

# POLISH

## JOHN HASSINK

Just good. This game doesn't beat around the bush, and there's no fanfare or shallow ornaments, because - you got some spare time, and ya just wanna quickly boot an MSX ROM and blast big boats? You got it, buddy!

**3/5**

## KONAMITO

Good job made for game graphics, specially ships.

**2/5**

# OVERALL

**JOHN HASSINK**

**15 / 25**

A good variant on "Space Invaders", "Galaxian" and similar arcade classics.

**KONAMITO**

**12 / 25**

Subcommander is a quick and short game intended to play with a friend as it becomes more enjoyable.

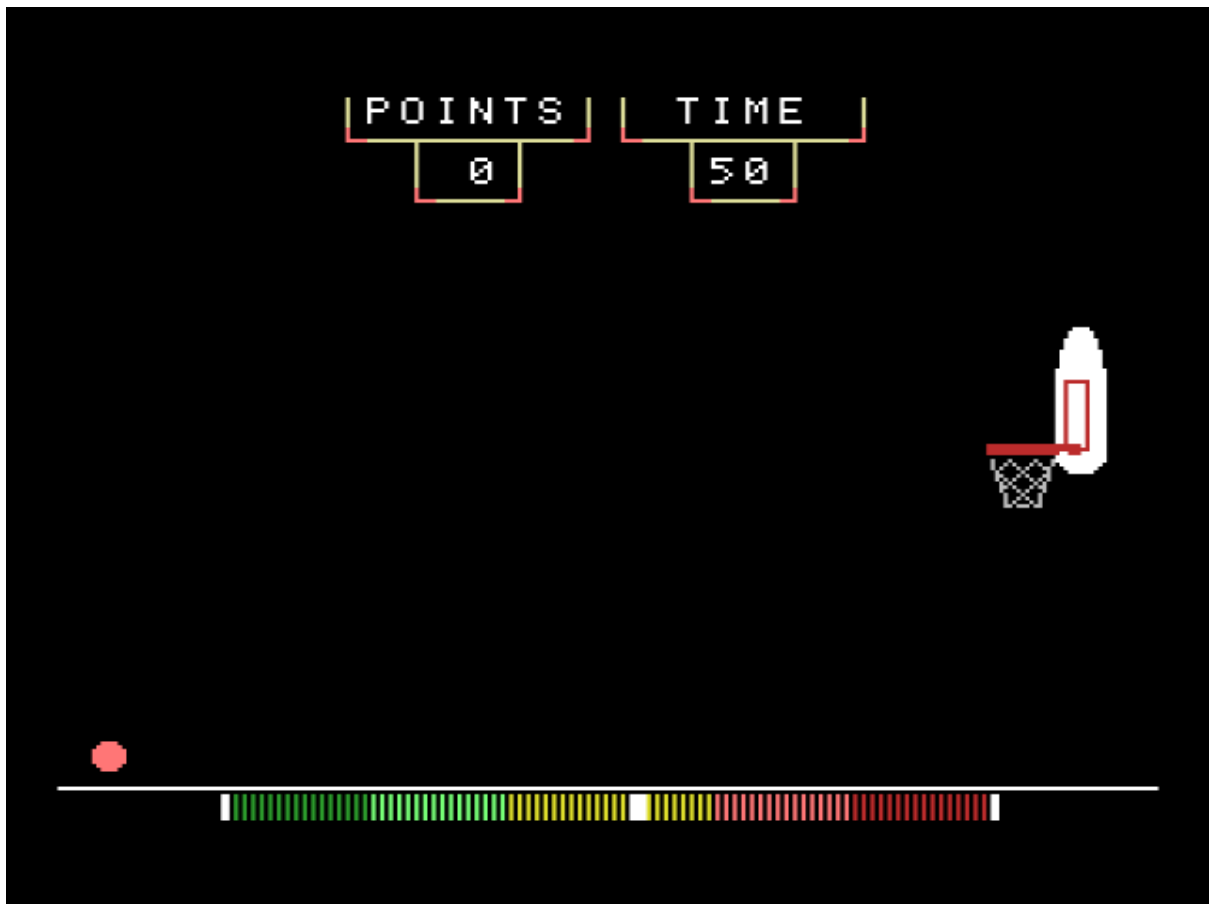
Everything looks fair for a small game.

---

## FINAL SCORE

**13,5**

# - SPC SUPER HOOPS -



# GRAPHICS

## JOHN HASSINK

Adequate but nothing really amazing. Some splash screens or small animations, or even some more use of sprites would have gone a long way.

**3/5**

## KONAMITO

Very simple graphics, there's just the ball and the basket.

**2/5**

# SOUND

## JOHN HASSINK

Just some very rudimentary jingles for title, game start, etcetera. In-game, it's the sound of the ball bouncing. I had to visit a physician for pills to deal with that.

**2/5**

## KONAMITO

The game has a couple of sound effects while playing that match the look of the game.

Music sounds only when the game over message appears on the screen.

**2/5**

# GAMEPLAY

## JOHN HASSINK

It does what it must do. Hit the space bar at the right time, and you score points.

**3/5**

## KONAMITO

It's very easy to play, just pushing a key the power bar will stop.

Basket changes its height once we make a point.

You can feel like playing a free-throw game.

**3/5**

# ORIGINALITY

## JOHN HASSINK

It's a "hit the button at the right moment" kind of reaction game. The setting and look of it is entertaining, though.

**2/5**

## KONAMITO

I've seen games like this before, but I don't think it was on MSX. So, the idea behind this game seems original to me.

**4/5**



# POLISH

## JOHN HASSINK

As said before, graphics are okay, and the controls (i.e. the spacebar or fire button) do exactly what they must do.

No manual, but it's hardly necessary in this case, as the whole thing speaks for itself.

**3/5**

## KONAMITO

Ball bouncing effect looks very real.

No text file or instructions attached to the ROM file.

**2/5**

# OVERALL

**JOHN HASSINK**

**13 / 25**

A straight-forward and entertaining little game to pass some free time with.

However, the only true replay value lies in trying to beat your own high score, or that of others. Or if you really just wanna kill some time.

**KONAMITO**

**13 / 25**

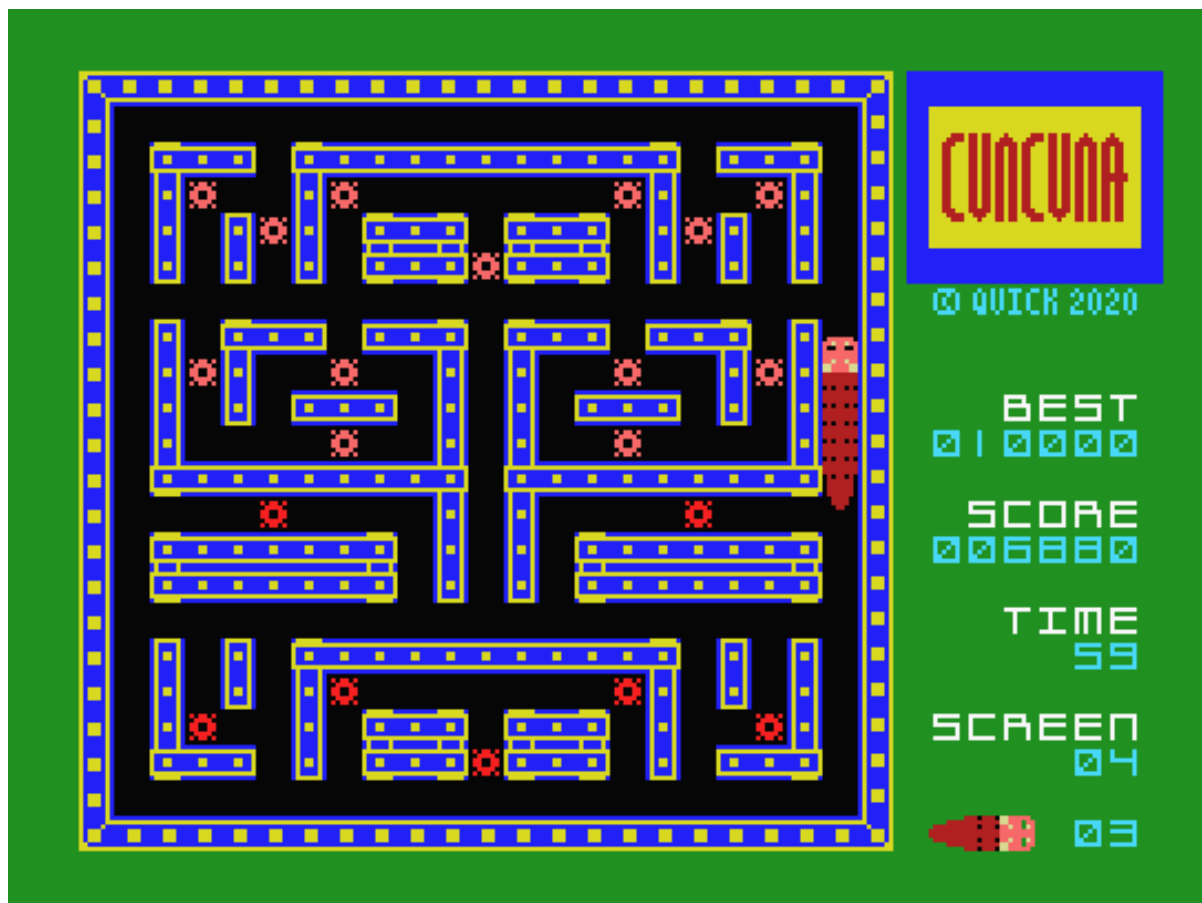
Easy and fun to play for quick stress release. It works as intended without any unnecessary ornament.

---

## FINAL SCORE

**13**

# - CUNCUNA -



# GRAPHICS

## JOHN HASSINK

Looks fine, but nothing special to report, except that the changing environments and colours make for a fresh and varied experience.

**3/5**

## KONAMITO

Very simple graphics here but the game has a good use of colors in sprites and scenarios.

Sprites are very simple, not much to mention about them.

**3/5**

# SOUND

## JOHN HASSINK

Just some sound effects, which are not particularly pleasant or rewarding.

**1/5**

## KONAMITO

This game has no music and only uses a couple of beeps as jingles here and there.

**2/5**

# GAMEPLAY

## JOHN HASSINK

It does play well, with seemingly responsive controls. Anyway, as the action is maybe a little bit too fast, this responsiveness quickly goes out of the window. It's still quite fun, though.

I would have liked to be able to stop moving to ponder upon which direction to take next for just a second.

**4/5**

## KONAMITO

Good control of the caterpillar, but sometimes it is hard to prevent movements in order to enter a certain corridor.

It was a difficult game for me, practice is the key to beat all the stages.

Stages have different dot positions so the strategy must vary from every game.

**4/5**

# ORIGINALITY

**JOHN HASSINK**

**KONAMITO**

All of us know, probably including the developer, that it's another "Snake", even if it makes you use your brain just a little bit more. We have seen a lot of snake games and this one doesn't offer anything new.

**2/5**

**1/5**

# POLISH

## JOHN HASSINK

Everything shows that enough care was given to every aspect of this game, but a penalty point for the package having none any documentation whatsoever.

**3/5**

## KONAMITO

The game looks very good in general, but lacks in-game music and some add-ons to make it more fun to play.

No information (text file) is attached to the game.

**2/5**



# OVERALL

**JOHN HASSINK**

**13 / 25**

Despite not being the biggest eye-catcher of this edition, it still is a well crafted variant of Snaaaaake.

**KONAMITO**

**12 / 25**

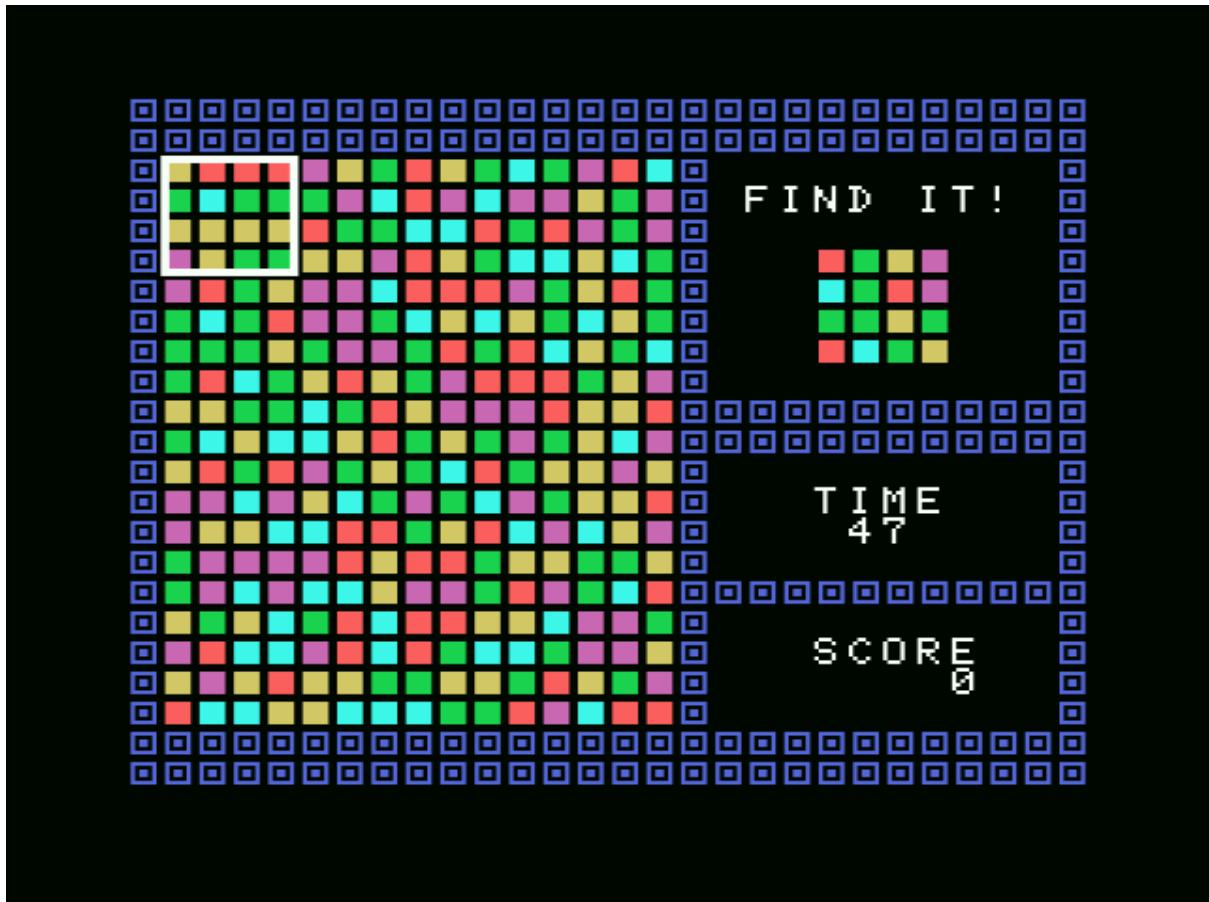
Another snake game, with the known mechanics in this kind of game. Difficult to master but takes the player to a real challenge.

---

## FINAL SCORE

**12,5**

- FIND IT ! -



# GRAPHICS

## JOHN HASSINK

Everything is clear enough, but there is nothing spectacular going on, really. Even the text font is just default.

**3/5**

## KONAMITO

Even though there are a lot of colors in the game screen, the border is decorated with a very simple pattern and the font used for displaying texts is the MSX default.

**2/5**

# SOUND

## JOHN HASSINK

Just sound effects, and not really good ones.

**1/5**

## KONAMITO

There are some little sound effects while playing and they are just fine.

Music only sounds when the game is over.

**2/5**

# GAMEPLAY

## JOHN HASSINK

It's a nice work-out for the brain.

Waiting for the game as it's building a new stage takes a bit long, which can get the player out of their flow.

**3/5**

## KONAMITO

The cursor moves a little bit slow so this makes a real impact in the gameplay, especially in the most difficult levels.

Puzzles are brain blowing even at the easiest level!

I found it a bit confusing most of the time because of the tiles used in the game. This spoiled the fun.

**2/5**

# ORIGINALITY

## JOHN HASSINK

I have no idea if something like this already existed, but I see no troubles here.

**3/5**

## KONAMITO

Based on a ColecoVision game, so not original by itself.

Being said that, this kind of puzzle is quite original.

**3/5**

# POLISH

## JOHN HASSINK

There's a lot of room for improvement.

With a GFX9000 plugged in, high-res animations of penguins cheering you on when you solve a level. I don't know.

But seriously, it's all very basic. At least there are no major inconsistencies in the overall style, and it plays well.

However, things like choosing a game mode with numeral keys instead of a movable cursor is not what I'd call polished.

Text File based manual included.

**3/5**

## KONAMITO

The game is made in MSX-BASIC but it could have been a more polished game.

Looks very simple, it works as intended being a puzzle game, but there's nothing remarkable or surprising.

**3/5**

## OVERALL

**JOHN HASSINK**

**13 / 25**

Surely not a bad way to spend your time if you want to train your brain for a bit.

**KONAMITO**

**12 / 25**

Original concept but at the same time mind blowing.

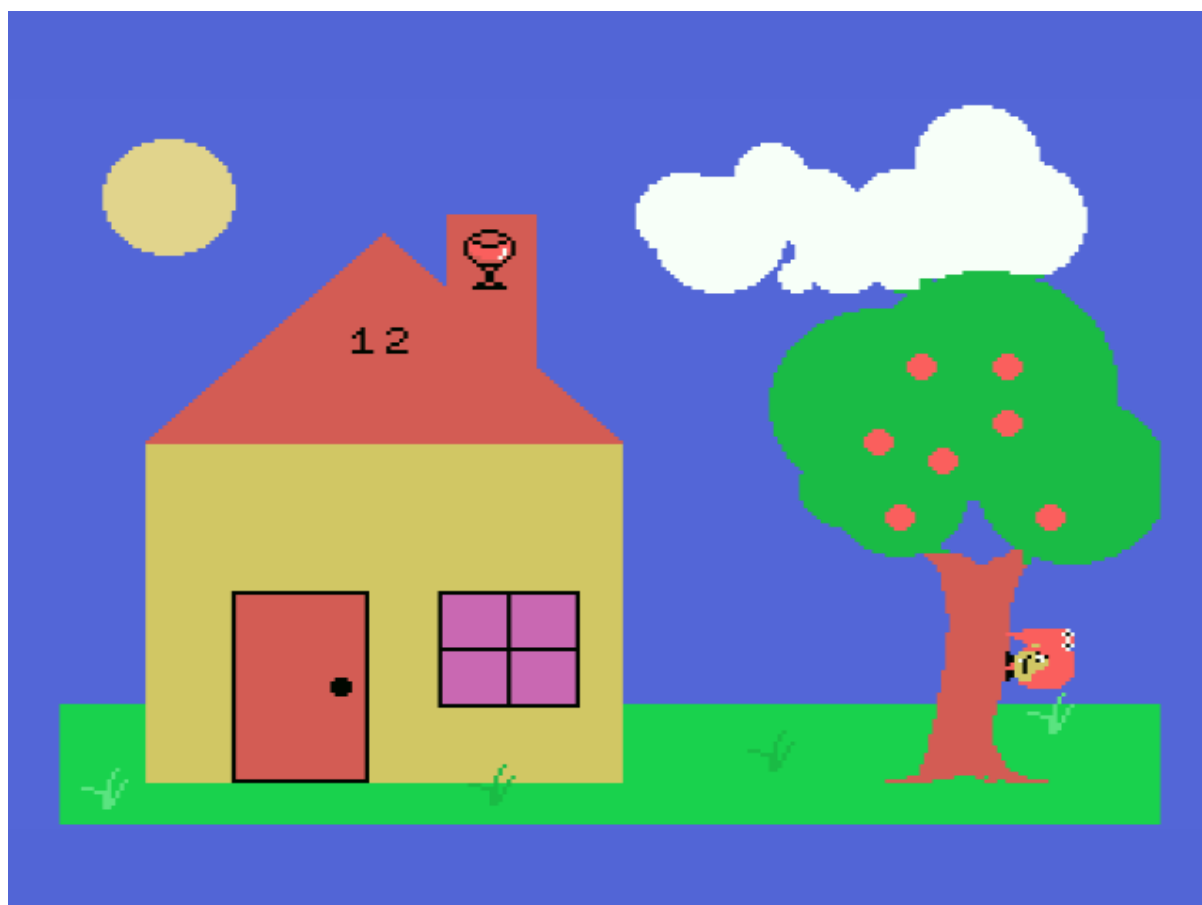
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## FINAL SCORE

**12,5**



## - BLOODY MARY -



# GRAPHICS

## JOHN HASSINK

Can't help but love to see the playscreen being built up merely with graphical commands. Brings back great memories.

The graphics for Bloody Mary herself are actually quite cute and well executed, and the scenery doesn't look bad either.

**3/5**

## KONAMITO

Colorful graphics but simple. They look like a child's drawing (actually, they were made by a 10 years old girl).

The graphic style fits the style of the game.

**3/5**

# SOUND

## JOHN HASSINK

Just one two-tone sound effect when scoring a point.

**1/5**

## KONAMITO

The game features very poor sound effects, just a beep when giving the cup to the girl.

**1/5**

# GAMEPLAY

## JOHN HASSINK

It plays pretty much like the handheld LCD games from faraway times (also known as: my youth).

Mainly, it's a reaction based game, but it doesn't help that the player is at the mercy of the somewhat slow responding controls.

**2/5**

## KONAMITO

Very simple controls as we play like in the old LCD hand-held machines in the past. But they are slow.

The game lacks some items, enemies or obstacles to make it more fun to play after a while. Only trying to get a higher score is the real challenge for the player.

**2/5**

# ORIGINALITY

**JOHN HASSINK**

**KONAMITO**

Trust me; I've played way too much video games in my life, but never have witnessed something with a plot and setting like this. It's pretty cool.

The game plots an original story. And it is also played in an original way.

**4/5**

**3/5**

# POLISH

## JOHN HASSINK

Everything works in order, and there are not any bugs or gamebreaking discrepancies to report.

However, The game could have used a lot more polish.

Fun fact - at the title screen, the game states "SPACE TO START", while literally any key on the keyboard will start the game just as well.

**3/5**

## KONAMITO

This game has been made by a 10 years old girl so this work looks very promising to me. She has done a good job.

Maybe controls should have been worked a bit to make the gameplay faster.

There's no manual or text file attached to the game file.

**2/5**

# OVERALL

**JOHN HASSINK**

**13 / 25**

The developer can tell her awesome dad to be proud, and I look forward to more of this being on the way. Congratulations!

**KONAMITO**

**11 / 25**

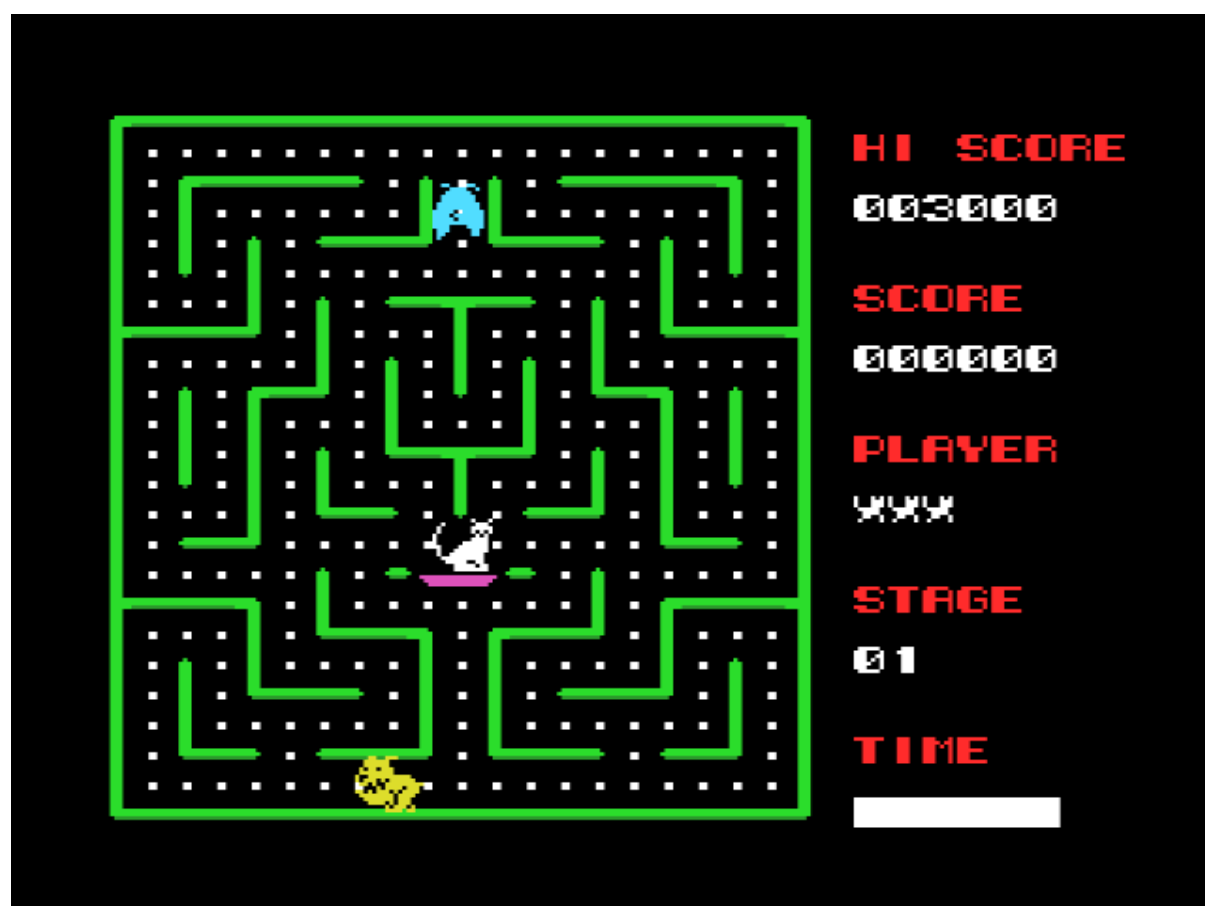
I'm happy to see a little girl involved in creating MSX games! Hope that she continues working hard and maybe in a couple of years we can see more from her.

---

## FINAL SCORE

**12**

## - LITTER BOX -





# GRAPHICS

## JOHN HASSINK

The maze layout is basic and straightforward but fresh looking.

The player and enemy sprites, as well as their respective animations look very good. I especially liked the design of the bulldogs.

There's obvious care for detail, such as the walls in the mazes having shades, which is rarely seen in Pac-Man like games on MSX(1).

**3/5**

## KONAMITO

Graphics are very simple, with not many details available.

Sprite animation for dogs are quite good using different views depending where they are walking to.

**3/5**

# SOUND

## JOHN HASSINK

No in-game music, just a few jingles for the instances of game start, level completed and game over, which are okay.

The only sound during play is when eating a 'dot' (food), which gets tedious quickly.

**2/5**

## KONAMITO

Not music available during gameplay, but there are some jingles when finishing a level, game over or game start available.

There is only one beep when the cat eats a dot.

**2/5**

# GAMEPLAY

## JOHN HASSINK

It's a bit slow and dragging, while the AI of the dogs isn't very interesting.

Most of the time, your enemies don't even seem to be actively chasing you at all; they're just screwing about, which makes them easy to avoid.

**2/5**

## KONAMITO

This game is very slow. The labyrinth is so big and our cat is so slow that player gets bored quickly.

The enemy's behavior is not "smart" as they just wander all around the screen and don't go after our cat. And they love the corners of the labyrinth, staying there most of the time.

One you eat all the dots, you start a new level with no important differences. Also, I miss some power-ups. more enemies to make this game more fun to play.

**1/5**

# ORIGINALITY

## JOHN HASSINK

It's a Pac-Man variant, but with the additional gameplay element of having to return to the titular litterbox in time when all the dots have been eaten.

**2/5**

## KONAMITO

This game reminds me of Pac-Man. But here we play the role of a cat instead.

A cat chased by dogs in a labyrinth while eating food sounds like an original idea.

Going back to our litter to take a poo (once we have eaten all the dots) is the most original point in Litter Box.

**3/5**

# POLISH

## JOHN HASSINK

Generally, the game looks crisp.

The author invested a lot of attention in testing his creation on different systems and set-ups to make sure it will work correctly on any configuration.

For which extra kudos and a bonus star on this "Polish" category.

I hope the developer will continue on this path, as this production shows enough promise for something truly enjoyable in the future.

**3/5**

## KONAMITO

Game looks solid and works fine. But I think it could have had some little work in speed and gameplay to make it a better game.

**2/5**

# OVERALL

**JOHN HASSINK**

**12 / 25**

With more aggressive adversaries and one or two extra game elements, this would have hit quite the home run. In its current state, it just falls short.

**KONAMITO**

**11 / 25**

What a pity how slow is this game! Also, some power-ups or objects inside the labyrinth could have improved the game a little bit more. Cats are always welcome!

---

## FINAL SCORE

**11,5**

# - PACIFIC -



# GRAPHICS

## JOHN HASSINK

The sprites are double coloured and all planes even cast shades on the ocean surface. They're not animated in any way but look clear. Enemy ships come in different hues.

You're always flying above water, either by day or night, represented by a single graphical tile pasted all over the screen. There are no other objects to see apart from H<sub>2</sub>O, like islands or boats.

So, the game is scrolling smoothly, but it's probably just an on-the-fly re-definition of tiles to create the effect.

All this means that every level looks quite the same. The looks of the enemies (or their behaviours, for that matter) don't really change, either.

So, concluding - while the entire thing falls pretty okay on the eyes, it remains a bit of a dull experience all together.

**2/5**

## KONAMITO

I like the sprites made for planes. They have two colors that make them look less plain.

But, sadly, the screen looks empty, without any elements as decoration (islands, ships, waves, whatever).

**3/5**



# **SOUND**

## **JOHN HASSINK**

The only beeps, peeps or bloops in this game are two sound effects; one for explosions (the same for both enemies and player) and one for picking up an extra life.

**1/5**

## **KONAMITO**

There's only sound effects while playing and they are very simple.

**2/5**

# GAMEPLAY

## JOHN HASSINK

The player moves fast, but all of the enemy vessels go at exactly the same speed, in straight lines that is.

Even if the primary goal of the game is to simply survive each level, this makes them almost impossible to hit, in particular the horizontally flying ones. Not very satisfying or rewarding.

On top of that, you can only fire one shot at a time, which does not travel that quickly across the screen, whereas the enemies don't seem to have this problem.

Some of them even aim directly, and from different angles at you - the dork with the always well behaved one-shot pea shooter that only goes straight upwards.

There's nothing wrong with having an underpowered player against waves of more powerful opponents (on the contrary, one could say), but this just feels skewered and disjointed.

**2/5**

## KONAMITO

The control of the plane is wonderful. Very fast as a shoot'em up always should be.

The game becomes easy very soon as the enemy waves combine seen patterns before.

Only 7 short levels and they are iterative.

**3/5**

# ORIGINALITY

## JOHN HASSINK

Made me reminisce on Capcom's "1942", but without the power-ups, huge bosses, looping dodge move, varying background, or anything else that would be exciting.

**2/5**

## KONAMITO

Nothing original in this game as we have seen this a lot of times before.

**2/5**

# POLISH

## JOHN HASSINK

Apart from the slight graphical edge, there is much room for improvement.

Every stage has a "name" (more like a location, like "Coral Sea" or "Midway") except for stage 6, which seems like a mistake.

In between stages, the game will show some garbage on the screen. Overall a quick 'n' dirty job (lest I use a negative word such as "careless") to be dubbed truly polished.

**3/5**

## KONAMITO

The game has a wonderful smooth scroll and the control of the plane is fantastic.

But I think this game could become more interesting by adding some more elements: power-ups, final bosses, etc.

There's no text file attached to the game.

**2/5**

# OVERALL

**JOHN HASSINK**

**KONAMITO**

**10 / 25**

**12 / 25**

Visually not an unappealing game, but it would need quite some work to become something really enjoyable or interesting.

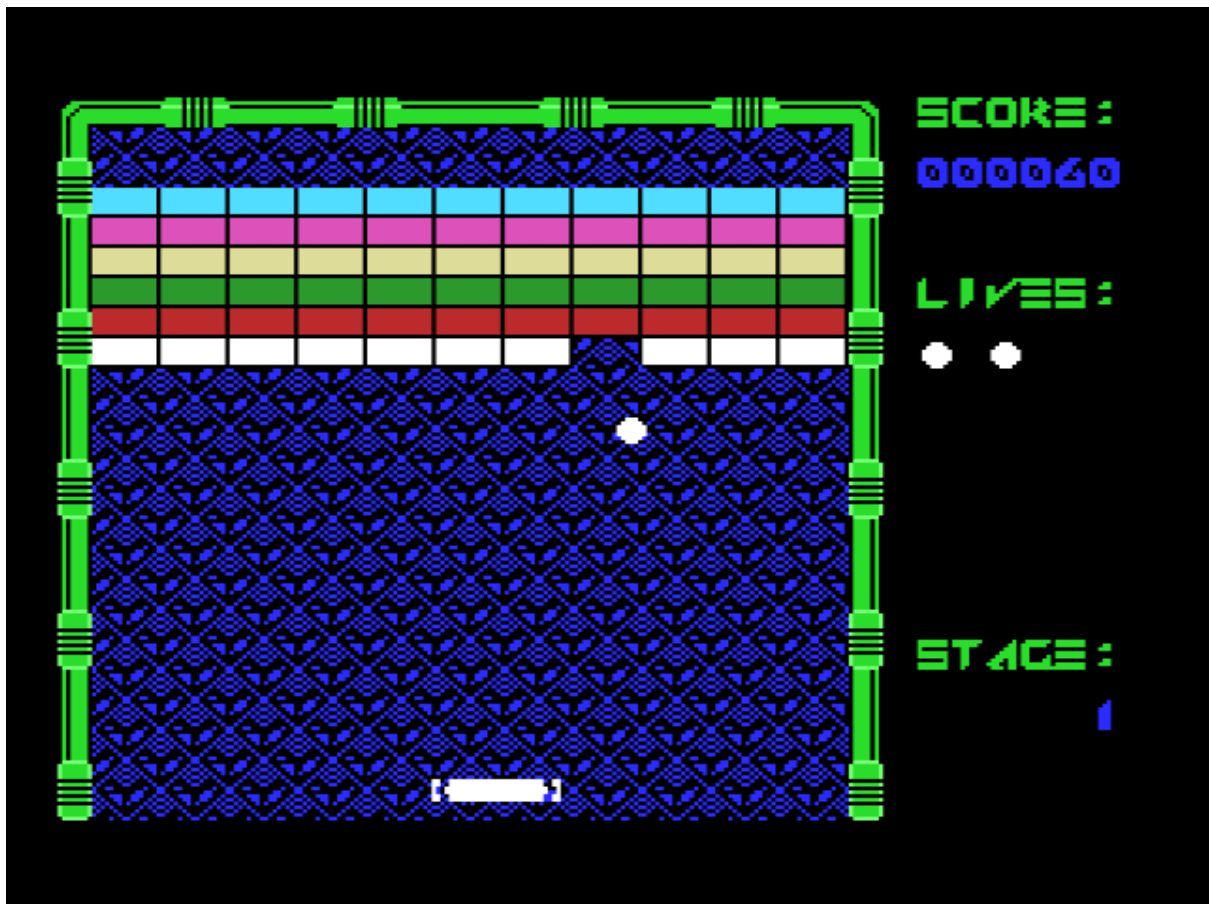
Looks like this game needs more work to become a good shoot'em up. Still is a good approach to the genre and has potential.

---

## FINAL SCORE

**11**

## - RAFTOID -



# GRAPHICS

## JOHN HASSINK

Good visuals. Backgrounds are really nice. Some things don't look as well as in the game's major inspiration, such as the player's ship, which lacks colouring. I think we've seen most of this before.

**4/5**

## KONAMITO

Very colorful game. The backgrounds look good and also the frame around them.

Power-up capsules look very plain and also the spaceship doesn't look as what is intended to be.

**3/5**

# SOUND

## JOHN HASSINK

This must be the most silent game ever.  
Or, wait... did it just say something?  
No, it was my neighbour's dog.

**0/5**

## KONAMITO

There is no music nor sound effects.

**0/5**



# GAMEPLAY

## JOHN HASSINK

The gameplay is solid with responsive controls. However, it doesn't have anything new to offer to people who already played Arkanoid.

Arguably, it offers less, as it doesn't have the 'gun' or 'multiple ball' upgrades of the original.

**3/5**

## KONAMITO

Spaceship moves fine, with a good control everytime.

What a pity there's no enemies to put the player in trouble.

Some power-ups are present.

**3/5**

# ORIGINALITY

## JOHN HASSINK

It really just is a well-produced "Arkanoid" clone. Through the story, the game even represents itself as a spin-off, which actually nets it a bonus point in this category.

I think it's cool to latch onto one's primary inspiration like that.

**2/5**

## KONAMITO

It's a game heavily inspired in classic Arkanoid, so a lot of work is needed to become original when making a breakout game.

**1/5**

# POLISH

## JOHN HASSINK

Overall production is splendid, but the lack of sound seems off for a production which has received this amount of care in all of the other departments.

The package doesn't contain a manual in any shape or form, for which together with the above, I'll have to take off one penalty point for this category.

**3/5**

## KONAMITO

Looks fine, making a good use of color for background.

Takes a while to load the game at start.

Sadly, it doesn't have any music or FX which is a must have in a game.

No information (text file) is attached to the game.

**2/5**

## OVERALL

**JOHN HASSINK**

**12 / 25**

It's a nice revisit of a classic game, but it would need a lot more care to score any higher.

**KONAMITO**

**9 / 25**

This is another breakout game, this time made in MSX-BASIC and runs smoothly. But it doesn't offer anything fresh to the people.

---

## FINAL SCORE

**10,5**

## - LANDING -



# GRAPHICS

## JOHN HASSINK

It's accurate in showing what's going on, but generally not very pretty. Our protagonist is just a pattern of inanimate tiles.

**2/5**

## KONAMITO

Graphics are very very simple and they are not good looking in general.

**1/5**

# SOUND

## JOHN HASSINK

Some fun PSG renditions of Strauss waltzes are offered, which sound a bit crude but generally are okay and add to the atmosphere.

Game over music is very unkind to the ear, though. Maybe should have called Strauss again to fill in for that one as well.

**2/5**

## KONAMITO

Music is just OK, it plays during the game and also when the game is over.

There are no sound effects.

**2/5**

# GAMEPLAY

## JOHN HASSINK

Not very responsive controls. Changing direction seems to take forever. Apart from the possibility to accelerate, you're just steering left and right while hoping for the best.

**2/5**

## KONAMITO

Choppy scroll and the game feels very slow at any time.

Very difficult to avoid bird strikes and hearts are not enough to recover damage gauge.

No challenge further than beating the high score.

**1/5**



# ORIGINALITY

## JOHN HASSINK

What can I say but "sorry".

**1/5**

## KONAMITO

Well, the concept of this game looks original to me: controlling a cat falling down with an umbrella attached in his tail.

**3/5**

# POLISH

**JOHN HASSINK**

**KONAMITO**

Some negligences that could have been Nothing remarkable here.  
easily avoided, like forgetting to disable the  
key click.

**2/5**

**1/5**

## OVERALL

**JOHN HASSINK**

**KONAMITO**

**9 / 25**

**8 / 25**

It does display some charm, but would need a lot of work to be truly enjoyable.

It's a boring game, with no challenge at all for players.

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## FINAL SCORE

**8,5**