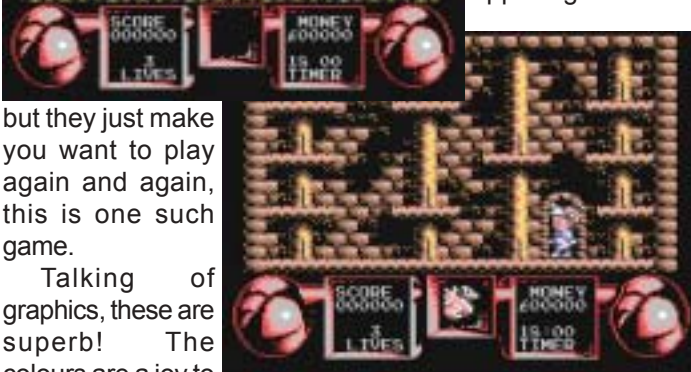


Flimbo's Quest

Okay, so there are many great platformers out there, so why choose this one?

To be perfectly honest, I've never even played it properly, that is I have never sat down for a session and played it for an hour or more - the most I have ever managed is about ten minutes.

Does that make it a strange choice? Well, no it doesn't because the simple reason is that it has always stuck in my mind, just like a good game should do. There can only be a few games that you have seen on a monitor and thought 'I have to have that in my collection', well this is one of those games. To me a good game makes you want to play it no matter what the graphics are like. There are many great games that are appalling to look at



but they just make you want to play again and again, this is one such game.

Talking of graphics, these are superb! The colours are a joy to watch scrolling by as they tantalize your eyes, and from what I can remember from my brief dalliance with this game the sprites and graphics also smoothly roll along flawlessly.

I am now the proud owner of this game again (I lost sold my original many years ago - boo!). I hope to be playing this again for many, many hours to come.

This game will be one of the first games to be entered into the Renaissance Archive - look out for it.

Long live the platform game.

Allan Bairstow

SAVAGE PLATFORMS



Right then Mike (Berry), we've been getting ready for a couple of years now, so where is it?

This amazing looking* game has been promised to Commodore Scene for so such a long time now that I am now convinced that it will ever see the light of day. This will be another of those games that never were. This is a real shame because it oozes class and has all the hallmarks of a truly professional venture.



I had big plans for this game, even though it was going to be released as a freebie, I wanted to

give it a touch of class by sending it out in its own full colour sleeve & label with a full colour instruction leaflet all in a re-sealable bag. The offer still stands. If you (as a reader) want this game finished and distributed through Commodore Scene - for FREE - then drop me a line and I will pass all your letters on to Mike, or you can contact him yourself (see Contax UK), please mention Commodore Scene and he might, just might finish it.

So come on Mike, please just get in touch and let me know what is going on.

*If you have a PC then you can actually play the demo version as well.

Allan Bairstow