GAME DEVELOPMENT CONTEST FOR MSX COMPUTERS #RESULTS

THE MSXDEV22 EDITION, RUNNING FROM JANUARY 2022 UNTIL OCTOBER 2022, HAS YIELDED 32 REGISTERED NEW MSX GAMES. ALL OF THESE GAMES HAVE BEEN JUDGED AND SCORED BY THE JURY PANEL OF WHICH THE RESULTS CAN BE READ IN THIS DOCUMENT.

BEHOLD - THE FINAL REPORT FOR THIS YEAR'S DEV EDITION.

Document revision

Version	Date	Description
1.2	20221111	Graphics score from Bufonada should be 50, not 60. Fixed. The total score wasn't affected.
1.1	20221111	Some minor text fixes and Jury introduction added.
1.0	20221109	Final version, first public release

Contents

Preface

The MSXdev compo, that had its first edition in 2003, is an international MSX exclusive game-design match that delivers a steady growing pile of homebrew games. This year's MSXdev edition was "free style" – meaning there's no limit on supported MSX hardware or ROM size.

With no less than 32 games submitted, over 1600 euro of donations, and a dozen sponsored items, the MSX scene proves to be just plain AWESOME. We, the organization, wish to express a big THANK YOU to everyone involved. We hope it has been as much fun for you as it has been for us.

Signing off, with love:

John Hassink, Róman van der Meulen – organizing party of MSXdev22

You can find more information on MSXdev22 at the following locations:

- https://www.msxdev.org/msxdev22/ - the official MSXdev22 web page
- https://www.file-hunter.com/MSXdev/ - Play all MSXdev games online at The File-Hunter's
- https://www.generation-msx.nl/company/msxdev/746/software/?sort=year&dir=desc – All MSXdev software at Generation MSX

Jury Panel

As this is a competition about making the best possible MSX game, the organization of MSXdev22 has put together a competent jury panel to judge all of thsis year's registered entries. Just remember that there are no losers in this contest. However, and we're quoting here, "there can be only one" the best. Not an easy task for the jurors, as the quality is excellent this year.

Allow us to introduce you to the Jury Team, which consists of veterans among the worldwide MSX community:

Jury member	Expertise
Micha Mulder (NL)	Gameplay
Tadahiro Nitta (JP)	Sound
Toni Gálvez (SP)	Graphics

Tabel 1 Jury panel of MSXdev22

The panel will judge all games by giving points. The higher, the better. There is no public rating available for MSXdev22.

The panel judged each game on its quality and provide a written motivation of the rating.

MICHA MULDER

Although no stranger to MSX and to MSXdev followers, Micha surprised us all last year during MSXdev21 with his excellent entries Raven and PAC-01 – both arcade smashers that ooze quality. Like many of us, he was introduced to the MSX mania at a young age, somewhere back in the eighties, and quickly embraced it to start programming that Z80.

In the years that followed, Micha worked on several platforms, developing games and mobile apps. During the COVID-19 situation, he regained interest in MSX and found himself staring at the 8-bit tube again, coding his first finished games. Yes indeed, the ones that ended up in MSXdev21.

Micha will be evaluating games on the gameplay mechanics, and he promised to be gentle. Having witnessed the magic that he did last year with both of his offerings, we're sure the judging of game mechanics is in good hands.

TADAHIRO NITTA

When the Yamaha YM2413 soundchip, better known as "MSX-Music" or "FM-PAC", was introduced to the MSX standard, many game developers took to trying their best to produce the best sounds from this little songbird. Among them, Japanese game studio Microcabin Corporation stood out for exploring the boundaries of all expectations. Famous for pushing the envelope, both literally and figuratively, was their chief composer, mister Tadahiro Nitta.

As a young boy, Tadahiro was mesmerized by the arcade sounds of games like Space Invaders, Galaxian, and Mooncresta. Finally, when Xevious came out, Tadahiro Nitta was 13 years old, video games began to evolve in terms of sound as well as storytelling. Impressed by these progressions, FM and PCM sound sources appeared, and he was shocked by TAITO's Darius and SEGA's Space Harrier. He then became absorbed in the world of chiptunes and wanted to create his own.

Thanks to Microcabin – and mister Nitta – MSX users all over the globe were treated to sounds never thought to be possible from the humble combination of a simple FM in tandem with the native PSG. Not to ignore the compositions itself, because they produced lovely melodies that will stick in our minds and hearts forever.

TONI GÁLVEZ

As you probably know, from this year on, MSXdev goes all out. A contest that covers such a wide range of graphical possibilities is sure to yield an stupefying variety of screen modes, drawing techniques, as well as the limitations which inherently and unavoidably come with the territory.

With over 25 years of development skills under his belt, Toni Gálvez is one of the most experienced multiplatform pixel artists in the field. Having created graphics for not only MSX, but also the PC, Gameboy Color, GBA, PSP, Amstrad CPC, Colecovision, Nintendo Switch, XBOX One, Dreamcast, C64 and Amiga, his eminence is to be trusted to grant him the insight required to properly judge any kind, form or shape of pixel art which we're sure will come to pass.

SCORING

Every entry will be judged on different aspects of the game by the jury panel. Each game-aspect is assigned to one expert-juror. A juror will score two (2) points per game. One on the assigned game-aspect and one on the overall impression of the game. These are separate points to score. A single score can be 1-100 points. The total score of a game is the sum of all (6) scores from the panel, with a maximum of 600.

The game aspects that are rated separately are:

- Gameplay
- Graphics
- Sound

Each score type is weighted equally. A judge can only rate using whole integer numbers, so without fractional parts (e.g. half points).

Ties will not be accepted. To prevent those as much as possible, we instated the resolution of 6-600. Nevertheless, in case of a tie (when multiple entries have an equal amount of scored points), the jury panel is required to vote for the better game. The game with the most votes wins and gets 1 extra points awarded. If that leads to another tie, the jurors are again asked to vote. This process continues until there are no more ties.

An eventual tie breaking process is transparently mentioned in the final jury report.

RANKING

In the end, there are four (4) ranking categories published, namely:

1. Best overall game (average of all scores combined)
2. Best gameplay
3. Best graphics
4. Best sound

From these ranking lists, only prizes are available for ranking list 1 (Best overall game). The other ranking lists are for pride and honor.

The Results

The jury panel has reached its verdict, scoring is done. So, without further delay, here are the results for MSXdev22.

BEST GAME SCORES

Overall best game: **"Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (572/600)**

Best gameplay: **"Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (95/100)**

Best sound: **"Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (95/100)**

Best graphics: **"Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (100/100)**

Well, with that we can only conclude that we have absolute jury concents as *Lilly's Saga – The Stones of Evergreen* is the grand winner of all categories. Congratulations for this outstanding achievement to Fabulous 8bit.

For all other results, congratulations to all participants! Awesome!

Next up, are the ranking lists for all of these four categories.

OVERALL BEST GAME RANKING

1 "Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (572/600)

2 "Sales Discontinued" by NOP (522/600)

3 "DICED - Tournament" by Mi-Chi, Def Danny (475/600)

4 "Bufonada" by Roolandoo (466/600)

5 "My Sacred Place" by Mario Cavalcanti (465/600)

6 "Sacred Valley" by Visualedu, Bitcaffe (456/600)

7 "Shadow Of The Pig" by thegeps (455/600)

8 "1937" by joesg (421/600)

9 "Robo Rumble" by RoboSoft Inc. (420/600)

10 "The Circus Mystery" by DTenso Games (419/600)

11 "Randoom" by RoboSoft Inc. (387/600)

12 "Muhonmourn 3" by hoge1e3 (383/600)

13 "Shadow Switcher" by RoboSoft Inc. (379/600)

14 "Bounce Mania" by Zett Darkstone (362/600)

15 "SpaceCat" by Platty Soft (361/600)

16 "Balloon Buster" by Hakogame (356/600)

17 "Mine Finder" by Paolo Fabrizio Pugno (351/600)

18 "MSXmas" by André Baptista (349/600)

19 "Mix" by Uninteresting (346/600)

20 "Blastoid" by Ludogix ltd (318/600)

21 "Wash Man" by GameCast Entertainment (316/600)

22 "Safari Kids" by Jipe MSXvillage (308/600)

23 "Memory" by Jipe MSXvillage (306/600)

24 "Penguin Catcher" by _NetNomad (304/600)

25 "Penguin Run" by Patrik's Retro Tech (272/600)

26 "The Tower Of Gold" by Kirem (271/600)

27 "WÖRD" by Patrik's Retro Tech (258/600)

28 "Cryptogram - Anagrams Crosswords" by Amaury Carvalho (253/600)

29 "Automania" by Fregarni (242/600)

30 "Defence" by GameCast Entertainment (170/600)

31 "Micro rocketz" by Troll Soft (135/600)

32 "MSX Light" by Sergio Yukio (70/600)

BEST GAMEPLAY RANKING

1 "Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (95/100)

2 "Sales Discontinued" by NOP (90/100)

3 "Sacred Valley" by Visualedu, Bitcaffe (86/100)

4 "Randoom" by RoboSoft Inc. (83/100)

5 "Bufonada" by Roolandoo (82/100)

6 "Muhonmourn 3" by hoge1e3 (80/100)

7 "Mix" by Uninteresting (80/100)

8 "Balloon Buster" by Hakogame (78/100)

9 "Shadow Switcher" by RoboSoft Inc. (75/100)

10 "DICED - Tournament" by Mi-Chi, Def Danny (74/100)

11 "Robo Rumble" by RoboSoft Inc. (72/100)

12 "My Sacred Place" by Mario Cavalcanti (69/100)

13 "The Circus Mystery" by DTenso Games (69/100)

14 "Mine Finder" by Paolo Fabrizio Pugno (69/100)

15 "Shadow Of The Pig" by thegeps (68/100)

16 "Blastoid" by Ludogix ltd (67/100)

17 "1937" by joesg (66/100)

18 "MSXmas" by André Baptista (65/100)

19 "The Tower Of Gold" by Kirem (62/100)

20 "SpaceCat" by Platty Soft (61/100)

21 "Cryptogram - Anagrams Crosswords" by Amaury Carvalho (60/100)

22 "WÖRD" by Patrik's Retro Tech (58/100)

23 "Wash Man" by GameCast Entertainment (55/100)

24 "Penguin Catcher" by _NetNomad (54/100)

25 "Bounce Mania" by Zett Darkstone (53/100)

26 "Safari Kids" by Jipe MSXvillage (51/100)

27 "Penguin Run" by Patrik's Retro Tech (51/100)

28 "Memory" by Jipe MSXvillage (48/100)

29 "Automania" by Fregarni (35/100)

30 "Defence" by GameCast Entertainment (35/100)

31 "Micro rocketz" by Troll Soft (20/100)

32 "MSX Light" by Sergio Yukio (15/100)

BEST SOUND RANKING

1 "Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (100/100)

2 "DICED - Tournament" by Mi-Chi, Def Danny (99/100)

3 "My Sacred Place" by Mario Cavalcanti (99/100)

4 "Robo Rumble" by RoboSoft Inc. (98/100)

5 "Shadow Switcher" by RoboSoft Inc. (98/100)

6 "Bufonada" by Roolandoo (95/100)

7 "Sacred Valley" by Visualedu, Bitcaffe (95/100)

8 "1937" by joesg (95/100)

9 "Randoom" by RoboSoft Inc. (95/100)

10 "Sales Discontinued" by NOP (90/100)

11 "Shadow Of The Pig" by thegeps (90/100)

12 "Penguin Run" by Patrik's Retro Tech (90/100)

13 "WÖRD" by Patrik's Retro Tech (90/100)

14 "The Circus Mystery" by DTenso Games (80/100)

15 "Penguin Catcher" by _NetNomad (80/100)

16 "Muhonmourn 3" by hoge1e3 (70/100)

17 "Mine Finder" by Paolo Fabrizio Pugno (70/100)

18 "Bounce Mania" by Zett Darkstone (40/100)

19 "Balloon Buster" by Hakogame (40/100)

20 "Wash Man" by GameCast Entertainment (40/100)

21 "SpaceCat" by Platty Soft (30/100)

22 "MSXmas" by André Baptista (30/100)

23 "Mix" by Uninteresting (30/100)

24 "Blastoid" by Ludogix ltd (30/100)

25 "Automania" by Fregarni (30/100)

26 "The Tower Of Gold" by Kirem (25/100)

27 "Safari Kids" by Jipe MSXvillage (20/100)

28 "Cryptogram - Anagrams Crosswords" by Amaury Carvalho (20/100)

29 "Defence" by GameCast Entertainment (20/100)

30 "Micro rocketz" by Troll Soft (20/100)

31 "Memory" by Jipe MSXvillage (10/100)

32 "MSX Light" by Sergio Yukio (0/100)

BEST GRAPHICS RANKING

1 "Lilly's Saga - The Stones of Evergreen" by Fabulous 8bit (100/100)

2 "Sales Discontinued" by NOP (90/100)

3 "Shadow Of The Pig" by thegeps (80/100)

4 "MSXmas" by André Baptista (75/100)

5 "DICED - Tournament" by Mi-Chi, Def Danny (70/100)

6 "My Sacred Place" by Mario Cavalcanti (70/100)

7 "Bounce Mania" by Zett Darkstone (70/100)

8 "Safari Kids" by Jipe MSXvillage (70/100)

9 "The Circus Mystery" by DTenso Games (65/100)

10 "SpaceCat" by Platty Soft (60/100)

11 "Wash Man" by GameCast Entertainment (60/100)

12 "Memory" by Jipe MSXvillage (60/100)

13 "Balloon Buster" by Hakogame (55/100)

14 "1937" by joesg (55/100)

15 "Sacred Valley" by Visualedu, Bitcaffe (50/100)

16 "Bufonada" by Roolandoo (50/100)

17 "Mix" by Uninteresting (50/100)

18 "Automania" by Fregarni (50/100)

19 "The Tower Of Gold" by Kirem (45/100)

20 "Muhonmourn 3" by hoge1e3 (40/100)

21 "Robo Rumble" by RoboSoft Inc. (40/100)

22 "Mine Finder" by Paolo Fabrizio Pugno (40/100)

23 "Blastoid" by Ludogix ltd (40/100)

24 "Cryptogram - Anagrams Crosswords" by Amaury Carvalho (40/100)

25 "Randoom" by RoboSoft Inc. (20/100)

26 "Shadow Switcher" by RoboSoft Inc. (20/100)

27 "Penguin Catcher" by _NetNomad (20/100)

28 "Defence" by GameCast Entertainment (20/100)

29 "Micro rocketz" by Troll Soft (20/100)

30 "WÖRD" by Patrik's Retro Tech (10/100)

31 "Penguin Run" by Patrik's Retro Tech (10/100)

32 "MSX Light" by Sergio Yukio (10/100)

Jury Reports

For every MSXdev22 published game a written report and sub-score of each juror is printed below in the next section. . The entries are arranged in order of original registration. Whenever an extra point is assigned in case of a tie, it is mentioned in the score bar.

All the printed points and texts are an unaltered 1:1 relay of the juror reports.

Please note that the jury report of Tadahiro Nitta has been translated from Japanese to English. We also understand that it seems unfair that Tadahiro could not fully enjoy games with extensive English wording because of the language barrier.

Anyway, hoping that we have eliminated any potential confusion or question marks, and without further ado, here are the raw jury reports – just as you like them.

#01 Shadow Switcher

Title: Shadow Switcher
Genre: Arcade
Author(s): RoboSoft Inc.
Medium: ROM 32KB
Hardware requirements: MSX1, 16KB RAM

379/600

Micha

Gameplay: 75

Overall: 71

Gameplay: The concept that players can be switched is great. There are plenty of levels. It has a good pace (especially on 60 hz). The great music makes it more immersive and fun. Walking through the electric beams is too hard and can get frustrating. It is definitely a game that the player wants to go back to and try to get further.

Overall: I liked this game, but this game would have scored higher if it was a completely original game or if it had original elements added. Gameplay and graphics are a direct copy from the C64 version.

Tadahiro

Sound: 98

Overall: 100

Sound: ROBO SOFT's sound quality is very high! It doesn't compare to others. However, the only disappointing thing about this game is that it has a small number of songs.

Overall: I consider this game to be the most complete. The reason for this is the beautiful graphics that are easy to understand, and the operability is excellent. Also, the game balance (difficulty) is well considered, and I think it is a game that can be played for a long time.

Toni

Graphics: 20

Overall: 15

Blocky graphics, simple colour use and poor animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#02 WÖRD

258/600

Micha

Gameplay: 58

Overall: 60

Gameplay: I like the large font of the letters and it is great that it is programmed for 4 different languages. The music is awesome. Gameplaywise it could have benefitted from some sort of scoring or statistics system, so you can play it again later and try to beat your own best score.

Overall: Guessing words is always fun! There seems to be a dis-balance between music (really extensive) and graphics (very basic).

Tadahiro

Sound: 90

Overall: 30

Sound: It's a standard use of PSG, but the development of beautiful melodies is very good. It's likable.

Overall: English words are the main content, so I couldn't know the fun.

I'm sorry.

Toni

Graphics: 10

Overall: 10

Text Based graphics, very simple.

Overall: It looks simple for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#03 Safari Kids

Title: Safari Kids
Genre: Educational
Author(s): Jipe MSXvillage
Medium: ROM/DSK 32KB/720KB
Hardware requirements: MSX2, FDD (optional)

308/600

Micha

Gameplay: 51

Overall: 62

Gameplay: It is a simple game meant for young kids and that is great. I like the idea of going on a journey. But the objectives as well as the ways that you can lose are not clear and therefor the game gets frustrating.

Overall: The Screen 8 graphics are great and the cartoony animals are very appealing to kids.

Tadahiro

Sound: 20

Overall: 30

Sound: I was only able to see the music of the PSG single note start. The retro atmosphere is good, but I want you to work a little harder.
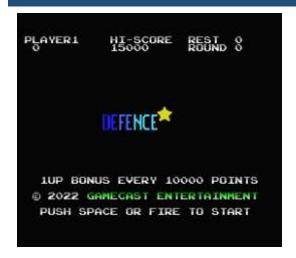
Overall: Is my typing bad? I COULDN'T PROCEED FROM SAFARI.

Toni

Graphics: 70

Overall: 75

Very nice unpolished graphics, simple animation and good colour use.

Overall: This game is a nice example of how to make something that look good on MSX2.

#04 Defence

Title: Defence
Genre: Arcade
Author(s): GameCast Entertainment
Medium: ROM 32KB
Hardware requirements: MSX1, 16KB RAM

170/600

Micha	A good old shoot 'm up!
Gameplay: 35	Gameplay: Plays like an old arcade game and also has the look and feel of it. Lots of enemies on the screen. But it simply still has too many bugs for a good score. Sometimes you shoot right through the middle of an enemy, but it doesn't get detected. Sometimes you die without getting hit.
Overall: 45	Overall: A good old shoot 'm up! Try to fix the bugs, add some music and it will become a really nice game!
Tadahiro	Sound: I think it's a good point that you can immerse yourself in the game because the sound effects are responsive. It would be better if there was music, so I hope so.
Sound: 20	
Overall: 40	Overall: I enjoy the smooth controls and the fact that it is a little difficult to hit the enemy. However, it will be more fun if there are variations such as changing enemies and backgrounds depending on the round.
Toni	Bad graphic style, poor colour use.
Graphics: 20	Overall: It looks really simple for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.
Overall: 10	

#05 Wash Man

Title: Wash Man
Genre: Arcade
Author(s): GameCast Entertainment
Medium: ROM/DSK 64KB/720KB
Hardware requirements: MSX1, 32KB RAM

316/600

Micha

Gameplay: 55

Overall: 61

Gameplay: The idea is original, the gameplay is fast enough and it looks good. The enemies in the rooms move faster than the player, so escaping from them feels sometimes more like luck than skill.

Overall: A nice game!

Tadahiro

Sound: 40

Overall: 40

Sound: I really like the atmosphere of a 1970s arcade game.

Overall: I like the Mappy-like vibe. Maybe it's because of the slow movement, but it feels a little twisted. I hope it will be a better game with the improvement of programming technology.

Toni

Graphics: 60

Overall: 60

Cool graphics, simple animations, poor sprite contrast over background.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#06 Cryptogram - Anagrams Crosswords

Title: Cryptogram - Anagrams Crosswords
Genre: Puzzle
Author(s): Amaury Carvalho
Medium: ROM 48K
Hardware requirements: MSX1, 16KB RAM

253/600

Micha

Gameplay: 60

Overall: 63

Gameplay: Nice game, the anagram idea makes sense, but when there are more longer words it becomes very hard, and it is more like a guessing game. I would have given it more points if the length of the words would have gone up more gradually, and perhaps the letters were less shuffled to make it a little bit easier.

Overall: Very well executed game! Fantastic that it can be played in 6 different languages.

Tadahiro

Sound: 40

Overall: 40

Sound: It's very simple and likable.

Overall: I couldn't enjoy it because of language problems

Toni

Graphics: 40

Overall: 30

Very simple but correct graphics, without animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#07 Blastoid

Title: Blastoid
Genre: Arcade
Author(s): Ludogix ltd
Medium: ROM 32KB
Hardware requirements: MSX1

318/600

Micha

Gameplay: 67

Overall: 66

Gameplay: I like it that the player needs to think strategically where to go to next and that the timer is constantly rushing you. Although the game is a riff on the 1978 arcade game Blasto, so not completely original, enough elements (like the hourglass and bombs) are introduced to make the game more interesting and fun.

Overall: Nice game to play, good level design and I liked the references to Frogger and Space Invaders.

Tadahiro

Sound: 30

Overall: 70

Sound: It's that simple! It has a good retro feel and I think it's a good decision to immerse yourself in the game.

Overall: It's my favorite style. The operability is also exquisite, which I think helps to build the difficulty level.

Toni

Graphics: 40

Overall: 45

Correct graphics, poor colour use (reminds me of ZXSpectrum limitations), simple animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#08 Randoom

Title: Randoom
Genre: Arcade
Author(s): RoboSoft Inc.
Medium: ROM 32KB
Hardware requirements: MSX1, 16KB RAM

387/600

Micha

Gameplay: 83

Overall: 74

Gameplay: The mix between being the hunter and being hunted makes this game great. It moves fluently. The combo scoring mechanism makes it more fun, and there are plenty of levels to play.

Overall: I liked this game, but this game would have scored higher if it was a completely original game or if it had original elements added. Gameplay and graphics are a direct copy from the C64 version. The music sounds great!

Tadahiro

Sound: 95

Overall: 95

Sound: This is great! It's no exaggeration to call it the pinnacle of PSG music. The way to use the hard envelope is also exciting for me.

Overall: The characteristics of the hardware are built effortlessly and delicately. Maneuverability is also excellent. It's thrilling and so much fun. It's a little difficult to jump, isn't it?

Toni

Graphics: 20

Overall: 20

Simple/blocky graphics, poor animation, low detail, simple use of colour.

Overall: It looks simple for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities. This game lacks of some of the details of the original C64 version (like the sprites behind the jail bars). Music is not the original.

#09 Mix

Title: Mix
Genre: Arcade
Author(s): Uninteresting
Medium: ROM 16K
Hardware requirements: MSX1, 16KB RAM

346/600

Micha

Gameplay: 80

Overall: 71

Gameplay: This game is great fun! Of course it looks like Qix, but I like the gameplay of Mix more, because the enemies on the lines can be killed and there is a race with the clock.

Overall: A nice and good looking game. Too bad that the game lacks music, and I found some minor bugs here and there.

Tadahiro

Sound: 30

Overall: 60

Sound: Extremely simple! I like the retro feel, but a little more work on the sound would add to the thrill!

Overall: This is a great idea! I think it's a very difficult game, but the thrill is amazing.

Toni

Graphics: 50

Overall: 55

Correct graphics style, bad use of dithering, simple animation, nice colour use.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#10 Mine Finder

Title: Mine Finder
Genre: Puzzle
Author(s): Paolo Fabrizio Pugno
Medium: ROM 16K
Hardware requirements: MSX1, 16KB RAM

351/600

Micha

Gameplay: 69

Overall: 67

Gameplay: A true classic now for the MSX. It is definitely not easy, and a lot of time pressure that adds to the fun. Good choice to include 3 levels of difficulty.

Overall: Of course it is not an original game, but it is very well executed. Great job.

Tadahiro

Sound: 70

Overall: 60

Sound: Comical music! We understand the characteristics of PSG. In particular, I would like to pay attention to the use of high frequencies. However, it is very disappointing that there is no music during the game. I look forward to the future.

Overall: This is very difficult. I think it would be nice if there was a little more kindness.

Toni

Graphics: 40

Overall: 45
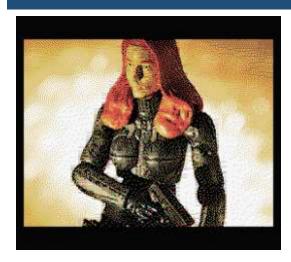
Simple but nice graphics, poor colour use (remains me ZXSpectrum limitations) and simple animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#11 Micro rocketz

Title: Micro rocketz
Genre: Dexterity
Author(s): Troll Soft
Medium: DSK 720KB
Hardware requirements: MSX1, 32KB RAM

135/600

Micha

Gameplay: 20

Overall: 35

Gameplay: This game is not so fun to play; I got my highscore by simply holding the spacebar down.

Overall: This game could be a nice sort of vintage strange tech demo in a robot-bar or parts of it could be used in a cult movie; it is so strange and weird that it definitely has beauty in it, but it is not really a game.

Tadahiro

Sound: 20

Overall: 20

Sound: I like the sound during DSK loading very cool. But it seems a little lacking.

Overall: It's good that the mechanism is simple, but I hope that the ideas and technology will improve.

Toni

Graphics: 20

Overall: 20

Mega blocky graphics, poor use of colour, nice but unpolished intro picture.

Overall: It looks simple for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#12 Robo Rumble

Title: Robo Rumble
Genre: Arcade
Author(s): RoboSoft Inc.
Medium: ROM 32K
Hardware requirements: MSX1, 16KB RAM

420/600

Micha

Gameplay: 72

Overall: 75

Gameplay: The gameplay is very different from other games and therefore challenging and fun. The timer tends to cause stress and because of that you will make mistakes. Great!

Overall: I liked this game, but this game would have scored higher if it was a completely original game or if it had more original elements added. Gameplay and graphics are more or less a direct copy from the ZX Spectrum version.

Tadahiro

Sound: 98

Overall: 90

Sound: The pinnacle of PSG &MSX music. It's so dramatic. I can't hide my shock. The music has influenced me with its full display of skill and talent. However, I regret the lack of sound effects and the lack of variation in the music.

Overall: TEAM ROBOSOFT GAME IDEA IS GREAT. The idea of using the concept of magnetism in a game is also great.

Toni

Graphics: 40

Overall: 45

Good graphic style, poor colour use (remains me ZXSpectrum limitations), simple animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities. I find the idea, pretty good.

#13 Automania

Title: Automania
Genre: Arcade, platformer
Author(s): Fregarni
Medium: ROM 128KB
Hardware requirements: MSX1, 64KB RAM

422/600

Micha

Gameplay: 35

Overall: 47

Gameplay: The concept of the game is somewhat fun; it reminded me a little bit of an msx game Turmoil, where you have to build a car from oil drops, but this one is a remake of a C64 game. Unfortunately due to bugs, very strict hitboxes and unfair falling off platforms, this game gets frustrating too quickly.

Overall: Unfortunately this game is not original and porting it didn't make it any better.

Tadahiro

Sound: 30

Overall: 20

Sound: It's very simple and likable. The retro feel is wonderful.

Overall: The operation is simple and very good, but it is difficult to capture. I would be happy if there was a tutorial.

Toni

Graphics: 50

Overall: 60

Cool graphic style with big sprites, poor colour use (remains me ZXSpectrum limitations), simple animation.

Overall: It looks ok for an Spectrum port (thanks to the HW sprites use), but got to learn to improve the graphics and make good use of MSX possibilities.

#14 Penguin Run

Title: Penguin Run
Genre: Action
Author(s): Patrik's Retro Tech
Medium: ROM 16KB
Hardware requirements: MSX1, 16KB RAM

272/600

Micha

Gameplay: 51

Overall: 61

Gameplay: The gameplay of this game is very simple and basic. I failed finding a good rhythm of jumps. It lacks the game elements that want me to keep coming back and play more.

Overall: Nice little game and I think a lot of fun for people who can pick up the jump rhythm. Graphics are nice but lack animation. Great music!

Tadahiro

Sound: 90

Overall: 50

Sound: Orthodox and stable wonderful music from PSG sound sources! The punch that takes advantage of the bass and noise of the rhythm is very good.

Overall: The difficulty of timing the jumps is fun. However, since the development is poor, we expect further completion.

Toni

Graphics: 10

Overall: 10

Very simple graphics, simple colour use, simple animation.

Overall: Too early experience.

#15 Memory

Title: Memory
Genre: Puzzle
Author(s): Jipe MSXvillage
Medium: ROM/DSK 128KB/360KB
Hardware requirements: MSX2, FDD (optional)

306/600

Micha

Gameplay: 48

Overall: 58

Gameplay: Nice memory game. For multiple players it is the same as you would play memory on a table with cards, but your MSX is the shuffler and dealer. For a single player it would have been challenging if you could get a high score based on the number of turns used or the time used. That is not the case, so a single player always scores 33 points. A missed opportunity. I also think 66 cards is too many, it makes the game too long. I didn't understand why the hard mode was harder than easy mode.

Overall: The graphics are well executed and typically suited for young kids. The game could have benefitted from a little bit more sound / music.

Tadahiro

Sound: 10

Overall: 60

Sound: Maybe you don't need music because the game is simple, I think it would be good to have sound effects or music to clear the game.

Overall: It's a game that uses memory, and it's nice that there is no time limit. I was very immersed.

Toni

Graphics: 60

Overall: 70

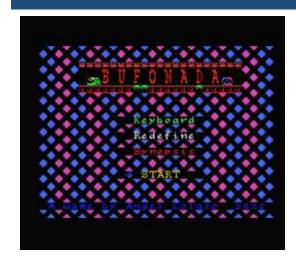Cool colour use, Cool graphics, simple animation. I like this graphics, they got charm, good MSX2 use.

Overall: A very nice game to chill out the afternoon.

#16 Bufonada

Title: Bufonada
Genre: Adventure, Puzzle
Author(s): Roolandoo
Medium: ROM 48KB
Hardware requirements: MSX1, 16KB RAM

466/600

Includes one extra point as tie breaker

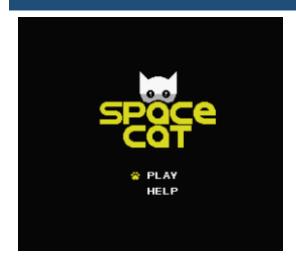|	
Micha Gameplay: 82 Overall: 83	**Gameplay:** Very original game! It is nice that you can switch between characters with different capabilities to solve the different puzzles. The storytelling elements make the game more immersive. I like the humor in the game. **Overall:** Roolandoo has created a unique graphics style which turns the shortcomings of the MSX1 into a sort of own art-style. Looks great! Looks and music really add to the gameplay. And all of that is packed into 48k. Good job!
Tadahiro Sound: 95 Overall: 90	**Sound:** The standard and beautiful melodies of the PSG sound source make the game world bigger. Music that doesn't get tired even if you listen to it for a long time is great. **Overall:** You will be captivated by the beautiful graphics. It brilliantly represents the world of this game. Smooth character movements are great. But it is difficult to clear.
Toni Graphics: 50 Overall: 65	Very cool graphic style, poor colour use, simple animation. **Overall:** This game could look much better, it is a shame that almost all the graphics looks like they are running on a ZX Spectrum, sprites could have 2 colours each. People are too shi to add sprites on MSX games.

#17 SpaceCat

Title: SpaceCat
Genre: Platformer, lander
Author(s): Platty Soft
Medium: ROM 256KB
Hardware requirements: MSX1

361/600

Micha

Gameplay: 61

Overall: 56

Gameplay: Funny game! Lots of nice levels and trying to get your spaceship under control is a lot of fun. The game is a little strict on very soft landings, and the gameplay could have benefitted from some stress elements such as moving enemies or a timer. But it definitely makes me want to play it more often.

Overall: I like the plain graphics and the little animations, I would have preferred some more sound and music. Well done!

Tadahiro

Sound: 30

Overall: 90

Sound: It consists only of simple music and sound effects, but it may be a good way to immerse yourself in the game.

Overall: To be honest, I really liked this game. The responsiveness to the controls makes the game even more enjoyable. The difficulty and level structure are excellent, and I hope that they will be given a better rating.

Toni

Graphics: 60

Overall: 55

Cool graphic style, poor colour use (remains me ZXSpectrum limitations), simple animation.

Overall: It is a nice idea, but the poor graphics implementation look unpolished.

#18 Muhonmourn 3

Title: Muhonmourn 3
Genre: Action
Author(s): hoge1e3
Medium: DSK 720KB
Hardware requirements: MSX1, 32KB RAM,FDD

383/600

Micha

Gameplay: 80

Overall: 73

Gameplay: This game plays really well! I like it that you can play against 3 opponents. Against the computer players there is a very good balance between luck and skill. You have to look very well which color is ahead and paint over that one, while chasing the upgrades. Also you don't want to be too far away from your own corner, which gives the player a lot to think about. The tempo of the music makes the game really immersive, you are always in a hurry !

Overall: Really nice game, very original.

Tadahiro

Sound: 70

Overall: 80

Sound: Rather than aiming for a high level of perfection, I feel that it specializes in the flow and direction of the game. This sound stimulates the desire for victory. It's great.

Overall: The idea is great. Since the human desire is stimulated, you can immerse yourself in it and enjoy it.

Toni

Graphics: 40

Overall: 40

Blocky graphics style, correct colour use, simple animation.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#19 Sales Discontinued

Title: Sales Discontinued
Genre: Click & point adventure
Author(s): NOP
Medium: DSK 35MB
Hardware requirements: MSX2,512KB RAM,128KB VRAM,OPL4,DOS2,FAT16,Mouse

522/600

Micha

Gameplay: 90

Overall: 92

Gameplay: This game brought me back to 1990 when playing Leisure Suit Larry, and exchanging tips and hints at school. It really has that nice atmosphere, great sense of humor (even in the manual), and crazy puzzles with crazy solutions. The choice for atmospheric sounds instead of background music makes it more immersive. One point of critic though: loading times sometimes add up too much. In normal play the loading times are OK, but when you get stuck and go frequently from one place to another, it can take up to two and a halve minute to go from inside one place to inside another.

Overall: In the description of MSXDev22 there were the words "freestyle" and "anything goes". And that is exactly what the makers of this game did. They went all out! No efforts were spared making this game, no corners were cut. And that is exactly why this is one of the best games of this years edition!

Tadahiro

Sound: 90

Overall: 70

Sound: I rarely encountered any games that used OPLL4. The effect of environmental sounds using sampling is effective for deepening the game world. I feel there are many other possibilities.

Overall: The detail of the background and character expression is wonderful. But you need time to enjoy this game. I want to take my time and enjoy it.

Toni

Graphics: 90

Overall: 90

Very good graphics in cartoon style (blurry in some parts, especially the texts and with strange dithering in some parts), amazing animation, very good colour use.

Overall: This graphic adventure is really a nice try to a kind of genre that is very rare on MSX2. They could make improvements on graphics to correct dithering and other mistakes in the conversion. This game is the 2nd possition for me.

#20 MSX Light

Title: MSX Light
Genre: Puzzle
Author(s): Sergio Yukio
Medium: DSK 360KB
Hardware requirements: MSX2, 64KB RAM, 64KB VRAM, FDD, Mouse

70/600

Micha

Gameplay: 15

Overall: 20

Gameplay: The fun in a game like this comes from finishing it, but this game is simply unfinishable. Even with the simplest trivial tactic (clicking out lights one by one, row by row) would take hours in a 32x24 matrix. Also the mouse cursor is off, so there are constantly misclicks. This game is not playable. I hope the maker will take the time to make this game in a 5x5 or 6x6 matrix, with randomly some lights turned on and off, and with a scoring system that keeps track of the time or the number of clicks used. Then I will definitely be playing it!

Overall: no effort has been put in graphics or sound.

Tadahiro

Sound: 0

Overall: 20

Sound: It was a pity that there was no sound. We look forward to future developments.

Overall: I couldn't enjoy it because there was no mouse operation.

Toni

Graphics: 10

Overall: 5

Very simple graphics, even the font is the rom one, poor colour, no animation.

Overall: The first possition, but starting in the bottom.

#21 Bounce Mania

Title: Bounce Mania
Genre: Puzzle
Author(s): Zett Darkstone
Medium: DSK 720KB
Hardware requirements: MSX1,FDD,KUN

362/600

Micha

Gameplay: 53

Overall: 64

Gameplay: The game looks nice, keeps track of the scoring, has multiple levels, but the options given to the player (only the direction can be chosen) are minimal.

Overall: I like the art style used in this game, sound is minimalistic. Solid game.

Tadahiro

Sound: 40

Overall: 70

Sound: Sound effects that can also be heard in the voice of the title screen? Or a song? This is individual and interesting. It is very simple with only sound effects, but the impact sound like an electric shock if you make a mistake was surprising. This sounds good, doesn't it?

Overall: The idea of being able to get into elements like pinball is great. I enjoyed the first few stages, but then I gave up because it was so difficult.

Toni

Graphics: 70

Overall: 65

Blocky but very interesting graphics style, amazing colour use, nice animations.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#22 Shadow Of The Pig

Title: Shadow Of The Pig
Genre: Action, platform
Author(s): thegeps
Medium: ROM 32KB
Hardware requirements: MSX1, 16KB RAM

455/600

Micha

Gameplay: 68

Overall: 72

Gameplay: Very funny game to play. Not too hard, not too easy. The animations on the pig and the cartoony music make the game more fun to play. Several levels and an elaborate scoring system.

Overall: Solid little game that looks, sounds and plays good!

Tadahiro

Sound: 90

Overall: 60

Sound: After the serious beginning in the opening titles, the comically unfolding music is interesting. Is it expressing the sound of a pig? Very good sound effects.

Overall: Beautiful graphics and smooth movements are very good. However, the controls are difficult to control, which is very disappointing. I would like to play a version with improved game balance.

Toni

Graphics: 80

Overall: 85

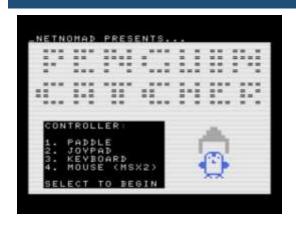Very nice and fun graphic style with amazing scroll, very good sprite, correct colour use, good animation.

Overall: This is a great example of good use of MSX capabilities, nice scroll, the pig sprite is very nice. This is the 3rd possition for me.

#23 Penguin Catcher

Title: Penguin Catcher
Genre: Arcade
Author(s): _NetNomad
Medium: DSK 720KB
Hardware requirements: MSX1, 16KB RAM, FDD, MSX-Music

304/600

Micha

Gameplay: 54

Overall: 55

Gameplay: Funny little game. Controls are good. I like the risk-reward of the golden penguins on the bottom row.

Overall: The great music really helps to get in the right carnival mood!

Tadahiro

Sound: 80

Overall: 70

Sound: There are few titles that challenge FM sound sources, so I can have a very good impression. I think it fits very well with the speedy game world.

Overall: It reminds me of SEGA's Ufocatcher. I like games that enjoy timing, but it would be nice if there was a little more development.

Toni

Graphics: 20

Overall: 25

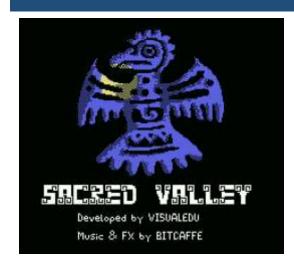Very simple graphics, poor colour use (remains me ZXSpectrum limitations), minimal animations.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#24 Sacred Valley

Title: Sacred Valley
Genre: Action, platform
Author(s): Visualedu, Bitcaffe
Medium: ROM 64KB
Hardware requirements: MSX1, 16KB RAM

456/600

Micha

Gameplay: 86

Overall: 80

Gameplay: Great to see an adventure platform game in a large 4-way scrolling world! That literally gives an extra dimension and makes searching for items more challenging. It also gives the player a lot of options to explore things. Story and gameplay are a good match. Platforming your way up can get a little frustrating on the small stepping stones.

Overall: The music sounds a little off sometimes, but that might have been the intention of the maker to create an extra eerie atmosphere, which it does. I really like the monochrome graphics in the cut-scenes. Very well done!

Tadahiro

Sound: 95

Overall: 90

Sound: The spooky game world is beautifully presented and varied and draws you into this world. This is a wonderful world of game music.

Overall: All the graphics are beautiful and respectful enthusiasm. The world seems to go on forever. I could hardly progress because it is so difficult to play, but this is a game I want to spend a lot of time playing.

Toni

Graphics: 50

Overall: 50

Unpolished but interesting graphics style, big sprites, poor colour use (remains me ZXSpectrum limitations), poor animations.

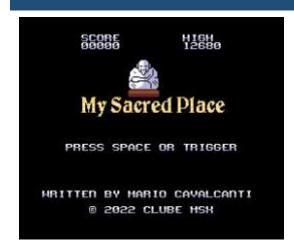Overal: This game needs more polishment. Nice idea. I hope they update the game to improve it.

#25 My Sacred Place

Title: My Sacred Place
Genre: Action, strategy, RPG
Author(s): Mario Cavalcanti
Medium: ROM 48KB
Hardware requirements: MSX1, 16KB RAM

465/600

Micha

Gameplay: 69

Overall: 72

Gameplay: This game is…. very original but different. Blocking the fireballs is hard, but doable, although often the first one comes too quick for me. Guarding the garden gets harder with more Garks attacking it every round.

Overall: Everything in this game has the same atmosphere; artwork, music and even the manual. That is great! Very well polished.

Tadahiro

Sound: 99

Overall: 80

Sound: I feel the great quality like KONAMI used to. It is wonderful that the music changes with the development of the scene. I think this is a work created with great enthusiasm.

Overall: Is the subject of this game Japanese Ninja? As a Japanese, I find it very interesting. I strongly feel the professional spirit. I wish there were more stages.

Toni

Graphics: 70

Overall: 75

Very cool and charming graphics, good colour use, simple animations.

Overall: I really love this kind of graphics, this game is nice, needs to add more animation to the characters.

#26 DICED - Tournament

Title: DICED - Tournament
Genre: Dice
Author(s): Mi-Chi, Def Danny
Medium: ROM 328KB
Hardware requirements: MSX1, 8KB RAM

475/600

Micha

Gameplay: 74

Overall: 82

Gameplay: Not just a Yahtzee game! A very extensive MSX variant on this game. Selecting and rolling the dice feels natural as well as the rest of the user interface. Gameplaywise it is a good choice to play this in tournament form. That creates a good mix between skill and luck. Gameplay has the exact right pace. Well done!

Overall: Very polished and extensive. This must have been a lot of work! The nice music and great graphics combined create exactly the right atmosphere. I love the use of different fonts.

Tadahiro

Sound: 99

Overall: 80

Sound: Very stable. The old jazz style is well matched with the game world. The PSG channels are used perfectly and the technique of interrupting the sound effects is excellent. All sounds are very stable and professional.

Overall: The cursor movement and responsiveness is excellent. I can feel the skill of the programmer. I can feel the talent in the effort to realize the idea of the game. Translated with www.DeepL.com/Translator (free version)

Toni

Graphics: 70

Overall: 70

Good graphics style, good colour use, correct animation. Intro screen is pretty well done.

Overall: This is a good example of how to use the MSX1 graphic capabilities.

#27 Balloon Buster

Title: Balloon Buster
Genre: Arcade
Author(s): Hakogame
Medium: ROM 128KB
Hardware requirements: MSX1, 32KB RAM

356/600

Micha

Gameplay: 78

Overall: 73

Gameplay: Very fun game! It gives the player a lot of options to solve the stages. There are 16 levels, and the scoring system works really well, good risk-reward in there. One little comment: Sometimes the computer says "Last shot" while there are more shots left and that can be confusing.

Overall: Graphics are nice, music tunes too.

Tadahiro

Sound: 40

Overall: 60

Sound: The sounds are basic and simple: game start, game over, and sound effects. The speed at which the balloons are destroyed and the sound effects are well matched, making the gameplay pleasant.

Overall: There is a universal goodness in the use of reflections. It is a good game balance even if it is a modern smartphone game.

Toni

Graphics: 55

Overall: 50

Very simple graphics, poor colour use (remains me ZXSpectrum limitations), minimal animations.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#28 MSXmas

Title: MSXmas
Genre: Action
Author(s): André Baptista
Medium: ROM 32KB
Hardware requirements: MSX2

349/600

Micha

Gameplay: 65

Overall: 69

Gameplay: Playing the game feels unfair in the beginning, but once you find out that by jumping you can catch gifts that fall at the same time then it becomes fun and addictive. Unfortunately this game lacks a level system and a more elaborate scoring system.

Overall: Nice screen 5 graphics, and this game deserves to be further developed with levels, bonuses, enemies, etc.

Tadahiro

Sound: 30

Overall: 40

Sound: I'm afraid that after only a small noise at the start of the game, the game starts. It is a little disappointing because there is only one beautiful sound effect. Maybe it is a bug. It is possible that I am not evaluating the game correctly, which would be a shame.
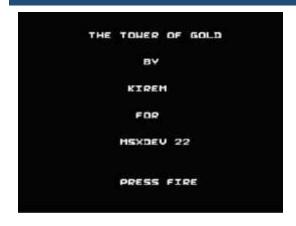
Overall: I was surprised at the beauty of the title screen. The game screen is also clear and beautiful, but I don't think the balance of difficulty is complete. I hope that the system will be further improved in the future.

Toni

Graphics: 75

Overall: 70

Good graphics style, good colour use, minimal animation.

Overall: This is a good Screen5 graphics presentations, kind of 16bit looking, so nicelly done. Takes very long to start after you die. I miss the in-game music.

#29 The Tower Of Gold

Title: The Tower Of Gold
Genre: Adventure
Author(s): Kirem
Medium: DSK 720KB
Hardware requirements: MSX1, FDD

271/600

Micha

Gameplay: 62

Overall: 59

Gameplay: I might have not understand this game if it weren't for my daughter playing a lot of Pokemon… Gameplay gets more interesting in later levels.

Overall: This game looks a little bit like a pre-msx game with the black and white, but that fits well. The game could have benefitted from bigger graphics and more animation.

Tadahiro

Sound: 25

Overall: 30

Sound: The sound effect of the attack is good. However, it is regrettable that the music is not fulfilled.

Overall: There is difficulty in operating the cursor. It is difficult to understand the rules of the game. I think it would be more enjoyable if the game was designed more gentle.

Toni

Graphics: 45

Overall: 50

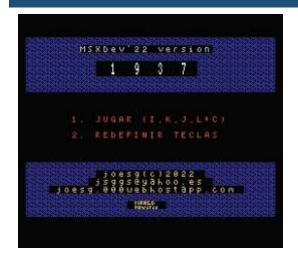Very simple graphics, poor colour use (remains me ZXSpectrum limitations), minimal animations.

Overall: It looks ok for the developer to start, but got to learn to improve the graphics and make good use of MSX possibilities.

#30 1937

Title: 1937
Genre: Platform, adventure
Author(s): joesg
Medium: ROM 32KB
Hardware requirements: MSX1

421/600

Micha

Gameplay: 66

Overall: 70

Gameplay: A one of a kind game! It took a while to figure out how to get out the pits, but when you know how it is done it is doable. Gets very hard as the bombing gets heavier, but with the hints in the manual I got pretty far. It is one of those games where you just want to see what comes next, which is great. There are some unfair elements to this game (pits are really hard, and sometimes you get stuck because of the bombs), but hey, that is what happens in a war… The movement of the character and the detection of ground under your feet could have been better.

Overall: A unique game with a nice art-style that suits the MSX well.

Tadahiro

Sound: 95

Overall: 75

Sound: The dark world is beautifully expressed in PSG. I am lucky to find such beautiful music. It may influence my music.

Overall: The controls are smooth and very good, but the difficulty level makes it difficult to move on. It is a pity that I cannot see what happens next.

Toni

Graphics: 55

Overall: 60

Very simple graphics, good colour use, minimal animation.

Overall: It could be much better, screen are small and the first screens looks much uglier than other screens in the game.

#31 Lilly's Saga - The Stones of Evergreen

Title: Lilly's Saga - The Stones of Evergreen
Genre: Platform
Author(s): Fabulous 8bit
Medium: ROM 1,2MB
Hardware requirements: MSX2, MSX-Music

572/600

Micha

Gameplay: 95

Overall: 87

Gameplay: Fantastic platform game! This game plays really well. It has great story telling elements as well as a lot of hidden items and places. The cutscenes are nice little intermezzos. It has a great mix of a consistent art-style and music which adds to the immersiveness of the game. The makers made great use of the graphical possibilities of the MSX2. It is a game that you want to play over and over again, because there is so much to discover.

Overall: Lilly's Saga has everything in it to become a true classic. I hope there will be a part two and a part three and… The game plays smooth and is really polished. This game would have scored even more points if some in-game graphics wouldn't have been direct copies of other (MSX) games and artwork.

Tadahiro

Sound: 100

Overall: 90

Sound: The composition and arrangement with FM sound source is wonderful. It is very soft and rich music. you deeply understand the characteristics of FM sound source (OPLL). It is really wonderful. The beauty of the opening demo is especially good. It reminded me of a Ghibli story. It is a pleasure to see this wonderful work offered for MSX.

Overall: Great team! This will be praised. The programming skills are amazing. It is phenomenal to be able to enjoy games at such speeds on the MSX. However, it is a shame that it resembles Super Mario Bros. I look forward to the day when we can enjoy this great technology along with new ideas.
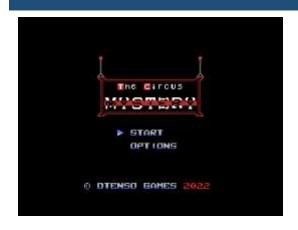
Toni

Graphics: 100

Overall: 100

Really good graphics style, amazing use of colour on MSX2 capapabilities, amazing scroll and animation.

Overall: This is the best MSXdev22 for me, is very polished and everything got it's charm. Music is really lovely. This game is the winner for me. 1ST posittion.

#32 The Circus Mystery

Title: The Circus Mystery
Genre: Platform
Author(s): DTenso Games
Medium: ROM 32KB
Hardware requirements: MSX1

419/600

Micha

Gameplay: 69

Overall: 70

Gameplay: Nice platform game with a good combination of difficult jumps and enemies. I like the health points, fits good in this game. Player physics are a bit clunky. Maybe overall it is a bit too difficult.

Overall: Well done. Nice story and good MSX1 graphics. The music could have been more circus-like.

Tadahiro

Sound: 80

Overall: 65

Sound: I enjoy being able to experience the fun atmosphere of PSG. I like the sound, which is very safe and enjoyable. game I think this difficulty is good.

Overall: I think this difficulty is good. However, I wish there were "ladders" as well as jumps!

Toni

Graphics: 65

Overall: 70

Good graphics style, good colour use, simple animations.

Overall: This game is a nice idea, gameplay wise, getting damage should be represented as a pain frame and sprites could have 2 colours.

End note

And with that, it's a wrap! MSXdev22 is over. It's been a fantastic year with lots of new MSX games as a result.

We would like to thank everyone that has been involved in this year's dev compo – together we made it happen. All participants, all donators, all sponsors, the jurors and all who helped out to make it work: thank you!

Hope to see you all on the next edition, as MSXdev222 celebrates its 20th anniversary !

STAFF

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Toni Gálvez - Jury

THANK YOU FOR PLAYING