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# Ah Catsmanga Daioh

by taRo

Review by BobBorakovitz Nov/03/2004



This is a really nice little game, very polished with excellent graphics and music! The text is in Japanese (or another similar foreign language) but it's easy to understand the menus. The gameplay is simple, you are a little anime girl on the bottom of the screen, your goal is to avoid the many cats that are falling from the sky while collecting tokens that also fall from the sky. For every cat that you avoid you get 1 point, and you get bonus points by collecting the tokens. I love the music, it's a catchy tune, but there's not too many sound effects, however the ones that are there work well and sound great without crackling. The feature in this game that really makes it stand out is the online ranking system! When your game ends you get a screen that has a password and a website to rank yourself among other players! At the time of this writing, my ranking is a dismal #144! Oh well, I'll keep trying!

Graphics: 9 Sound: 8 Gameplay: 9 Progress: 10 Gameidea: 6 Replay value: 7

**OVERALL RATING: 8.2**

# Air Rage

by Taras Young

Review by frolik Nov/04/2004



Coded for the 15 days Coding Competition was this little one-shot shootemup where you fly a Boeing 737 that has been armed to the teeth with weapons and are pursued by government jets intent on taking you down.

The graphics are good with a cartoony style and it all scrolls rather nicely and you can shoot off loads of ammo in rapid succession, demolishing houses and blasting planes. However you only get one life, so as easy as it sounds, you better not get hit by anything or it's game over. The stats screen at the end shows how many houses and jets you've downed in your rampage, but unfortunately isn't too accurate, as several hits of the same target will rack up multiple kills and increase your score. You are also presented with a rating, which add's to the dark humour of the story, and it's all pretty tongue in cheek.

Nice little touches are included like the Altimeter, and Rage meter and it all makes up a pretty nice looking game. The downsides are that there is no high-score saving and sound is non-existent. Good fun for a little while, and great novelty value, but would need more work done to be taken seriously as a full game.

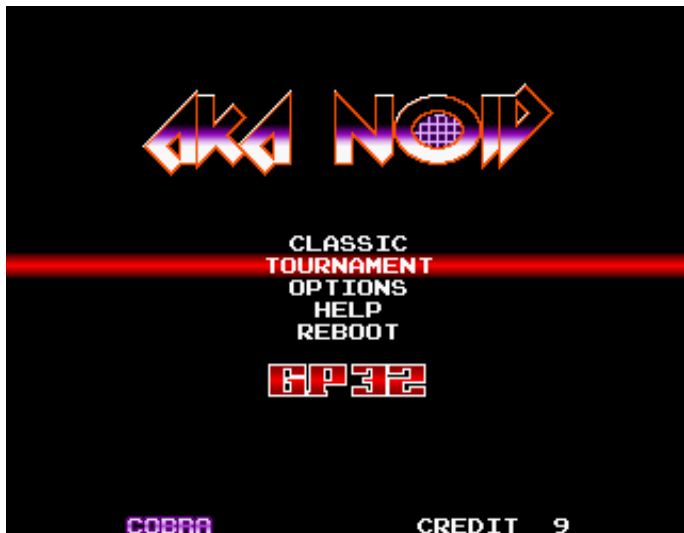
Graphics: 8 Sound: 0 Gameplay: 7 Progress: 7 Gameidea: 9 Replay value: 6

**OVERALL RATING: 6.2**

# Aka Noid

by JyCet

Review by Don Nov/02/2004



We all know breakout games - originally created by Steve Jobs for Atari (well, he was supposed to program it, but instead of doing so, he just hired his friend Steve Wozniak to do it - for a fraction of the money he was getting), it was an instant arcade hit. But most gamers think of other games when hearing "Ball, Bat and Brick Game", mostly about Arkanoid, a breakout remake which has been converted from arcade to about every 8- and 16bit platform ever made.

To be honest, it isn't very sensible to explain Arkanoid - you either know it or you should try it! It's probably the most sophisticated breakout remake ever, and I am looking at JyCet's GP32 remake here. JyCet is known for his quality GP32 homebrew games like 'Crazy Jack' and 'Flip It', and this time, he really topped himself with a really authentic Arkanoid remake called 'Aka Noid'. The game really makes you think you're playing the Arcade version, everything fits, from the graphics to the sound - amazing. You might ask, "Why should I download Aka Noid? I got the Arkanoid Roms for an emulator!". The answer is simple: Aka Noid doesn't require fights with emulators, clocks, speeds, frameskips and other things. It's just working, fast, easy and convenient.

I'm rating graphics and sounds 8 points. That's a rather high rating - but I'm not rating only the design aspect here, I'm also rating the authenticity of it. It also has a pretty high replay value, because you can play it for hours or just 5 minutes waiting for the train - over and over again.

My overall opinion: Definitely a must-try if you like arcade games!

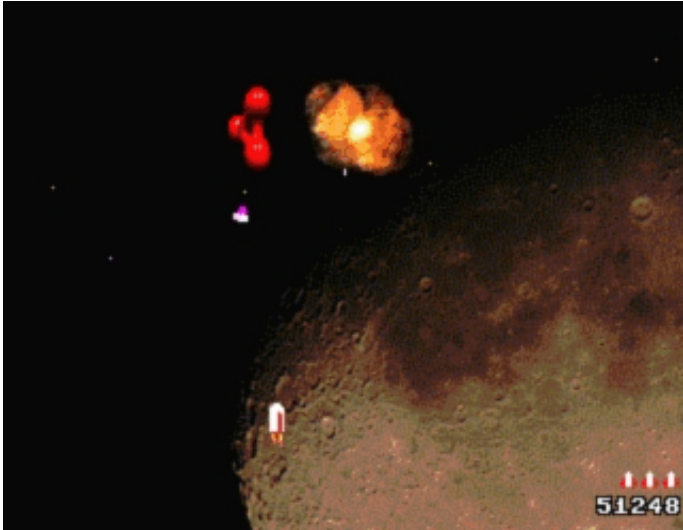
Graphics: 8 Sound: 8 Gameplay: 7 Progress: 9 Gameidea: 5 Replay value: 8

**OVERALL RATING: 7.5**

# BlairWars

by TheWub

Review by frolik Nov/04/2004



Another entry into the '16 days later' competition was an Iraq war themed shootemup. You are spaceman Blair, convinced that the whole universe has links to Al Qu'ida and so you set about your quest to destroy everything that crosses your path!!! I like it...

It's a pity that the game was not properly judged in the competition due to the install process requiring you to create an extra directory, and was overlooked. The Wub has since then released a small update to what is actually quite a nifty game idea. After the moody music and intro narrative, you cruise through space and are confronted by red, blue, and grey animated blobs, each requiring a different number of shots to hit -this is where it gets interesting- First, shoot down as many red targets as possible and you will soon gain a weapon upgrade, then it is easier to get the blue ones for extra speed, and if you get enough grey baddies you will get the nukes! Once you've blasted through this stage, you will reach a tricky asteroid field which isn't too bad until more baddies come on screen and start shooting at you amongst the mayhem!

It's not by any means an easy game, but a sneaky tip is that all the powerups stay with you until you reset your GP, so you can start again with added power. I really hope this gets more work done on it, I'm a lover of shootemups myself, and with some more attention to detail and some tweaking of the difficulty, it could be a real hit.

Graphics: 8 Sound: 7 Gameplay: 7 Progress: 6 Gameidea: 9 Replay value: 7

**OVERALL RATING: 7.3**

# Box

by iKi

Review by frolik Nov/03/2004



Box is a remake of Sokoban, an old puzzle game where you push boxes around in a warehouse, only the shape of the rooms makes it a bit awkward to get the boxes to where you want them. 100 levels of brain teasing rooms awaits you, but don't think you have to do them all at once, oh that would be horrific, once you complete a level the game saves your progress so you can restart at any time. On screen is a counter with the number of moves and pushes you have used so far in the level, and below it lists the shortest number you have done the level in (if you have already completed it) which makes for a nice challenge of doing the levels in the most efficient way.

It looks to me like the graphics have been ripped from one of the Zelda games, which is quite amusing, and they make the game look pretty nice especially when you compare them to the original sokobans rough graphics! A mod player has been added to play some cheesy tunes in the background and there are minimal sound effects.

Graphics:

It's a nice looking game, and any graphical enhancements would really be unnecessary.

Sound:

Sound is a bit irrelevant with a brain game such as this, I tend to turn it off, but there is music if you desire.

Gameplay:

One of the genius puzzlers of our time, classic and flawless, if you like puzzle games, you need this.

Progress:

Seems to be pretty complete to me, I can't think of anything else it needs.

Game Idea:

It's a remake of a very old game so..

Replay Value:

It will take you some time to complete 100 levels, unless you have a brain like the tefal scientists. I will keep coming back but I don't know if I'll ever complete it.

Overall:

Chock another one up for the GP32 puzzle collection, a fine release by iKi.

Graphics: 8 Sound: 7 Gameplay: 10 Progress: 10 Gameidea: 5 Replay value: 9

**OVERALL RATING: 8.2**

# Cave Copter

by DonSkeeto

Review by Ernest Nov/03/2004



I was very excited when i saw a port of this game on the gp32. I have wasted many hours at college on this beauty in its various forms on the net and what seems to be very a repetitive boring game from first appearances pulls you in and you soon become addicted. The basic idea of the game is to guide the helicopter through the cave without hitting any of the obstacles, the further you get the higher your score. Sounds easy, well it is you only have to use the A button, you hold it to increase the height and let go to drop your height to avoid the obstacles as the chopper hurtles through the cave. It starts out fairly easy and soon becomes devilishly difficult as you start tapping A like mad thing so you can keep the height right to dart through little gaps in the obstacles ahead. Its one of those games you will keep replaying just to get that tiny bit further than you did before and it definately has that "just one more go" factor which is always a good sign. Also the gp32 has the Coin and moving modes where you have to avoid the obstacles and collect coins (coin mode), and moving mode where you to avoid moving obstacles. The graphics are fairly poor on first glance but then they dont need to be of excellent quality as you will hardly have time to pay attention wonderful rendered backgrounds when playing. In my opinion Donskeeto did the right thing and kept it simple in the graphical department. This game is definately worth looking at, its one of those games that you'll drift into for a five minute play and waste half an hour on. So if you're a fan of simple addictive arcade style games get this little beast on your SMC quick.

Graphics: 6 Sound: 5 Gameplay: 9 Progress: 10 Gameidea: 8 Replay value: 9  
**OVERALL RATING: 7.8**

# Columns GP32

by Franxis

Review by Wildcat Nov/24/2004



Ah Columns, a classic game that has stood the test of time and essential for any puzzle fan. While you can play Columns on pretty much any emulator for every console going, this is a version that has been created specifically for the GP32.

This version looks similar to the Genesis/Megadrive game, with the Columns title screen in place and the graphics of the level almost identical. Accompanying the game is also a very catchy tune that doesn't annoy as you play.

If you haven't played Columns before (where have you been) you have to rotate gems and line up three of a matching colour to make them disappear. The more you match, the higher the level increases, with the gems moving faster and faster down the screen. Reach the top of the screen and it's game over.

Columns is addictive as ever and although it would have benefited from a high score table and other gameplay modes, this remains an enjoyable puzzle game for your handheld.

Graphics: 8 Sound: 8 Gameplay: 8 Progress: 10 Gameidea: 9 Replay value: 8

**OVERALL RATING: 8.5**



# Crazy Jack

by JyCet

Review by frolik Nov/03/2004



Here is a nice little clone of Lode Runner, you know, the game which made it's creator, Doug Smith, a millionaire! This classic game has been given the GP32 treatment, and not only remade, but totally overhauled in the graphics department.

You must go around a single platform screen collecting all the gold coins in the level while avoiding the meanies. But if you get cornered, you can dig out a block next to where you are standing to trap them, then run across their head! It might take a little while to get used to the controls if you're not familiar with the game, the B button will dig to your left, and A to your right, and then you move the controller in the direction you want to go. Don't worry about falling down as you can fall as far as you like without breaking your neck, in fact, you will have to get some of the more cunningly placed coins.

What really shines about this game is the overall quality and presentation. The title screen looks like a professional release and the graphics in the game have been finely tweaked and are very colourful. It's what we're coming to expect from it's author, Jycet, who has added the same quality finish to Aka Noid which has been subjected to much praise.

Graphics:

Detail effects and colourful levels make this a good looking game.

Sound:

Neat little ditties change with different levels and they sound very clear.

Gameplay:

Lode Runner as it should be played, plenty of action and fun to be had here.

Progress:

Looks very complete, only thing that would be nice is a level editor.

Game Idea:

It's a remake of a very old game so..

Replay Value:

Passwords allow you to restart the level where you left off, which means there's plenty of replay until you complete all of the levels. An easy game to come back to for a quick bit of action.

Overall:

Another polished game gratefully recieved from JyCet and a great addition to the homebrew selection.

Graphics: 9 Sound: 9 Gameplay: 9 Progress: 10 Gameidea: 5 Replay value: 8

**OVERALL RATING: 8.3**

# Defendguin

by Chui

Review by frolik Nov/02/2004



Anyone who is anybody into games has played some form of Defender game in their time, and more likely than not, been pretty impressed by the concept. Defendguin, ported by Chui, is the GP32 answer to Defender and I must say, pulls it off pretty nicely.

If you know much about Linux, you will recognise Tux, the penguin mascot and realise that this game is a bit of an anti-MS joke. Don't let that get in the way of the quality game underneath, which I believe is the best and most fun Defender clone I've played. The graphics at first look a little bit 'bolted-on' and scrappy, but the fluidity of the controls and the difficulty balance the game out nicely. Ahead of you is 20 levels of beastie shooting mayhem accompanied by some gnarley sampled sounds and bangin techno. In case you didn't already know, you have to protect (or defend?!) the penguins that are walking around the land below you, the nastys will be trying to kidnap them so that they can transform into a ghastly penguin mutant - and you don't want that! Shoot the little buggers before they carry your mates to the top of the screen and if they start falling, you better be there to catch them or "splat!". Once you have no Penguins left to protect, all hell breaks loose and the baddies mutate instantly, at this point the planet below disintegrates and there is some slight slowdown in the graphics dept.

It's not a particularly hard game if you have experience with shooters, but it's definately a fun one, there is enough variation and nice touches to keep you coming back for more until you complete it, and once you reach level 20 there's a little surprise for you. I won't tell you what it is but you can probably guess!

Graphics:

A little rough round the edges, but more than adequate and work well with the game

Sound:

Some crackles, but the samples that drop in there add greatly to the amusement factor, and the pumping tune gets you in the mood for blasting.

Gameplay:

It's defender at it's finest, dare I give it 10 points?

Hell yeah...

Progress:

100% ready for action

Replay Value:

I kept on coming back to try and beat my score until I completed it, and now, I'll probably still come back but I wish there was a difficulty setting.

Overall:

If you haven't got this on your SMC and you like shootemups, then what are you waiting for? One of my favourite games on the GP32.

Graphics: 7 Sound: 8 Gameplay: 10 Progress: 10 Gameidea: 5 Replay value: 8

**OVERALL RATING: 8**

# Diabolic Pong

by diab0l

Review by frolik Nov/17/2004



Pong. That's what it's about, and if you don't know what I'm talking about then check your history books!

This is a straight up -what you see is what you get- game, you play against AI and can control your bat by moving up, down and using B to increase the movement speed. There is no goal other than getting a better score than the AI, which is a reasonable challenge until your skill improves past his. A slight but annoying feature is that the ball can pass through the very tip of either bat, I've noticed this quite a few times, but it's not a real problem, just a small annoyance.

The options screen gives a variety of strange choices, cpu speed doesn't seem to make a difference unless you use the 133 option, and then it runs at an insane speed. The sound and music options make no difference as there is none, and I can't work out the mode choice (arcade/it/rpg) so I guess it's not implemented.

I actually really like this game for the odd blast, I never thought I would actually bother playing bat & ball games again but this and Aka Noid have shown me they still have worth. Amusing detail is added in the form of a basic gp32 background that shows which button you are pressing, and the play field shows it to be the only game that doesn't even need a 320x240 res screen!

All in all it's a bit of fun, but don't expect too much, it's only Pong!

Graphics: 5 Sound: 0 Gameplay: 6 Progress: 5 Gameidea: 1 Replay value: 4

**OVERALL RATING: 3.5**

# Drunken Arcade Master

by Craigix

Review by BobBorakovitz Nov/04/2004



Drunken Arcade Master is a miscellaneous type game where the goal is to complete all the mini-games without dying. At the heart of this game isn't groundbreaking graphics or sound, but instead, gameplay. A kind-of sequel to craigix's earlier work, "Drunken Frogger." This has evolved into more of a Wario Ware clone than frogger. But all that change is for the better. Some of the mini-games include: Donkey Kong, an upside-down crazy space invaders, snake on a cellphone, and of course, drunken frogger! The only Wario Ware clone I've ever come across, and it's actually quite enjoyable, I highly recommend the download!

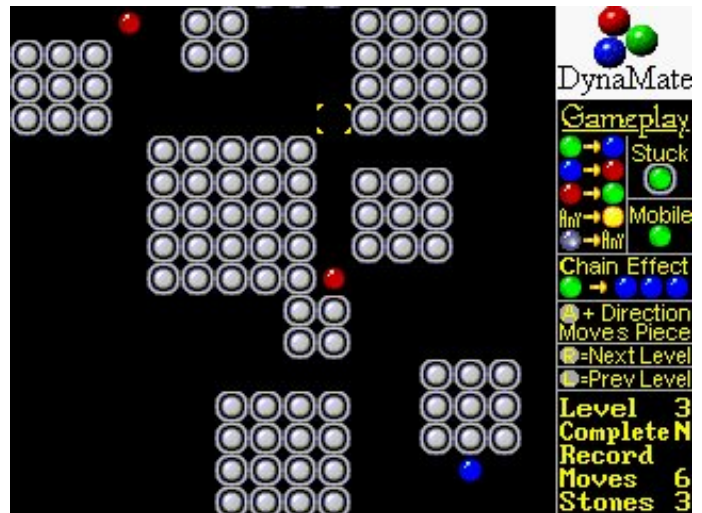
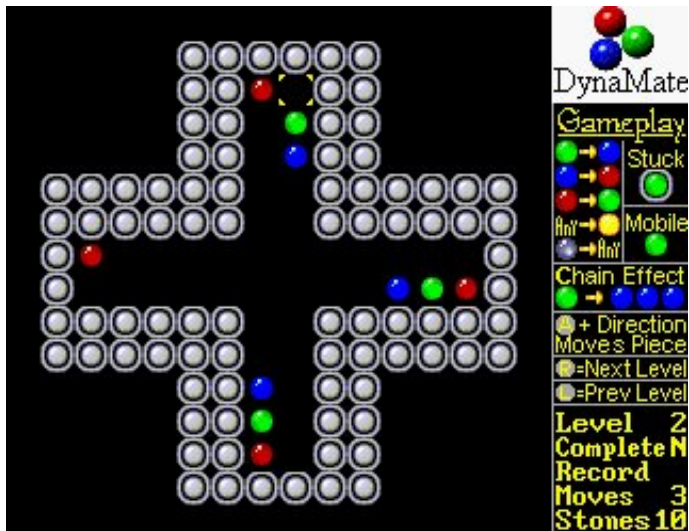
Graphics: 7 Sound: 8 Gameplay: 9 Progress: 8 Gameidea: 9 Replay value: 7

**OVERALL RATING: 8**

# DynaMate

by Flavor

Review by frolik Nov/17/2004



This might as well be known as the precursor to PerfectFit, as the game engine is nearly identical and both complement each other well as different types of puzzle game. The premise of the game is to remove all coloured blocks (where have I heard that before?), by moving one into another, but the blocks will only clear if the correct colour is moved into it. A helpful chart next to the playfield illustrates this and is the same for all levels, making it easy to remember. To make things more difficult, some blocks cannot be moved, some blocks change the colour as they pass through, and you must never let them go off the screen or you must restart the level. Various other block types will be encountered as you progress, but you will have to work them out as you find them.

The beauty of this game is the feel of it and the flexibility, holding button A on a block and moving it will move the block and leave the cursor where it is, but use button B and the cursor will move with the block making it easier to shift it around the screen in several movements, and there's no panic about failing a level as you will be able to restart it even if you reboot.

The game comes with it's own level editor which allows anyone to create levels or modify existing ones and share them with the community, although I don't see anyone doing this, probably because the built in levels are so taxing that you will be counting the days getting through them!

At first you might be disoriented with the rules of this game, but if you like puzzle games even slightly, then you must not ignore this one, it's a true gem, and I think it has been rather underrated in the past.

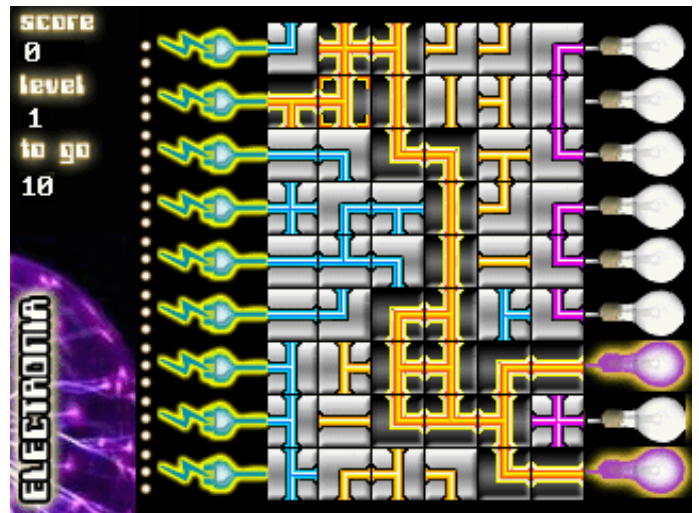
Graphics: 7 Sound: 6 Gameplay: 9 Progress: 10 Gameidea: 9 Replay value: 8

**OVERALL RATING: 8.2**

# Electronia

by Akuma No Houkon

Review by Don Nov/02/2004



There are plenty of Puzzle Games for the GP32, but there is one game to rule them all: Electronia. Well, at least for me. The author, Akuma No Houkon, is well known for his clever and extraordinary puzzle games and this time he came up with a really unique puzzle game idea I've never seen before. Electronia is supported by the great looking graphics made by manu\_pkp, who also did the graphics for Akuma's other games, GPSquares and Perfect Fit, and the good looking part of the graphics of my Cave Copter.

The game contains 3 game modes: Classic, Arcade and Gambit. The general goal of the game is to connect battery/energy icons with lightbulb icons, which might sound easy, but believe me, it isn't! In Arcade Mode, your task is to connect those icons by using the wire icons, much like Pipe Dreams from the old days, which are all over the screen. The only possibility to change the route of those wires is by rotating them clockwise or anti-clockwise. When you manage to connect a battery with a bulb, the light is starting to glow, the wires are replaced and you get some points. Connecting multiple bulbs to a battery gets extra points. Another little twist: the batteries are slowly "drain", which means, you'll lose them from top to bottom, each after a certain time. The game is over when the time has run out. If you manage to lighten up a certain amount of lightbulbs, which will increase, you advance one level. In the arcade mode, you get a classy "bricks fall down to earth" game - not my favourite mode, but nonetheless a very nice addition, which adds up nicely to the replay value. Finally, the gambit mode: It's a slightly changed classic mode, you can't advance to another level, it's just a "see how many bulbs you can lighten up before you'll run out of time".

My overall rating... Well, you might have realized that I really like this game. Usually, puzzle games have simple graphics, which is no big deal, but manu's graphics are really adding something to this game. The music is a very simple endless looped sample, but even though it's lasting just a couple of seconds, it did not annoy me at any point. Sound effects are... appropriate. Gameplay gets a very good rating, not only because it's easy and nice to play, it's also very convenient - small, 1 file fxe without special folders and all. The game is complete, the idea is great, and i'm rating the replay value 10 - If you try it, you'll understand.

Graphics: 8 Sound: 6 Gameplay: 9 Progress: 10 Gameidea: 10 Replay value: 10

**OVERALL RATING: 8.8**



# Elena

by Franz Lankes

Review by Rhihanion Nov/05/2004



If you like puzzle games, this may be what you're waiting for! Based off the old tetris idea in a cylinder (used in Tetris On-line for the Dreamcast and conceptually in the N64's Tetrisphere), you basically move and rotate the normal host of colorful shapes in order to fill the cylinder all the way around and thus remove the line. Of course, bonuses are awarded if you get rid of multiple lines together, just like regular tetris.

Upon turning on the game, you are greeted by a screen that gives you one option, Start. The title screen is nice enough and gives you a good idea of what the graphics will look like. After you hit start, the game begins.

There's a good amount of control in this game, as you can rotate your view of the cylinder by tilting it back (Right shoulder button), tilting it forward (Select button), Zooming out (A button), zooming in (B button) and simply rotating around the cylinder. Since you're playing the game holding your GP32 vertically, the movement of the piece and cylinder is done by pressing left, right or down on the control stick (while holding it vertically) and the piece is rotated with either the Start button or by pressing up on the control stick. This allows you to comfortably handle the GP32 vertically without having to reach for the A or B buttons unless you want to change your view. I found the control scheme to be quite comfortable. It may take a little time to get used to the perspective, but once you do, it'll be just like playing tetris again (albeit harder). The play screen shows your Score, the High Score and the lines remaining that you must complete before continuing on to the next level.

The graphics are sharp and colorful with a beautiful mosaic type background. The movement is very fluid, with not jumping or skipping. The music is relatively high quality, but doesn't come with much variety. Of course, this is free, so for the price, you've got a real winner! I still prefer 2D tetris, but this is a great rendition of re-imagined classic. Go try it!

Graphics: 7 Sound: 7 Gameplay: 8 Progress: 8 Gameidea: 6 Replay value: 8

**OVERALL RATING: 7.3**

# FlipIt

by JyCet

Review by frolik Nov/03/2004



This is a conversion of the game Flipit that was written for the PC Engine by Dave Shadoff. It's a two person game where you have to beat you opponent by placing a counter on the grid where it will 'steal' your opponents counters that are trapped between two of yours either horizontally, vertically, or diagonally. Various tactics will need to be developed in order to win the game by 'owning' the most counters on the board. The presentation of this game is what really makes it stand out, it's a perfect example of a very simple game idea that has been touched up to make it more presentable and current. The options screen allows you to choose one of two skill levels, English or French, and choose music and/or sound effects.

#### Graphics:

Nice presentation with the interface and menu graphics, animation in game is good too, perfectly sufficient for a game of this nature.

#### Sound:

Some mod style music and simple sfx, nothing groundbreaking.

#### Gameplay:

Not the most incredible game in the world, but a nice one for a couple of games.

#### Progress:

Has had all the updates it needed.

#### Game Idea:

It's a port and not an original game.

#### Replay Value:

2 different skill levels, and the first one is quite taxing so this will be staying with me for a while.

#### Overall:

A nice little game to accompany the selection of brain games on the GP.

Graphics: 9 Sound: 7 Gameplay: 7 Progress: 10 Gameidea: 5 Replay value: 8

**OVERALL RATING: 7.7**



# Giana's Return

by CHN

Review by frolik Nov/18/2004



Originally written for the C64, The Great Giana Sisters was a controversial game in it's day because of the similarities to Mario Bros and was withdrawn very soon after its release. Despite this, it grew a small cult following and was often mentioned in the C64 press, usually when quoting the top games for the computer.

Giana's Return is a very worthy successor to the original, and stays true to the style with familiar graphics and haunting soundtrack, but it's all souped up with more colours and better presentation. You should instantly be familiar with the controls if you have ever played the mario series, move the character across a horizontally scrolling landscape while jumping on the heads of baddies and hitting blocks to reveal goodies. There are a few powerups which give you powers like the ability to shoot but once you touch an enemy or fall off the screen you will lose it. Each level has a time limit by which you must reach the exit on the far right hand side, if time runs out you must start again and lose a life but the enemies that you have already dispatched will remain gone.

A password system is in place so you don't have to restart the game each time like with the original, it would be a fair task to get through the game on the basic life provisions and unfortunately gamers just aren't as hardcore as they used to be. Only problem with password systems is you need to write down reams off codes on paper to remember them, a progress saving feature or completed level selector would be more useful in my opinion, but it retains the retro feel with passwords.

The beauty of this game is the whole feel to it, although some have commented on spots where pixel perfect jumping is required, I think it adds to the authenticity of the game. The graphics are superb with multi layered parralax backgrounds and varying level themes, and the music, although not original, complements the action very well.

As a final note, Giana's Return feels very complete, except the lack of high score table which isn't essential. Recent news indicates a new release is likely to happen with the inclusion of the original Giana Sisters levels - this can only make a great game better and is most welcome among the top games available for the GP32.

Graphics: 10 Sound: 9 Gameplay: 9 Progress: 9 Gameidea: 8 Replay value: 8

**OVERALL RATING: 8.8**

# Gloop Deluxe

by Toris

Review by Hooka Nov/18/2004



NOTE by Editor Don: Gloop Deluxe is payware, but as it's really cheap (\$5.50), good and brewn at Toris' home, it'll be included. The download link(s) are for 'Gloop', some kind of a free "lite" version. Have fun!

Although combustion-studios are no more, Toris has opened a new site called AeonFlame and is now selling Gloop Deluxe again! If you have played the original Gloop winner of the 15-day coding competition hosted on [www.GBAX.com](http://www.GBAX.com), then you know what the basic idea is. For those who haven't it's a Lemmings style game with a liquid gloop that moves in a more erratic way than lemmings. You have to control the flow with your items, like a line drawer, an antigravity tool, a green or red (two separate items) gloop stopper and Bombs, there is most likely more items, but I have yet to finish the game to find them all.

Being one of the only non-official games that you have to pay for it still is quite an excellent game! The graphics are clean and clear, allowing you to see what's going on in the game quite well and the music is clear and doesn't have (as far as I noticed) that clicking noise that has accompanied so many commercial games. There are lots of cool visual effects during the game, like when you first start, it says Gloop Deluxe in the background and waves like it's reflected off water. Also when you run out of time or win the level the screen melts away either green (win) or red (lose) and takes you back to the level selector.

Before starting a game you have the ability to select the difficulty, by hitting select you can choose between normal, hard and insane. Then there is also a choice of campaigns, there are six campaigns called novice, intermediate, expert, volcanic eruption, outer space and holidays (US). I believe there are each eight missions a piece, but I have not finished them all to confirm this, but there are forty eight missions in total and six campaigns. Playing on normal I have totally completed all eight novice missions and found some of them quite challenging, but to complete the game you have to do ALL the levels on every difficulty. If you have the whole list in normal, it won't be there in hard or insane, you have to do them all over again at a faster pace. Leaves a lot of room for replay value, as you have to try and finish all 48 levels on three different difficulties. There is also two different colors of gloop, red and green, sometimes they have their own place to spawn from and sometimes it's one for both (split into a half red half green ball). They can either have different exits or one exit for both of them that's blue instead of green or red.

Purchasing of Gloop Deluxe is quite easy, you download a tool from AeonFlame that takes your GP32 ID and turns it into a 16bit hexadecimal value that you fill into the order form from the online store, then you are allowed to download Gloop Deluxe. After downloading it you have to wait for a Gloop serial number by e-mail, mine arrived within fifteen minutes of my order, but it may take longer sometimes. You then copy the Gloop Deluxe files into GPMM keeping the directory structure, then also add the .txt file that Toris has sent to you into GPMM and you're ready to play!

Some of the campaigns are quite hard to figure out, but if you keep on trying you'll eventually get it, remember this is a puzzle game, you'll have to use your brain. Once you've beaten a level, it is automatically saved and the next time you start up the levels are available, but this doesn't apply if you uninstall and reinstall from the original copy. If you like keeping yourself busy with mind puzzles I would suggest this game, although it can get a little frustrating at times, just remember that you can always figure out a way to use your tools to your advantage. I personally find the time limit is what prevents me from beating certain levels because you only have so much line you can draw at a time, then you have to erase it (you can erase the line by holding down B and going over it) and it's kind of hard to get it to erase the right pixels especially if you drew a diagonal line. One advantage to erasing is you can hold down R button to speed up and still erase, but cannot do this with the draw function. If you hit start in a level you are presented with three options, hit start and unpause, hit L and restart, or hit R and quit. During the game the L button allows you to switch items, the default is the drawing tool but this allows you the ability to be drawing hit L really fast and switch to the bomb or whatever items you have in that level. The status bar on top lets you know (from left to right) the amount of gloop that has made it to the exit, the amount of line you have left for the drawing tool, the time left, and what items you have and how many.

All I can say is go to AeonFlame or GBAX and either try out Gloop or the Gloop Deluxe Demo and figure out whether or not you're willing to support Toris and order his game or not, if you like the game the price is so low it won't deter you. This game will give you hours of complex thinking, fun and sometimes frustration but it is a good game. There is also a Map Editor and a Campaign Editor that come with the full version so you can make your own levels! (there is a small tutorial on how to use them on my site).

Graphics: 8 Sound: 7 Gameplay: 8 Progress: 8 Gameidea: 9 Replay value: 8

**OVERALL RATING: 8**

# GP Gravity Force 2.0

by David Douglas

Review by frolik Dec/11/2004



I believe this game is an old Amiga classic, and if you've not played this, you will have played Thrust at some point and be familiar with the concept of gravity and inertia. You control your little triangular ship by using a rear thruster and rotating left and right, this may take a few goes to get the hang of but it's really quite intuitive. Also I found this game far more forgiving than others of its type, where you can actually slam down on the landing strip quite hard and just bounce, and the movement and acceleration is very manageable meaning you can have quite a good time just holding down the thruster and whizzing round the caverns like a maniac!

The aim is to pick up cargo blocks that have been left in parts of the caves and take them back to your home base, en route you can be sure to encounter resistance in the form of gun turrets, flying saucers and other meanies that want you dead, and all you have to defend yourself is an awkward pixel shooter at the tip of your vessel. There are 8 levels included which the later few will pose a reasonable challenge although it's not the hardest game, and you can skip to any level using the L button. I would have preferred a method of "unlocking" levels once you complete them but as you can see from the included readme, the author intended to add more functionality and levels but I guess he never got round to it.

This was one of the first games I played when I got my GP32 and it still remains on my homebrew SMC to be picked up for the odd blast every now and again. Recommended, although it could do with some more levels.

Graphics: 7 Sound: 6 Gameplay: 9 Progress: 7 Gameidea: 9 Replay value: 8

**OVERALL RATING: 7.7**

# GP32 Card Casino

by Flavor

Review by BobBorakovitz Nov/03/2004



GP32 Card Casino is a collection of 3 casino-type card gambling games. The games consist of Video Poker, Blackjack, and Poker Solitaire. I will review each mini-game separately and then give my final review on the collection as a whole. You start off with 1000 dollars and gradually lose everything to the casino just like in real life, unless you "play your cards right." pun intended.

## -Video Poker

A fun single player poker game. Not much to say here, everyone knows what poker is! Well, this is perfect!

## -Blackjack

A definite staple for any single player gambling game. The goal is simple, get 21 points without going over. You Start with 2 cards and choose to either hit, stand, or double down. Very fun game, and anyone can enjoy it.

## -Poker Solitaire

This is an interesting game I've unfortunately never heard of. I've been playing it for almost an hour now and I'm not tired of it yet! You have 4 rows of cards and a deck. You draw a card off the deck and pick which of the 5 rows you want it to go into. The goal is to make poker hands. Jacks or better, three of a kind, full house, etc. Very fun!

The graphics are very professional looking in this entire game, and each table looks amazing, it really makes you feel like you're in a casino somewhere. The cards are very nice looking, they enlarged the number so it's a bit easier to see on the GP32, and they look awesome! The music is a techno beat that gets a little annoying after hearing it for an hour, but sounds crystal clear. The sound effects sound good, too. The cards dealing, and the deck shuffling, for example are excellent samples, that sound crisp and clear. There's not much that could be added to this game, it's almost perfect the way it is. It just needs to alternate the music with some other songs. The replayability of this game is high, I always come back to simple card games to burn some time. Overall, this is one great game, that he could have charged for, it's better than most commercial GP32 titles. It will remain on my SMC indefinitely.

Graphics: 9 Sound: 8 Gameplay: 10 Progress: 10 Gameidea: 9 Replay value: 9

**OVERALL RATING: 9.2**

# GP32 Snow

by Pocholle Alexandre

Review by Wildcat Nov/24/2004



GP32Snow is a skiing game for the GP32 that is similar to those of the 8bit days of winter sport in videogame form. The graphics are basic but functional although presentation is limited to just a title screen. Sound is non-existent.

There are only two modes of play- Free run and Slalom racing. The latter (and the most entertaining) involves moving your skier through red gates until the end of the course is reached. Obstacles have to be avoided and a count of the gates successfully passed is recorded in the corner of the screen. While controlling the skier is quite easy and it is fun racing through the flags, there is only one course available so it isn't a game to play that often. Fun while it lasts, but not an essential game to have on your SMC.

Graphics: 5 Sound: 0 Gameplay: 6 Progress: 10 Gameidea: 7 Replay value: 4

**OVERALL RATING: 5.3**



# GP32War

by Aquafish

Review by frolik Nov/08/2004



First appearing on the GBA, this is a tame version of a battlefield strategy game that requires lots of cunning. The screen is layed out like a grid and you can obtain stats on each to give you an indication of defensive and movement points. If you have played other strategy games then it won't take long to get the hang of the interface, the setting is quite typical with all your units layed out for you ready to take orders and the ones you've moved are indicated by a little mark. There are plenty of units at your disposal including sea and air craft, each with different attributes. Once you are victorious, all the enemies will be destroyed and you can move onto the next map.

There are plenty of campaigns available, with many additions of fan map packs like Warcraft 2 and Dune 2 to make you feel right at home. You won't be getting through them all too quickly but there's a 3 slot save and load function that saves your progress and some campaigns are longer than others (check the manual for specific details). This game may not appeal to everyone as it can have quite a slow pace, and you must take in various tactical factors making it not your average GP32 game.

Some nice touches are included, like being able to add your own music in wav format and 4 editors to redesign the different game sections. Aquafish has really gone to town on this game, and it feels very complete, in fact it is almost commercial quality but for a few parts that have a slight roughness around the edges. The one main annoyance of the game is that it is made up of 6.35Mb in 1,613 files which is a bastard to copy over to your SMC, it just takes ages!

All in all, this is a quality piece of software, and contains hours of amusement, there are hardly any strategy games (emulated or otherwise) playable on the GP32 so this fills the order very well. If you have not yet tried it, I suggest you take an hour or so out and get stuck in.

Graphics: 8 Sound: 6 Gameplay: 9 Progress: 10 Gameidea: 8 Replay value: 8

**OVERALL RATING: 8.2**

# GPasteroids

by Giffel

Review by frolik Nov/05/2004



Everyone has played asteroids at some point, you know, the one where you point your triangle at the hoops and shoot until you've dispatched all of them. Okay so the graphics are basic, but they are extremely fluid and functional. Your ship is controlled by left/right to rotate, B to thrust, A to shoot, R to use shields, and L to hyperspace to a random point on the screen. Using the thrust can be hazardous until you get the feel of the game, as you're just as likely to hit something, in fact it's a bit of a beast to coordinate all the controls correctly and using the hyperspace could plonk you right next to a rock as it pummels into you. But all of these features make for a fairly engrossing game, the levels are nicely themed and each has a title so you know what is coming.

The presentation is pretty good too, the title screen is a pleasing sight although the cooperative and deathmatch options are not implemented so just ignore those. The downside is that it doesn't seem to save your highscores back to the smc, so you don't have a reminder of the score you need to beat. Another small niggle is that you occasionally get a bit of slowdown when there's a lot going on.

All in all, this is another fine shooter that is hard to resist leaving on your smc for the odd blast. It's a classic game that's been given the treatment and still has a lot to offer.

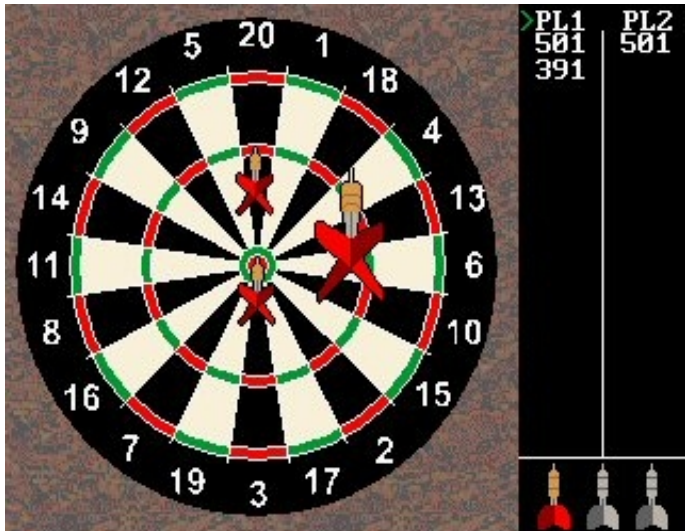
Graphics: 7 Sound: 7 Gameplay: 9 Progress: 8 Gameidea: 5 Replay value: 8

**OVERALL RATING: 7.3**

# GPDarts

by Guyfawkes

Review by Ernest Nov/04/2004



Well this is kind of an odd idea for a game in my opinion, in real life im useless at darts and i can only sit back and watch as the seasoned pro's at the local pub (those who spend too much time down the local) play the game.

Well to start off I'd like to say i really enjoy this game, it's odd right from the start when the music kicks in and you choose your character and type of game (301, 501, 601, etc) it just feels right. It's definately been put together very well and Guyfawkes really seems like he's put alot of time into this game as everything feels just right when playing.

The gameplay is awesome. Darts seems to me like a very difficult game to re-create the feeling with on any console, i mean how do you simulate throwing something? Beats me, yet Guyfawkes has really pulled it off well. It works via a shaky hand system, the longer you take to throw the dart the less accurate your aim becomes, so i suppose relating to a real game of darts its the more nervous you become the harder it is.

All in all i think the game is pretty flawless, great graphics, no bugs as far as i know and the gameplay is excellent. It would be nice to see maybe a tournament mode where you play against a CPU opponent or maybe even two player on one Gp where you take turns. Other than that i have nothing against the game its excellent and a lot more fun than i thought darts could ever be on a console.

Note from Editor Don: The reviewer has tested a pretty old version here, check back later for updates!

Graphics: 8 Sound: 9 Gameplay: 10 Progress: 7 Gameidea: 8 Replay value: 8

**OVERALL RATING: 8.3**



# GP Games RU

by Wave

Review by frolik Nov/03/2004



Here's a little gem, or 6! This is a suite of games that has been around for a while now and I'm not sure if folks are that aware of it, I will go through the six games individually and chances are, there will be something that appeals to you. All text is in spanish, but it doesn't take a cunning linguist to work out what they say.

## GP Solitarie

Have you used windows in the last 20 years? okay, you know what we're talking about there then. The classic MS version is recreated with some funky piano to get you in the mood with the standard options and card back choices. It's always a bit fiddly controlling a pointer with the d-pad especially when you've played the same thing with a mouse, but you soon get used to it, and you can switch between two cursor speeds with the L-button. I'm told there is a little bug with the 3 card draw game type but I only play the 1 card draw so am not familiar with this, it's a good way to pass a little time, with no great frills.

## GP Blocks

Here with have your average street corner Tetris clone, it has a nice feel to it and starts off very easy, but the real flaw in this game is that there are no difficulty options, and if you are a veteran Tetris-head then you will get bored very quickly wading through very easy levels to get the game going. Each level the music will change to keep you interested, but there are better clones out there.

## GP Shanghai

This, for me, is the jewel in GP Games's crown. It's the old block matching game where you must clear all the tiles on the screen but are only allowed to remove tiles without a block touching either the left or right sides of it. This sounds easier than it is, I've probably played this game 50 times and have only won it twice! There are 4 different starting patterns to choose from but if I were you I would stick to the first one and just try to master it. You will develop various different strategies to try and get out but it will soon boggle your mind and there is a fair bit of chance involved as you can't see the ones underneath until you've cleared the ones above. It's a nice game to show your girlfriend, not if you want your GP32 back anytime soon though.

## GP Ball

I just don't understand this game, if anyone can shed any light on it, please contact me!

## GP Solball

The real Solitaire game that has been around since your Mama was a girl! You must remove all of the pins until there is only 1 remaining by jumping over another pin into an empty space. Another game that you can develop some tactics in, and once you find the formula you can probably do it everytime. I've never done it though, it's good if you like brainteasers, but may soon become tiresome.

## Drops

This is just bizarre, it feels like a completely different game to the others, but in a good way. Move your 'bin' around the bottom of the screen and catch the drops falling down towards you, avoiding the rocks that stop you moving and collecting bombs that you can use to blast all the items on the screen. Some other items do different things but it's just a bit too slow to be much fun.

## Graphics:

Graphics are functional, but not overly polished. Drops has the nicest looking display and is very colourful and nicely drawn.

## Sound:

Again, functional, some nice tunes to accompany each game and a catchy title theme.

## Gameplay:

A mixed bag here, they all have puzzle elements to the games and some are better than others but if I was ranking the games, GP Shanghai come first, followed by GP Solitarie, then solball, and the others are rather lacking, so I will not consider those in the rating.

## Progress:

Complete, although it could do with a bit of spit and polish in places

## Game Idea:

A nice collection to have on your GP32 on a rainy day, though there's not much originality here.

## Replay Value:

Since there's quite a bit of choice, I'd say you could spend a fair amount of time on this suite of games

## Overall:

You're most likely to find a game or 2 here that appeals and keep it on your SMC just for that, I personally get quite hooked (and frustrated) with Shanghai every now and again, but it's also good just for a solitaire clone. You won't be keeping this just for tetris though.

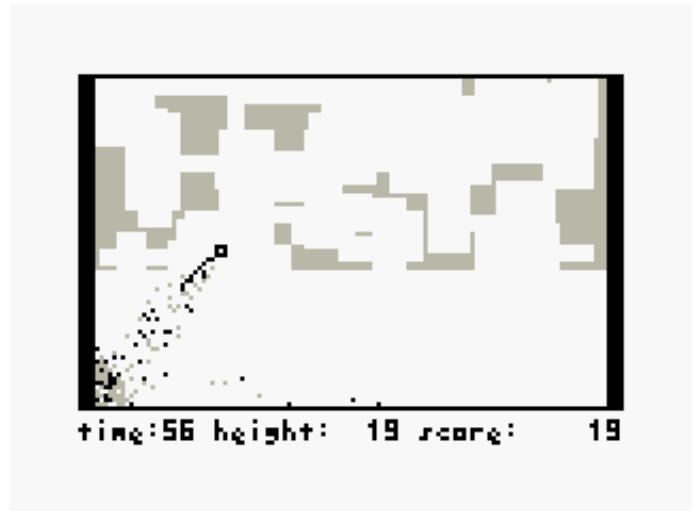
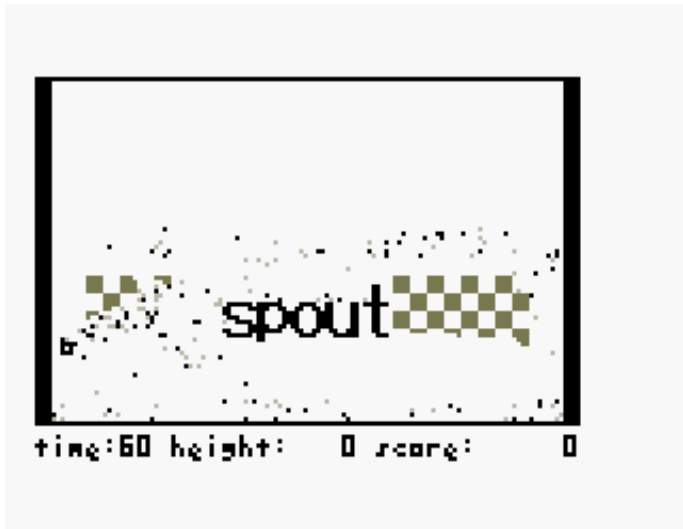
Graphics: 7 Sound: 7 Gameplay: 8 Progress: 10 Gameidea: 7 Replay value: 9

**OVERALL RATING: 8**

# GPSpout

by no\_skill

Review by Tekt5 Nov/15/2004



I've had my GP32 BLU for 2 days now and so far this, Lacuna and SmashGP have been my favorite homebrews, and the single games I've played the most.

#### Gameplay:

GPSpout plays almost like a mix between Lunar Lander and Asteroids with a unique twist. Instead of trying to land or shoot asteroids, you must travel upward and use your exhaust to break apart and destroy the landscape.

#### Graphics:

The graphics of this game are great, they are black and white which gives it a retro like feel. All of exhaust particles bounce all over the place without ANY slowdown, all while running at an astonishing 22 MHz. This will leave you plenty of battery life to play it with.

#### Sound:

Well.. There is none.. would be nice if it could play your mp3's in the background.. although this would probably launch up the clockspeed.

Replay Value: Unlimited. You can keep trying to beat your own highscores. Plus, the landscape is randomly generated each time you play. (It does take a while to save a high score though)

Overall: This is a great little game to play (only 57 kb) that will keep you entertained for hours. I know it'll be staying on my SMC for a long long time.

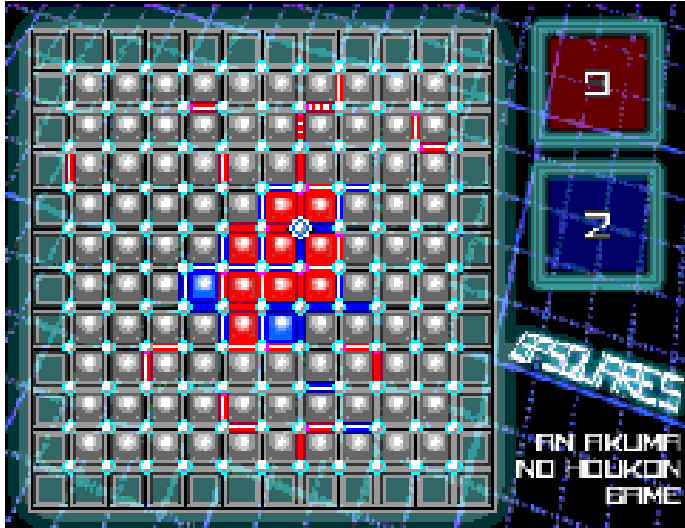
Graphics: 8 Sound: 0 Gameplay: 10 Progress: 9 Gameidea: 10 Replay value: 10

**OVERALL RATING: 7.8**

# GPSquares

by Akuma No Houkon

Review by Wildcat Nov/07/2004



If you have ever done any travelling in the back of a car as a kid, chances are you would have already played this game with a friend on a piece of paper in order to pass the time. In order to play, a page of dots would be drawn and each person would take turns to draw a line connecting two dots- the one with the most squares in possession at the end will be the winner. GPSquares is the re-creation of this childhood classic on your GP32.

Brought to you from puzzle creator Akuma No Houkon who was behind Electronia this is another example of a simple yet addictive game that can be played in short bursts of time.

GPSquares is exactly the same as the paper original except this time you play the computer. From the beginning menu, you can choose small, medium and large boards to choose from. Visually, the game has a simple but stylish look with a black background and the grid is grey with white making up the dots. The computer uses red lines to make up squares while the player has blue. When a square has been created, it is then filled in with the colour of the player. There isn't any sound to speak of but in a game of this nature it doesn't really need any.

As the game differs slightly each time, you can play again and again without the same pattern and still get a different outcome. This gives it plenty of replay value and will keep you coming back whenever you want something quick to play on the move. A game that deserves a spot on your GP32.

Graphics: 7 Sound: 0 Gameplay: 8 Progress: 10 Gameidea: 8 Replay value: 10

**OVERALL RATING: 7.2**

# Jamidar

by Brian Postma

Review by Don Nov/03/2004



Amidar has always been one of my favourite maze games, and I was happy to see that there is a remake for the GP32. To be honest, I was a bit disappointed, because there are some things missing, like sound or the possibility to jump, but after all, we need to keep in mind that this is one of the very early GP32 homebrew games, and it wouldn't be fair to criticize it technically.

The objective of the game is to colorize the lines you're moving along without getting hit by the moving dots. It's very difficult, because the dots are moving faster each level, and the controls aren't as exact as they could be. That's basically everything you need to know about it.

I'm a bit sorry for giving such a bad rating - the game could be a lot better with a bit of additional work - especially because I know it's an early homebrew game. And, after all, I know how much work it is to create even small and crappy games. But I can only recommend this game to die-hard-amidar (or maybe PacMan?) fans.

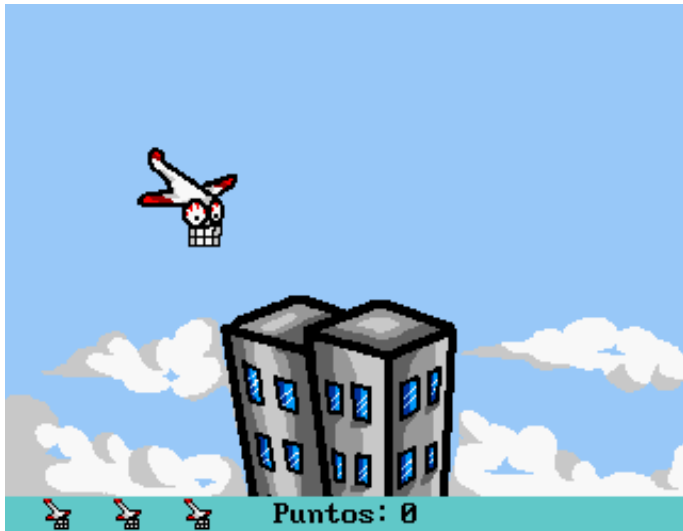
Graphics: 3 Sound: 0 Gameplay: 7 Progress: 7 Gameidea: 6 Replay value: 6

**OVERALL RATING: 4.8**

# Kamikaze

by JonGoten

Review by Tekt5 Dec/07/2004



OK here we go. This is my first review typed entirely on my GP32 using edgepad and my new chatboard. So try not to get too mad at incorrect punctuation or capitalisation etc. Anyways on to the review!

Kamikaze is a nice little game I found while surfing through the file archive at gp32x.de. The point of the game is to blow up the planes as they fly towards two buildings in the center of the screen (the world trade centers maybe?). Planes fly in from both the left and the right. You must press the button corresponding to the side the plane is on before it hits the building (start or L for planes on the left side and select or R for planes on the right side. If you press the wrong button or a plane hits the buildings then you lose a try. You get 3 tries before you lose. The longer you go the faster it gets. Unfortunately it does not save your high score. This would have helped greatly in this game's replayability. As all I remember is that my high score is somewhere in the 70's.

The graphics in this game all look handdrawn and are very nice. The sound just consists of explosions, game over, title screen, and mess-up noises. (the tile sound kinda reminds me of the GCN SSB music at the menu :). The explosion sound can get repetitive over time though. There is also no background music but I find this as a good doesn't distract you from the game any.

Over all the game is pretty good and will probably stay on my SMC for a while. Some of you will enjoy it while others may not.

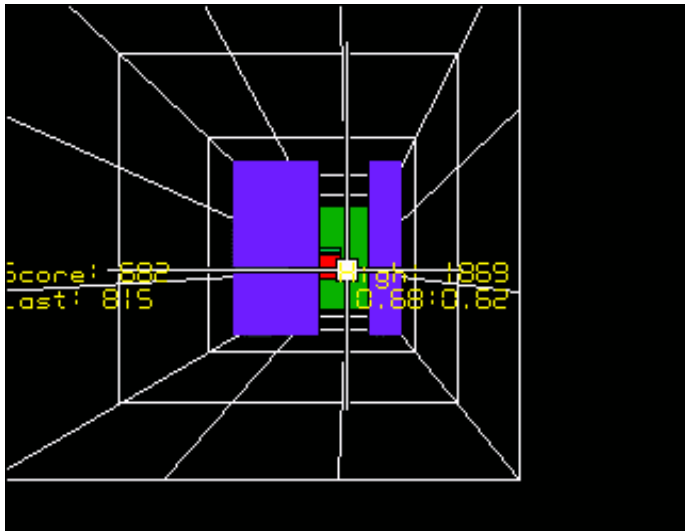
Graphics: 8 Sound: 7 Gameplay: 10 Progress: 7 Gameidea: 9 Replay value: 7

**OVERALL RATING: 8**

# Lacuna

by Woogal

Review by frolik Nov/02/2004



You may have already noticed that this game rather excites me! It's a brand new game from Woogal, creator of YAFL, Lazy Reader and porter of gpQuake among other projects. You can visit his homepage [here](#).

Once you have it loaded on your GP32 you will be greeted with the vector graphic style tunnel effect which may remind you of the old game GYRUSS or the Starwars trench run. If you start the game straight away you will soon be disoriented by the feel of the controls and the default high difficulty, so hold back and switch the speed right down to 1 and the gap size to 3 and take a gentle cruise past the walls that come towards you. The game works on the principal of gravity and inertia so your ship will drop straight away unless you use your thrusters by pressing A or Up and you must be careful not to boost it too much as hitting the edge of the tunnel is fatal. Then you need to swerve past the walls that come towards you but the controls are slightly slippery so it will take a while to adjust. There is no way to change the speed, this baby has no brakes, so you just gotta manoeuvre as best you can without hitting any walls and last as long as possible - you only get 1 life!

#### Graphics:

People have already said that the graphics need improving in this game, I strongly disagree with this, they are perfectly sufficient and more eye candy could only help to distract you from the game

#### Sound:

Accompanying the gameplay is a bouncy ditty made by Don which complements the game nicely, although it does do your head in after you've been playing for hours! No sound effects.

#### Gameplay:

For me, the gameplay is unsurpassed, the thrill of shooting down the tunnel swerving stylishly around the corners is fantastic.

#### Progress:

As far as I can see, this game is 100% complete.

#### Game Idea:

The most original game I've seen on the GP32, and perfectly suited to it also.

#### Replay Value:

This game is perfectly balanced, you can make it extremely easy, or nightmarishly difficult - you will probably skip between the different settings trying to beat your top score on each.

#### Overall:

An extremely well polished, and fully featured gem of a game. It may not cater for everyone, but persevere and you will be rewarded.

Graphics: 9 Sound: 7 Gameplay: 10 Progress: 10 Gameidea: 10 Replay value: 9

**OVERALL RATING: 9.2**

# Last Resort

by Kabal

Review by BobBorakovitz Nov/04/2004



Last Resort is a horizontal shooter in the vein of R-Type. It is yet another game made using the incredible flexible Fenix engine. The graphics here are top-notch, with beautiful scaling backgrounds, vibrant enemies, and 1 mean looking end boss. The musical score is present throughout the game, and it's a great track that makes the game feel almost cinematic. Sound effects are very good as well, my only problem with the sound is that the volume on the sound effects are too low, especially compared to the music. The presentation in this game is very professional, there are multiple title screens, and a nice looking game over screen. You start off with a simple gun, and gradually gain power-ups along the way. One neat power-up is a "tank" you pick up. You hold the "A" button until the charge is full, then let it go and the "tank" flies across the screen tearing into any enemies it may encounter, before coming back at you for another go! There is an end boss, but he's fairly easy. My only real problem in this game is the length, there's only one level with one boss. But you only have 3 lives before game over, so it's still a bit of a challenge. Overall, this game is deffinatly worth checking out, especially if you're into shoot-em-up's!

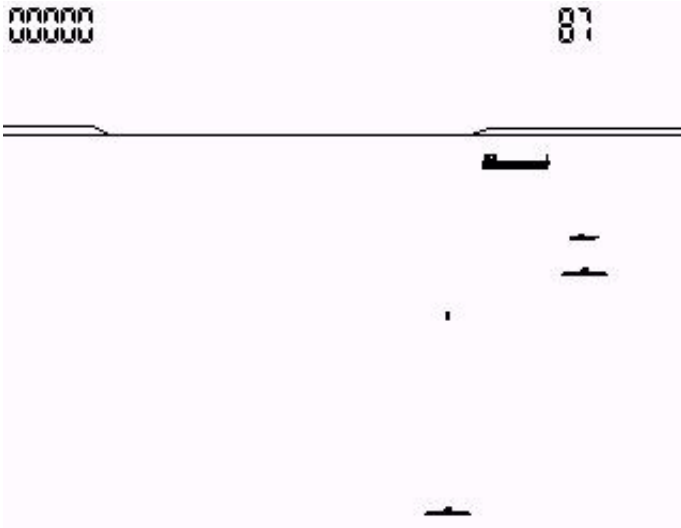
Graphics: 10 Sound: 9 Gameplay: 9 Progress: 7 Gameidea: 6 Replay value: 6

**OVERALL RATING: 7.8**

# Liquid Seawolf

by DonSkeeto

Review by Wildcat Nov/24/2004



Liquid is a shooting game which was originally entered into a Game and Watch style competition held by PDRoms earlier this year. As the game is meant to reflect the style of the Game and Watch handhelds, the graphics are just black shapes like a LCD display. To this end they work quite well, although having played some of the other entries for the competition, they are quite basic. Sound consists of blips and blops, but this is inkeeping with the style of the game.

The game sees you controlling a submarine at the bottom of the sea where the aim is to move from left to right, shooting at the ships moving across the screen. There is a timer counting down from 99 seconds and the aim is to score as many points as possible within the time limit.

Although it is a simple idea, control of the submarine isn't as responsive as it should be, making it difficult to hit the ships. Firing is also slow and delayed which means it is frustrating to play. Nice idea, shame about the execution.

Graphics: 6 Sound: 5 Gameplay: 3 Progress: 10 Gameidea: 6 Replay value: 5

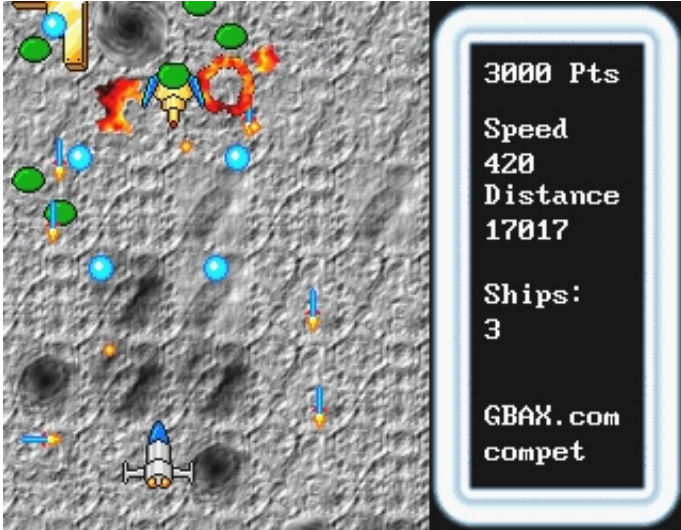
**OVERALL RATING: 5.8**



# LK Shoot

by Ronan Leroy

Review by frolik Nov/18/2004



Another shootemup for the collection, sir? It's always nice to see original ideas explored when an age old concept is used, LK Shoot has a few interesting twists in what might seem to be an ordinary shootemup at first.

You will soon find that although it is a vertical shooter, the controls are slightly different, as well as forward and backward moving you up and down the screen, they control the speed that your craft is going. It's tricky at first as you can't maneuver around bullets so easily and the affect of approaching enemies is a little disorienting, but it works quite nicely. Another nifty feature is the L+R buttons that allow you to roll your craft left and right, avoiding bullets as you go, it doesn't make it too easy though as you still have to judge when the roll will finish so you don't just land on a deadly sprite or two.

It's all packaged rather nicely with an on screen display of speed and distance travelled and there are various weapon powerups that are rather pleasing to use and the game over screen tells you your score and the average speed you were doing. If you like the odd shootemup, you could do far worse than taking this baby for a ride!

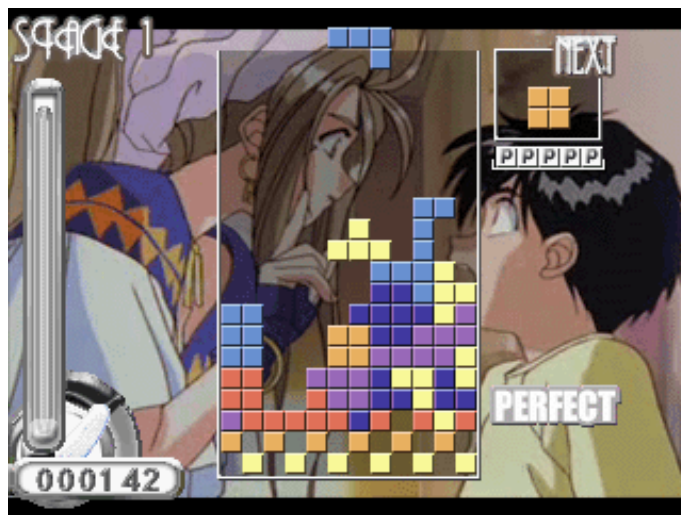
Graphics: 8 Sound: 7 Gameplay: 7 Progress: 8 Gameidea: 8 Replay value: 7

**OVERALL RATING: 7.5**

# ManiaGP

by Team K2YAA

Review by Rhihanion Nov/14/2004



Now this is by far one of the most polished Tetris clones I've ever seen! There are two versions, a smaller version which is dubbed a demo taking up a little over 10 MB, and the full version which takes up close to 30 MB. Trust me, the full version is worth it.

Although the entire story portion is in Korean, the cartoon graphics and still cutscenes are a beauty to behold. Excellent anime type drawings based on the "Oh My Goddess!" Japanese anime series really add a lot to the feel of the game. Without it, it seems like just tetris (which still isn't bad, but why bother for 10 MB?). The "demo" version obviously has less cutscenes, still instead of animated menus and is limited to only one background song during game play (which although is a really high quality K-pop song, gets really annoying fast). The full version has everything the demo doesn't. In fact, after playing 8 levels of increasing difficulty (i.e. the speed increases and increasingly complex structures of set pieces are preset on the bottom of your screen, making it difficult to clear the bottom) I didn't once hear a repeated background song! Minor sound pops (typical of GP32 games) occur when the music loops and sometimes between cut scenes, but otherwise the sound quality is excellent.

Control is simple and as you would expect. No surprises. A bar appears on the left side of the screen which fills as you clear lines. When you reach a certain point, you win the level and move on. Of course, multiple line clears will fill the meter faster. There are a decent amount of voice samples used as well for clearing multiple lines, receiving bonuses and completing certain levels.

The background of each level is a different snap shot from the "Oh My Goddess!" anime and fits the feel very nicely. Trust me, this could have easily been a commercial product and we should all thank our lucky stars that these types of games are free and possible because of the GP32's terrific homebrew scene and in particular, GamePark for allowing programmers to make games without having to license software. In short, give this one a try if you have the room on your memory card. It's well worth the space and resides permanently on mine!

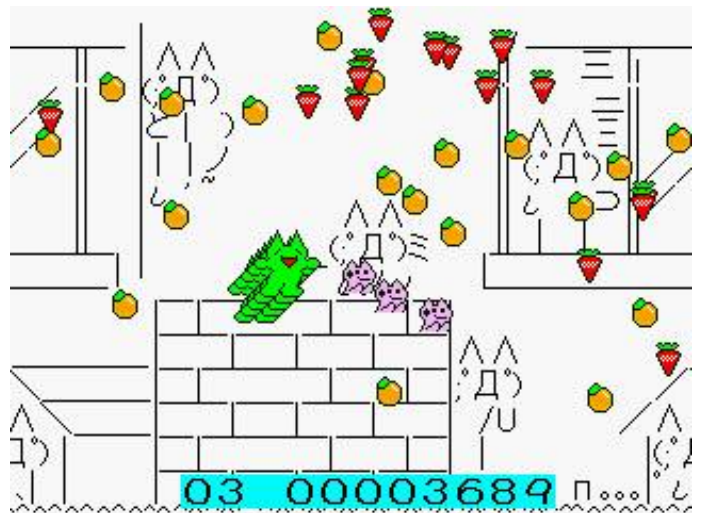
Graphics: 9 Sound: 9 Gameplay: 9 Progress: 6 Gameidea: 6 Replay value: 10

**OVERALL RATING: 8.2**

# Mr. Monar

by Tailzone

Review by frolik Nov/08/2004



Someone has been taking some class A's while programming this one. You play a blurry green cat floating past an ascii background drawing, shooting oranges and strawberries with purple and yellow faces. Sound crazy? Ok, just a little.

As a shootemup there are a few unusual elements, like you can only shoot the oranges with yellow faces, and the strawberries with the purple ones, but unfortunately it doesn't really work too well as you can just hold down both A & B buttons at the same time and blast through anything that gets in your way. The screen is completely littered with enemies, so what you don't shoot, you will need to avoid - hit something and the cycle starts again until you run out of lives.

The musical accompaniment is a scary score that loops very quickly, and adds to the bizarre nature of the game. High scores are saved to SMC so you can always compete against your own score. I can't recommend this for anything more than the novelty factor I'm afraid, it's just too damn wierd!

Graphics: 5 Sound: 4 Gameplay: 3 Progress: 5 Gameidea: 7 Replay value: 4

**OVERALL RATING: 4.7**

# Nazca Dreams

by Nazca

Review by BobBorakovitz Nov/16/2004



Nazca Dreams is another beautiful game by the multi-talented Nazca. Nazca Dreams is an open-ended platformer, but like none other I've played before. This game is extremely polished, and feels very professional from start to finish. The graphics are simply phenomenal, with multi-layered backgrounds and foregrounds. There's even falling leaves in one level that look beautiful. You can walk, jump, fly, and swim. The jumping can be a bit tricky, but that's all part of the challenge. There's an end boss level that's pretty fun also, you have to fly around and hit the boss with your shield on. The sound effects are nice, and the music is fitting, as usual with Nazca's games. Overall, this game is deffinatly worth your time if you're even remotely into platformers.

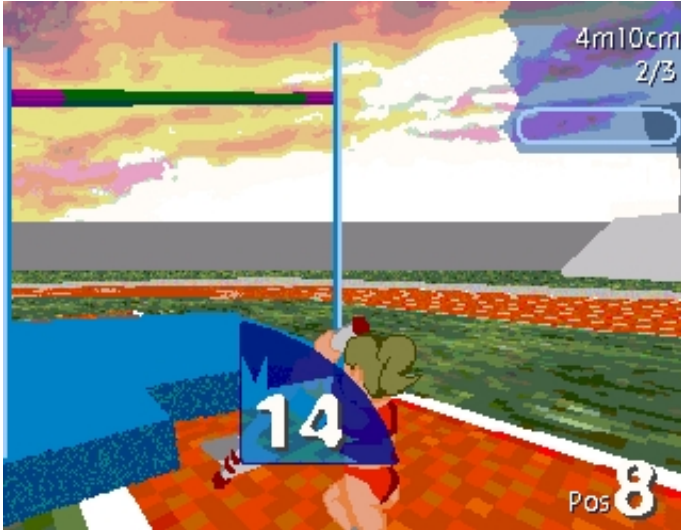
Graphics: 10 Sound: 8 Gameplay: 7 Progress: 10 Gameidea: 9 Replay value: 7

**OVERALL RATING: 8.5**

# Nazca Pertiga

by Nazca

Review by BobBorakovitz Nov/03/2004



Nazca Pertiga 2004 is a pole-vaulting game similar to those seen in games such as Track and Field. Also, it is made using the seemingly flexible Fenix engine. The game is unfortunately in spanish, but it's not much of a hinderance, as the menus are easily navigatable. The graphics in this game are awesome! It uses a pseudo-3d effect like in Mario Kart or F-Zero to pull off a really nice, almost isometric 3d look. The artwork has a very slick cel-shaded look to it. There's 3 stages to play; day, dusk, and night. There's a tutorial mode that will show you how to play, but, like the rest of the menus, they are in spanish, but not too hard to understand if you pay attention. There is a music track, it's a decent track, too, but it's the same track the entire game, and there's not too many sound effects.

The game itself is easy to play, press the B button like a maniac until you get close to the bar, when you get there, time it right and press and hold the R button until you get close to a 45 degree angle. Then it'll tell you to press the A button to release yourself from the pole and vault over the bar.

Unfortunately, there's not a whole lot of meat to this game, but don't let it stop you from checking it out! It's really worth it! This game has an excellent idea that hasn't been done yet on the GP32. (AFAIK)

Graphics: 10 Sound: 6 Gameplay: 7 Progress: 9 Gameidea: 8 Replay value: 5

**OVERALL RATING: 7.5**



# Nazca Tron

by Nazca

Review by BobBorakovitz Nov/16/2004



Nazca Tron is another wonderful game made by GP32Spain's Nazca. Made with the Fenix engine, this game looks and plays beautiful. This game is based off the classic game, Snake, but with massive improvements. The only way to effectively describe this game is to imagine Super Mario Kart with everyone leaving a trail behind them, if your opponent runs into your trail they die. Sounds simple, right? Think again. It can actually be quite difficult at times! There's 3 vehicles to choose from and there's even an area that's out of bounds that'll kill you if you're there too long. This game has amazing pseudo-3d effects, that's comparable to Super Mario Kart on the Super Nintendo. The music is very fitting and doesn't get annoying at all, and the little sound effects that are there seem to do the trick nicely. Overall, this game is very fun and will remain on my SMC for a long time to come. Do yourself a favor and download this game now!

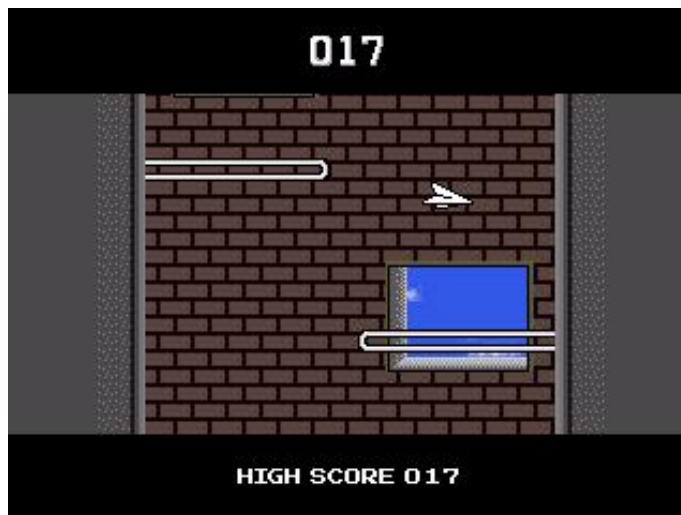
Graphics: 10 Sound: 7 Gameplay: 7 Progress: 10 Gameidea: 7 Replay value: 6

**OVERALL RATING: 7.8**

# Paperplane

by Locke

Review by Wildcat Nov/24/2004



If anyone has played Wario Ware Inc on GBA or GameCube, then you'll immediately recognise this outing on GP32 as one of the mini-games-Paper plane. It has been re-created exactly like the original and is a very enjoyable way to pass the time.

Paperplane looks just like the mini-game in Wario Ware- right down to the cartoony graphics. Bright and colourful, they make the concept more interesting than it sounds and the programmer has done an admirable job in retaining the look of the Wario Ware original.

The aim is control a paper plane falling down the screen, avoiding the platforms as you go and try to beat your high score. It's a very simple game but great fun and the fact that it saves your best score means you know what to aim for. Its small size means it can take pride of place on your SMC and enjoyed in short bursts over and over again. Well worth checking out.

Graphics: 8 Sound: 0 Gameplay: 8 Progress: 10 Gameidea: 8 Replay value: 10

**OVERALL RATING: 7.3**

# Perfect Fit

by Akuma No Houkon

Review by frolik Dec/11/2004



Inspired by Flavor's puzzle game, Dynamate, is a similar block shifting puzzler by Akuma No Houkon. The goal is slightly different, instead of clearing all the coloured blocks from each level, you must move the square blocks around until all of the blobs of the same colour are covered. Easy? No, once you move them in a direction they will not stop until they meet a wall or another block thus making it very easy to make one mistake which will prevent you from completing the level.

The colourful graphics by Manu\_PKP give the game a nice polished feel and like Akuma's other games, looks very professional. As with games of this style, scores are stored in the form of "moves" taken to complete a level, so you can go back and try to improve your method of completion. My only gripe is that some of the levels are designed with lots of blocks on the screen which makes it very laborious and time consuming and with less puzzling. A nice feature which I suggested during early testing is the inclusion of the B button to move the cursor with the block instead of A button which moves the block and leaves the cursor stationary.

In conclusion, this really is a game you can't do without if the puzzle genre appeals to you, it was made with portability and "quick blasts" in mind and is a perfect time waster for your GP32.

Graphics: 7 Sound: 0 Gameplay: 9 Progress: 9 Gameidea: 8 Replay value: 8

**OVERALL RATING: 6.8**



# Project SC2

by iKi

Review by frolik Nov/17/2004



I've always liked the top-down racing games ever since I got my hands on Super Sprint and then left it for the likes of Ironman Off-Road Racing and the Supercars games. It seems the style of game hasn't been touched much since the 16bit days and it's a bit of a shame when you see how well Project SC2 pulls it off with very silky smooth scrolling and seemingly hi-res car sprites.

Set in a Formula 1 theme the two tracks included are simple yet fully featured and fit into several screens that scroll perfectly. The difference about this game is that there is no collisions with the other cars, which would appear at first to be a bug, but as formula 1 is about speed and lap times, it's a nice feature that you don't need to avoid lots of cars and you will be focusing on cornering and getting to the finish line first!

Unfortunately this game is by no means finished, the last beta release added a funky menu interface and splash screen and some other aesthetics but all you can do is play on 2 courses with no championship mode against 7 other cars. When the first beta of this was released I seem to remember folks on the GP32x boards welcoming it and already comparing lap/race times, with this audience in mind, it would be great to see it complete and I'm sure it would appeal to many people. iKi, if you're reading this, please finish Project SC2

Graphics: 8 Sound: 4 Gameplay: 8 Progress: 7 Gameidea: 9 Replay value: 4

**OVERALL RATING: 6.7**

# PTC

by Oscar Braindead

Review by frolik Nov/20/2004



A simple game concept here, you must move the cursor over the requested block colour, press A to snag it, then find the next colour and so on until you fill the level's quota. This is the first game for GP32 by Braindead and it's quite sweet, there are a few extras like extra time, multi colour and "jump" blocks and you can pick it up pretty easily. Play for a while and things will get a little tricky with shorter time limits and solid blocks that can trap you if you don't choose wisely.

There's no sound to speak of but there is 2 skill levels to choose from which affect the time limit for each screen but no inclusion of a high score table. It's a bit of fun, and maybe someones cup of tea, but is a little limited and simplistic for my taste, however it's nice to see colourful graphics and nice presentation.

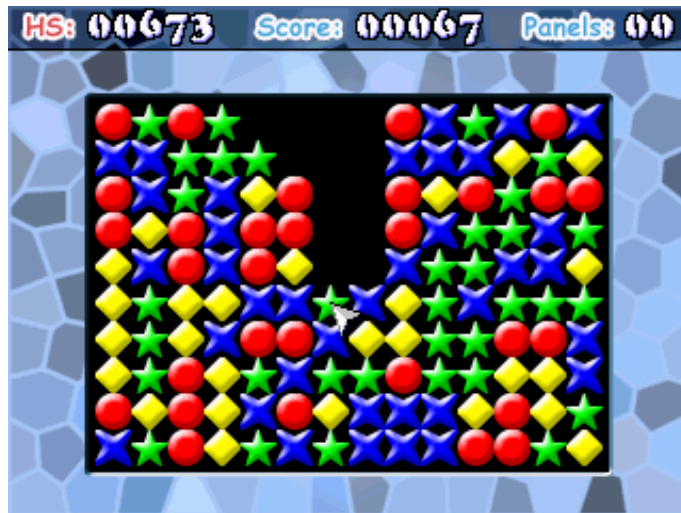
Graphics: 7 Sound: 0 Gameplay: 5 Progress: 7 Gameidea: 6 Replay value: 4

**OVERALL RATING: 4.8**

# Puzzle Mix

by Oankali

Review by frolik Nov/17/2004



This is a very popular game for the GP32, and it's not surprising since the presentation and game execution is of a very high standard and is actually better than many of the commercial games (the ones you PAY for!). It comprises four game types, all involving blocks, or shaped blocks, which you can choose yourself if you so desire. The main game of the pack is called "Same", there are several clones of this game but none, that I have found, are better than this. You must "pop" blocks of the same colour that are touching and the object is to clear the whole screen, sounds easy? No, but you can choose factors to make the game easier or harder by using extra coloured blocks and/or bigger plafields, and each setting comes with it's own high score table for you to show off with.

Tri-Blocks is a Columns clone, we've all seen this before, like tetris but with 3 colour vertical bricks that you must match up 3 colours in a line to clear them. It's a nice game, but in my opinion, Columns clones are all much of a muchness. Shift is similar to Columns where you must match 3 colours in a line, only the blocks move up the screen in whole lines and you must slide each layer left or right to match up the blocks. Swapit is the final game that is a kind of combination of all game types already listed, you have a full screen of random coloured blocks and you can "swap" 2 adjacent blocks when it will match a line of 3 and "pop" them. The problem with this game is that the game goes on until there are no more to pop, and tactics are hard to create when there are so many blocks on the screen.

You will most likely find yourself playing "Same" the most as it is extremely satisfying, the other three are still good, but haven't quite got the edge. All games use the same graphics and sound and the sound when you pop the blocks definately adds to the feel of the games. This pack really sparkles, simply because time has been spent on the presentation and options, it's a great way to modernize old game concepts and give them a new lease of life. For me, this game pack rightfully deserves ranking highly among the best games for the GP32, if you haven't yet tried it,... why are you still reading this?

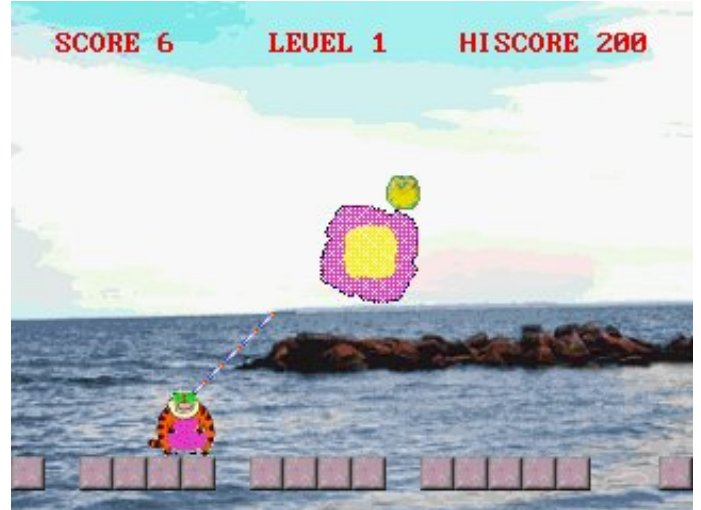
Graphics: 10 Sound: 7 Gameplay: 9 Progress: 10 Gameidea: 7 Replay value: 9

**OVERALL RATING: 8.7**

# Slyro The Radioactive Cat

by Slyro

Review by Prophet Nov/05/2004



Slyro The Radioactive Cat has its roots in Pang and classic shooting games, with some bizarre twists of its own thrown into the mix. Basically you control a paunchy cat who shoots radioactive beams from his eyes, but only on diagonals. You can't shoot above you. As objects fall from the sky, your job is to destroy them before they fall to the ground, because if they do then part of the floor disintegrates, leaving your cat on an increasingly smaller platform. And since you can't shoot directly above yourself, if you become stranded on a tiny space, you can easily get hit. As levels go by, they increase in difficulty and speed, as you'd expect.

It's a pretty simple game, but like many classic action/arcade games, it's also very enjoyable and addictive.

While graphically not outstanding, the author did add some nice digitized photos for backgrounds to the mix. This sort of game doesn't need great graphics.

What really makes Slyro special in my opinion, is the music. It's a brilliant mod remix of (I believe) the Henry Mancini song used in Spy Hunter. It's been over a year since I've heard it, so I might be wrong about the song's origin, but what I definitely recall is how hilarious it sounded. The music was like ear crack for me, and I would often play Slyro just to hear the music. It really adds to the comical nature of the game.

Another interesting aspect of Slyro is the two player mode, because you can actually play the game with just one GP32! Player one uses the joystick for movement and start for fire, while player two uses A/B for movement and select for fire. I only tried this mode out a few times in the past, but it works well. In one player mode you just use the joystick for movement and A for fire.

Overall Slyro The Radioactive Cat is a solid homebrew GP32 game and comes highly recommended. Go download it. It's fun.

Graphics: 6 Sound: 9 Gameplay: 7 Progress: 9 Gameidea: 8 Replay value: 8

**OVERALL RATING: 7.8**

# SmashGP 0.1

by MatKeupon

Review by frolik Nov/02/2004



While this game is not as yet finished, it shows how good the quality can be with the first releases of late. Made by the creator of GPFinalWar, MatKeupon, it's a remake of Nintendo's Super Smash Bros which was entered into the Another 16 Days competition. Check his website [here](#).

The game is very simple and basically involves up to 4 of your favourite Nintendo game characters beating the crap out of each other, which can be very satisfying if Mario gets right on your tits. The game only features Mario at present but there is a character creator in the works so that you can put together the victim (or victor) of your choice. What really makes this game shine is the fluidity of the scrolling and the scaling effects that show the screen zooming in or out to keep all characters on the screen at one time and the graphics are mostly ripped from Mario so you will feel right at home. This game will appeal to a broader range of gamers than GPFinalWar did as it is easier to get into, and great for a quick blast.

Looking at the readme it seems that the next release may see improved AI and some speed settings and once the game is solid I suspect this will be kept current with many user created levels and characters.

#### Graphics:

Technically very impressive, Mat seems to have some nifty effects he uses on both his releases although the sprites and blocks are mostly ripped, they complement the game very nicely.

#### Sound:

Cool 80's style disco rocks in the background while your character shouts "whoohoo" jumping around and the obligatory "smash" noises. No crackles can be heard and it all ties in with the feel of the game.

#### Gameplay:

There's not a lot to it, just find your opponent(s) and bash em till they dead. Great fun especially for those quick blasts - perfect for the GP32.

#### Progress:

Very playable, but still some work to do, I'm very much looking forward to seeing another release with a few tweaks.

#### Gameidea:

Although the idea has been directly pinched, it is a great game for the GP32 and until now there was nothing like this, so I think it's a pretty good game idea.

#### Replay Value:

With more levels, characters, and settings to keep it interesting, it will have great replay value - as it stands right now, it is slightly limited.

#### Overall:

I was very happy to find this little gem entered into the 16 day compo, and had hopes for it to win something, but alas, there were many strong entries entered. However, this is likely to be up there with the greatest homebrew available for the GP32 and one that will stay on my SMC indefinitely. Very nice job indeed.

Graphics: 9 Sound: 8 Gameplay: 9 Progress: 7 Gameidea: 8 Replay value: 6

**OVERALL RATING: 7.8**



# Street Fighter 2 Pong

by Hokutoy

Review by frolik Nov/18/2004



The fenix engine seems to be making waves in the GP32 homebrew world lately and here's the first creation by Hokutoy, who until now, has concentrated on some quality Beats of Rage age mods. Technically, this isn't pong, as there are no paddles and the idea is to hit the button at the right time to send the fireball back at the other player, the twist is that each time you hit it, it speeds up so your reactions must adapt to quicker button presses. I'm not entirely sure if this is intended as a two player game (as the readme is in spanish) but it's quite good fun for one player to play both players as there's only one button per player.

You will have realised that all the sound and graphics are direct rips from Streetfighter 2 and the action is based around the same system of "best of 3" matches, and you will be greeted by a stats page with details of fireball count and max combo - which is the amount of times one fireball has been bounced before making contact. I'm unsure what the other 2 fireball types are for, but assume they are yet to be implemented, unless I'm just not good enough! But an idea would be for the "Max combo" stat to be saved so when you reboot it sticks so you can try to beat it again.

The main problem I find with this game, is that for such a simple concept, it takes up around 5.5Mb of valuable space on your SMC and will put a lot of people off. I suspect from looking at the files, that it is mostly down to the music being quite high quality, and it would benefit from some kind of compression for future versions. But there's no disputing that for a first release, it looks damn good, and is nice to see new talent emerging.

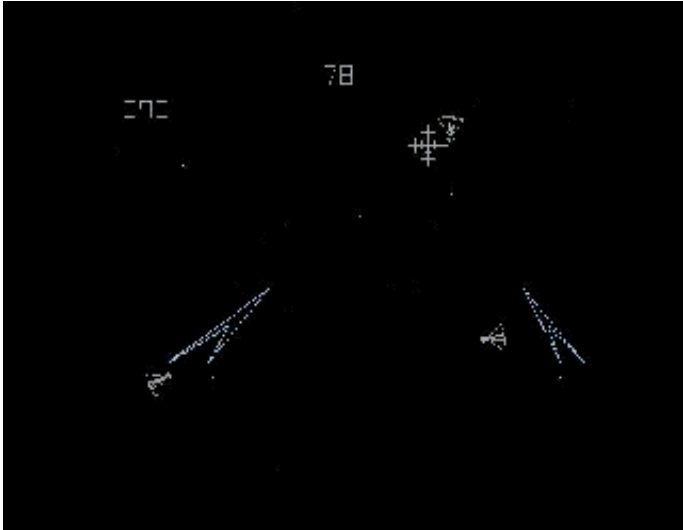
Graphics: 9 Sound: 8 Gameplay: 4 Progress: 7 Gameidea: 5 Replay value: 4

**OVERALL RATING: 6.2**

# Tailgunner

by Graham

Review by frolik Nov/03/2004



I can't believe I never saw this game before! there's barely a mention of it on the gp32x boards and it seems to have just been sneaked into PDROMS by a semi-anonymous guy called Graham!

Here we have a shootemup along the lines of the old Starwars arcade game, vector wireframe 3D graphics represent the rear of your spacecraft and your job is to fend of the pursuers. To aid you in your escape you have a single laser weapon and 80 shield units which can be used as a last resort if you miss your target. You may only miss 10 crafts before your ship will break up and it's game over for you! The controls are slightly awkward having to use the d-pad to control a cursor is always a little annoying, but once you get the hang it is really quite addictive and the enemy attack patterns seem almost limitless.

#### Graphics:

Basic Wireframe graphics, nothing spectacular but very smooth.

#### Sound:

No Sound.

#### Gameplay:

Good solid first person shooter action here, there's not much to it, but what there is is pretty nice.

#### Progress:

Unfortunately it seems that this is only a small tech demo and as such it is not very polished.

#### Game Idea:

Nice take on the old vector graphic shooter theme.

#### Replay Value:

Nice for a good few goes, and maybe more, if you like to compete against your own high score.

#### Overall:

A nice little game that seems to have been greatly overlooked, I recommend you download it and give it a little of your time.

Note by editor Don: Screenshot is from another platform, because I couldn't find or make a screenshot, but it looks pretty much like the GP32 version.

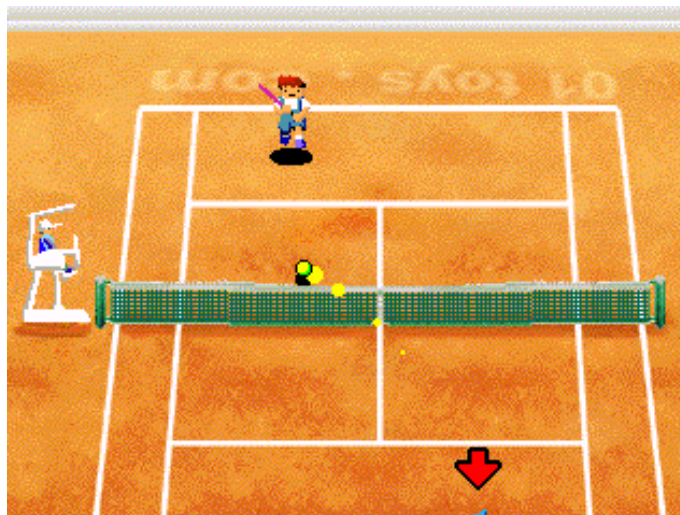
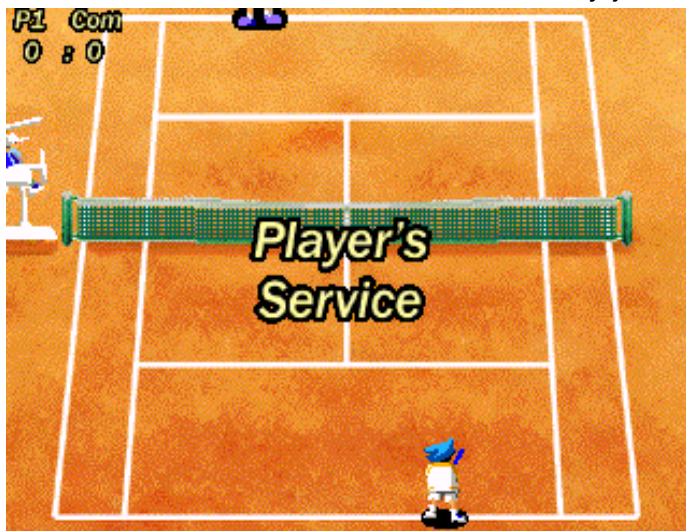
Graphics: 7 Sound: 0 Gameplay: 8 Progress: 6 Gameidea: 8 Replay value: 7

**OVERALL RATING: 6**

# Tie Break Tennis

by 01Toys

Review by jr2swiss Nov/04/2004



Tie Break Tennis is a wonderfully made tennis game for the Gp32. Unfortunately there is only 1 level and 1 character. But don't let that stop you from playing this fantastic game. It has very solid game play, amazing graphics, nice sound, it's an overall quality game. There are no other sports game like this made for the Gp32 so this is definitely a must have for your Gp32.

Gameplay is just the same as tennis. You start off serving the ball first, then after the set is over you switch off. A and B are the only used buttons, both are used to hit the ball. Whoever wins best of 3 sets wins the match, which is ridiculously hard to do.

Challenging, fast paced and very addicting, I would play this game any given day. Try this game out and I guarantee you that this game will never leave your Gp32.

Graphics: 9 Sound: 8 Gameplay: 8 Progress: 10 Gameidea: 7 Replay value: 9

**OVERALL RATING: 8.5**



# WWII

by Oscar BraindeaD

Review by Don Nov/02/2004



The 16 Days Later compo held by GBAX and Emuholic brought not only a bunch of great games - we also had a proof that Fenix isn't just a lame game engine - no you can do great games with it, as we can see with NazcaDreams and WWII. But no more spoiling, let's go!

WWII (which is obviously the abbreviation of 'World War II, now that explains the scenery and the airplanes...) was the first game I tried from all the 16 Days Later entries (well, apart from those I already received directly from my developer mates), and at first, I thought: "Yeah, interesting graphics, but is shooting those planes all I gotta do?". Well, I zapped on to the next entry pretty quickly, but later on, I tried it again, and, believe it or not, it's one of my 16 Days Later favourite entries! It is really a good idea to have a look at the controls, this way you can learn about the possibilities I haven't worked out by myself (like rising altitude). Talking about controls, they're pretty good in general, but one thing is a bit strange to me, you go faster by pressing the d-pad down and slower by pressing it up. No big deal though.

In the game, you're controlling an airplane and you have to complete various missions. The first one is rather boring, you need to patrol over the area (which on the one hand could be bigger, but on the other hand is big enough when you're looking for just one more enemy plane floating around somewhere) and shoot down all enemy planes, but the later missions are pretty interesting and diversified - from bombing over shooting down enemy planes to protecting buildings.

The graphics are quite good, but the sound is just the standard bang-bang-boom stuff. I'd loved to have some music at least in the menu, but it's no big drawback. The game looks rather complete, it's fair for beginners and later on it gets challenging. Overall, it just has what I expect from a homebrew game, it's even suited for just 5 minutes gaming fun. It's not exactly the classic shooter you'd expect, but sometimes slight changes are a good thing, don't you think?

Addition, Dec/11/2004: I just received a mail from Oscar, stating that he added shadows, a minimap (yes! This kicks ass!) and better controls. I changed the rating accordingly, Try it!

Graphics: 9 Sound: 5 Gameplay: 9 Progress: 9 Gameidea: 6 Replay value: 8  
**OVERALL RATING: 7.7**

# xRick

by Anders Granlund

Review by Don Nov/03/2004



One of my heroes from the good old amiga days is Rick Dangerous, an adventurer who makes Indiana Jones looking like your little sister on her prom night, including the dress! Here we have the GP32 version of the portable Rick Dangerous remake xRick. The game objective is... to complete all levels! You will encounter big rocks, spikes, thorns, enemies, spears, flames... everything you need for a rock-solid jump'n'run adventure. During your mission you can jump, use explosives (YEAH!) and your gun, or stab the enemy with some weird "stick". The GP32 port kicks ass. Period. You always have the impression, that Rick Dangerous was made for the sole reason of being played on the GP32. It's just working perfectly. The graphics are really good (no wonder, they're once made for a commercial game), the game is missing the original amiga music though, but i couldn't give a bad sound rating, because nobody screams more beautiful than Rick Dangerous! But keep in mind, xRick is a rather hard game and requires quite a bit of practise, because there are some unfair traps and other evil things. All in all, one of the best looking (and playing) GP32 game ports ever.

NOTE: I was informed that there indeed IS a version with music - I had to add 2 points to the sound rating. Thanks Drumaster.

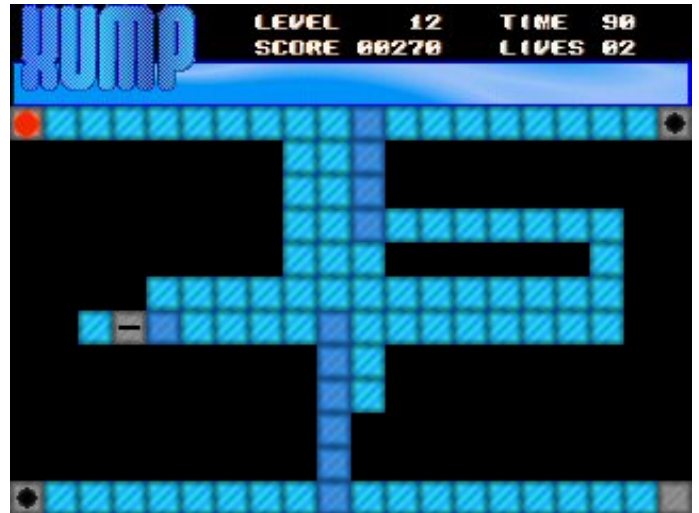
Graphics: 9 Sound: 9 Gameplay: 8 Progress: 10 Gameidea: 8 Replay value: 8

**OVERALL RATING: 8.7**

# Xump

by Kedo

Review by Melampus Nov/17/2004



Xump is a solid puzzle game for the GP32. The concept itself is not new at all, but it hits the GP32 the first time. This game is based on a good old C64 classic called "Sensitive", just with tiny modifications and of course different levels. The graphics are average and do their job well, the title and ingame music (exclusivly composed by ne7) sounds a bit strange at the first impression, but friends of the chip-music genre will like it. The music is not annoying and it fits into the game rather good. This game, as you can guess from it's version number, seems to be almost complete.

Your job in this game is explained fast: You are a bouncing ball and have to get trough levels which have different types of blocks in it. You have to destroy all blue and darkblue blocks by just jumping on them, but this isn't as easy as it sounds. Blue blocks can be touched once, darkblue ones can be touched twice. Now there are also stable grew colored blocks which don't disappear at all. There are also arrow block which will let you go in one or two directions only, or warp blocks. If you play the game you will figure it out yourself very fast. The start and end point of a level must be always a grew block. Another great advantage of this game is, you do not need to read a large documentation at all to understand what you have to do.

The level difficulty increases each stage und some levels can keep you easily busy for over 30 minutes, considering there are 26 of them... it will take lot's of time till you can beat the whole game. Some of the levels seem to be unbeatable, but this isn't true. A few of them are really extremly tricky and will cost you lots of nerves, specially levels at stage 16 an up. The harder levels are not frustrating at all, because when you keep on trying and trying the time passes really fast, the only thing which will be damaged is your brain ;)

If you are puzzle freak, give it a go... and if you beat Xump, don't forget the play the original game "Sensitive" for C64 and play it via FrodoGP :)

Graphics: 5 Sound: 7 Gameplay: 7 Progress: 9 Gameidea: 10 Replay value: 8

**OVERALL RATING: 7.7**