

NEW GAMES NEEDED

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<!-- [NES] IF YOU CANNOT WORK OUT A LEVEL, PRESS SELECT TO RETURN TO THE LEVEL SELECT AND TRY AGAIN. -->



<!-- [NES] FIND ALL THE BANANAS TO OPEN A BANANA LEVEL, WHICH CONTAINS THE STAR NEEDED TO OPEN THE STAR LEVEL. -->

SOKO-BANANA

<INFO FORMAT: NES CREDITS: FLIP FOR FATE (MARCUS CALMFORS, STEFAN KRATZ) PRICE: \$8.99 DIGITAL DOWNLOAD / PHYSICAL EDITIONS FROM \$49.99 WEB: BIT.LY/SOKOBANANA / FLIPFORFATE.COM />

<BODY> Skid The Monkey has mistakenly destroyed all the bananas – just before his island hosts the Great Banana Festival! Now he must push crates around and pick up stray bananas to solve 55 challenging levels, set across five warehouses on different islands. New features are added as you progress, including collapsing pits, switches and teleporters. Crates keep moving until they hit something and can be used to open chests containing bonus bananas. Cute graphics, excellent music, and hidden secrets make this a great variation of the classic *Sokoban* (hence the title). With its brain-stretching gameplay and a lovely physical edition available, this is another great NES homebrew gem to add to your collection. </BODY>

SCORE:

88%

MICROVADERS

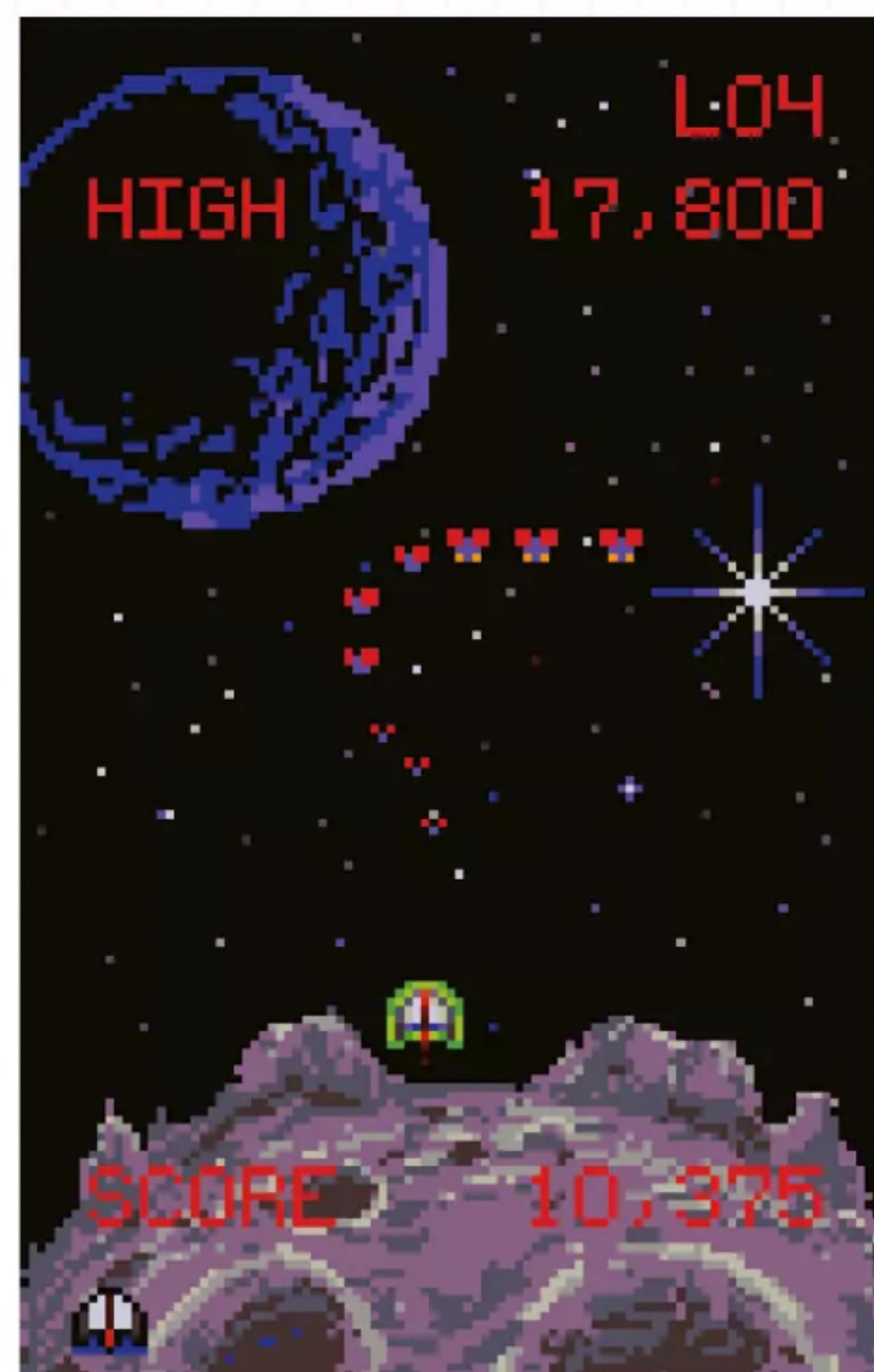
<INFO FORMAT: ATARI LYNX CREDITS: SONGBIRD PRODUCTIONS (CARL FORHAN, DAVE DIES, ANDERLEX) PRICE: PHYSICAL CARTRIDGE WEB: SONGBIRD-PRODUCTIONS.COM />

<BODY> This *Galaga*-inspired shoot-'em-up has 40 levels of swirling attack waves to master. The small but perfectly formed aliens swoop and dive at you, emerging in formations and there's some great boss fights too. You can turn the tables on your foes by collecting various power-ups, including a bomb that destroys all active enemies. *MicroVaders* features unlockable achievements, while progress and high scores are saved to the EEPROM. This is an entertaining old-school shmup which can be frustrating at times, but we still enjoy a quick blast on it. </BODY>

SCORE:

81%

<!-- [LYNX] COLLECT THE GREEN CAPSULE TO ACTIVATE THE SHORT-LIVED BUT LIFE-SAVING SHIELD. -->



THE HARDWARE'S



PROCESSING

<INTRO> CHRISTIAN DINSE ON MAKING HIS ESPIONAGE-MAZE GAME, SABOTEUR FOR THE NES </INTRO>

<BODY> Clive Townsend's classic game is being reworked for the NES by Christian Dinse. "Saboteur was the first game I bought for the Schneider CPC 464 in 1990, and I was immediately fascinated by it," he says. "Recently I came into contact with Clive Townsend, something my 12-year-old self could never have imagined, and Clive gave me the green light to work on the game and also offered his help."

Rather than a conversion, it's loosely based on the 1985 classic. "What is similar is the structure, consisting of a ninja and 400+ individual screens in the form of a maze," says Christian. "However, the story is adapted to modern times, and the use of objects within the game world is different. The graphical presentation is also unique. It is planned to work with screen randomisation in places."

Having shared early images in May 2024, work had been on hold due to Christian's wedding – for which we send congratulations – but has now resumed. "The option to publish the game on original cartridges is available to me, but this is not planned from the outset," we're told. You can get all the latest news on *Saboteur* by visiting eastpixel.de/saboteur </BODY>



<!-- [NES] "THE CHOICE OF COLOURS HAS BEEN DELIBERATELY KEPT TO A MINIMUM," SAYS CHRISTIAN, WITH COMPUTER TERMINALS A NEW GAMEPLAY FEATURE. -->