

## NEW GAMES NEEDED

If you have a homebrew project you would like to see featured then please contact us at:  
retrogamer@imagine-publishing.co.uk

## ROBOTRON: 6128

REVIEWED BY: JASON KELK

FORMAT: CPC DEVELOPER: LACHLAN KEOWN  
WWW.IMAGINEPUBLISHING.CO.UK/ROBOTRON/INDEX.HTM PRICE: FREE

*Robotron: 2084* really shouldn't require an introduction that's good because we've been struggling to find something that didn't just state the obvious! This is a rather fabulously titled attempt at shoehorning a classic blasting experience into the Amstrad CPC. The shooting perspective, good implementations of scrolling, and this version really isn't perfect. Most of the fun comes from how sprites are rendered because, along with a flicker, each sprite has a blank area around it that makes it look like it's not there. The game also features a collectible family members. Because *Robotron: 6128* looks and sounds the way the original, and otherwise plays like a busy game and making things even more difficult, it pushes the difficulty curve too far.



» [Amstrad CPC] The graphics are certainly authentic.

63%

## HOMEBREW

REVIEWED BY: JASON KELK

FORMAT: SINCLAIR SPECTRUM DEVELOPER: JONATHAN CAULDWELL  
DOWNLOAD: TINYURL.COM/YLZYXAX PRICE: FREE

*Making homebrew beer* is a brilliant way to save a few pennies, and, having been extensively tutored by Jonathan Cauldwell's latest Spectrum release *Homebrew*, we now feel suitably informed to offer readers a quick guide to this process. It's pretty simple, apparently: just get hold of a large bottle called a demi-john, collect a selection of fruit by shooting at oversized insects and mammals as they're flying past – but avoid touching them – and drop the latter into the former and hey presto! Makes perfect sense, really, doesn't it?

With the sound limited to beeper-generated spot effects this may be a little quiet, but the graphics, produced by Jarrod Bentley, who drew the Spectrum version of *Crystal Kingdom Dizzy*, are detailed and colourful, and as a package, *Homebrew* would happily have slotted into Ultimate's catalogue back in the early Eighties, sharing the same mixture of bizarre cuteness and no-nonsense, addictive action of titles like *Cookie* or *Pssst*.

86%



Drink responsibly.

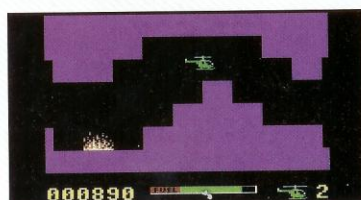
## COBRA

REVIEWED BY: JASON KELK

FORMAT: CPC DEVELOPER: JÖRG 'DATALAND' HEYLTJES  
WWW.IMAGINEPUBLISHING.CO.UK/COBRA/RELEASE/?ID=81987 PRICE: FREE

*Cobra* is an advanced helicopter gunship, state of the art hardware piloted by the Allies' finest. Its mission is to take down the lines of Nazi Germany, kidnap Wernher von Braun, and a dash to safety... and yes, that's the actual plot of the game. Developer Jörg Heyltjes wrote for it! The game follows the lead of the conversion of the Philips Videopac and, although details like the chopper itself have been redesigned, the game has been left as just solid blocks of colour. The action is a bit over-the-top, but the difficulty level is truly challenging. There are cheat options on the title screen, thankfully – for hardcore *Scramble* fans and masochists. The game is enjoyable, but the majority of gamers will find it a bit of a struggle.

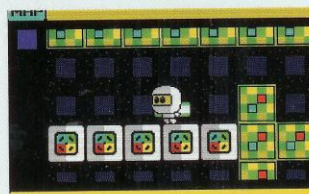
53%



» [C64] Maybe it was a right at the services?

## WHAT'S BREWING?

All the latest news from the homebrew community



» [Spectrum] My god, it's full of colours!

### » The left ear

Rob Pearmain, the author of Cronosoft's recently released *Bip Boi* on the Spectrum, already has another new game in development. Described as a platform collect-em-up, *Wingman* appears to be coming along rather nicely if the early preview and screen grab posted over at the World of Spectrum forums by the author are anything to go by, and it should at least be worth checking out further when it's completed.



» [Amstrad CPC] More cuteness from the Mojons.

### » The right ear

CPC developer Mojon Twins has been incredibly busy lately, and its most recent release is *Platformer Medley Block 1* on the Amstrad CPC, another spot of almost worryingly cute platform action but with an interesting extra twist: the story is episodic and, when *Block 1* is completed, a code is released. When this is emailed to the developer, the second block will be made available. Have a look at the website at [www.mojontwins.com](http://www.mojontwins.com) for more information.



### » The final front ear

The Atari 8-bit has a fine history when it comes to space-bound trading and strategy titles, and the seminal *M.U.L.E.* is probably the first stop for most players. So newcomer *Kolony 2106* has a lot to live up to, all things considered, but it certainly looks the part so far. Would-be colony operators must mine the planet, trade with neighbouring colonies and research new technologies to build their assets up.