

GAME DEVELOPMENT CONTEST FOR MSX COMPUTERS #RESULTS

THE MSXDEV24 GAME COMPO, RUNNING FROM MAY 2023 UNTIL JANUARY 2024, HAS YIELDED 31 REGISTERED NEW MSX GAMES. ALL OF THESE GAMES HAVE BEEN JUDGED AND SCORED BY THE JURY PANEL OF WHICH THE RESULTS CAN BE READ IN THIS DOCUMENT.

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

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Preface

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

With no less than 31 games submitted, almost 900 euros of donations, and a dozen of sponsored items, the MSX scene proves to be just plain AWESOME. We, the organization, wish to express a big THANK YOU to everyone involved. We hope it has been as much fun for you as it has been for us.

In this report you will find the results of the competition, have a good read!

John Hassink, Róman van der Meulen – organizing party of MSXdev24

You can find more information on MSXdev23 at the following locations:

- <https://www.msxdev.org/msxdev24/> - the official MSXdev24 web page
- <https://www.file-hunter.com/MSXdev/> - Play all MSXdev games online at The File-Hunter's
- <https://www.generation-msx.nl/company/msxdev/746/software/?sort=year&dir=desc> – All MSXdev software at Generation MSX

Jury Panel

As the competition focuses on creating the best possible MSX game, the MSXdev organization has assembled a qualified jury panel to evaluate all this year's registered entries. It is important to note that there are no losers in this contest; however, only one entry can be deemed the best. This will be a challenging task for the judges, given the exceptional quantity and quality of the entries this year.

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

Jury member	Expertise
Santi / Santiago Ontañón	Mechanics
Mumbly / Joel Verdonck	Graphics
Gryzor87 & WYZ	Sound

Tabel 1 Jury panel of MSXdev24

The panel will judge all games by giving points. The higher, the better. There is no public rating available for MSXdev24. The panel judged each game on its quality and provided a written motivation of the rating.

For a full profile on the judging panel, see the [jury introductions news post](#) on our website.

SCORING

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

The game aspects that are rated separately are:

- Game mechanics
- Graphics
- Sound

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

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

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

RANKING

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

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

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

The Results

The jury panel has reached its verdict, scoring is done. So, without further delay, here are the results for MSXdev24:

Overall best game

"MAIDEN'S EXTREME FIST - BUN-GA-RUA" BY RETROMIXIS (513/600)

Best mechanics

"DOOMLINGS" BY TOTTA (95/100)

Best graphics

"PUZZLE PALS" BY FURCIFER STUDIOS (90/100)

Best sound

"MAIDEN'S EXTREME FIST - BUN-GA-RUA" BY RETROMIXIS (90/100)

The jurors unanimously chose "MAIDEN'S EXTREME FIST - BUN-GA-RUA" as this year's overall winner. The panel said, "It takes the basic aesthetics of YKF2 and brings it to the MSX2 with great mastery", "Yie are kung fu on MSX2 like Konami could have been released" and "a kind of supercharged Yie-Ar-Kung-Fu 3 with much more exploration". Congratulations to Retromixis on this achievement!

The following are the complete ranking lists for all the categories.

OVERALL BEST GAME RANKING

- 1 "Maiden's Extreme Fist - BUN-GA-RUA" by Retromixis (513/600)
- 2 "Room 5" by MO5.com (484/600)
- 3 "Doomlings" by Totta (480/600)
- 4 "Puzzle Pals" by Furcifer Studios (474/600)
- 5 "Princess Paloma's Rescue" by InfiniteMSX (464/600)
- 6 "Super Sokoban" by 2NICE (458/600)
- 7 "A Great New World" by Phaze101 (451,4/600)
- 8 "Robo Race" by Maximilian Wöhrl (451/600)

- 9 "Beep" by Breinthee (430/600)
- 10 "AlienMSX" by Rodrigo Siqueira (423/600)
- 11 "Pyjamarama" by Fregarni (410/600)
- 12 "Molotov" by joesg (409/600)
- 13 "Sorcerer Kid Adventure" by VidaExtraRetro (407/600)
- 14 "Racing" by bosh77 (393/600)
- 15 "Qbert" by Jelle Roggen (372/600)
- 16 "Whack 'Em Smack 'Em Byrons" by JessCreations (370/600)
- 17 "Catbox" by Gamecast (367/600)
- 18 "Binary Battle" by Haplo (364/600)
- 19 "Minas" by Jose E. Robayo (361/600)
- 20 "Grazers" by Artūrs Grebstelis (358/600)
- 21 "The Curse Of Lies" by Rei-Vax-73 (356/600)
- 22 "Sam.Pr Explorer" by Fausto Pracek (350/600)
- 23 "The drop of Abu-Cymbel" by joesg (345/600)
- 24 "Puzzle Mania -MSXdev24 Edition" by Fony (330/600)
- 25 "Chimney Man" by Gamecast (310/600)
- 26 "Harker's Escape" by Amaury Carvalho (261/600)
- 27 "Sam.Pr" by Fausto Pracek (256/600)
- 28 "Kitten2 - The Return" by ZioOry (251/600)
- 29 "Titan Ufo" by Gamecast (240/600)
- 30 "Fort Knox" by Gamecast (129/600)
- 31 "Wizsoul" by Freenit (198/600)

BEST GAME MECHANICS RANKING

- 1 "Doomlings" by Totta (95/100)
- 2 "Room 5" by MO5.com (90/100)
- 3 "Maiden's Extreme Fist - BUN-GA-RUA" by Retromixis (88/100)
- 4 "Grazers" by Artūrs Grebstelis (85/100)

- 5 "AlienMSX" by Rodrigo Siqueira (83/100)
- 6 "Beep" by Breinthee (82/100)
- 7 "A Great New World" by Phaze101 (80/100)
- 8 "Super Sokoban" by 2NICE (75/100)
- 9 "Sorcerer Kid Adventure" by VidaExtraRetro (75/100)
- 10 "Binary Battle" by Haplo (75/100)
- 11 "Pyjamarama" by Fregarni (74/100)
- 12 "Molotov" by joesg (74/100)
- 13 "Racing" by bosh77 (74/100)
- 14 "The drop of Abu-Cymbel" by joesg (73/100)
- 15 "Robo Race" by Maximilian Wöhrl (72/100)
- 16 "Princess Paloma's Rescue" by InfiniteMSX (71/100)
- 17 "Puzzle Pals" by Furcifer Studios (70/100)
- 18 "Qbert" by Jelle Roggen (70/100)
- 19 "Whack 'Em Smack 'Em Byrons" by JessCreations (68/100)
- 20 "Minas" by Jose E. Robayo (68/100)
- 21 "The Curse Of Lies" by Rei-Vax-73 (60/100)
- 22 "Puzzle Mania -MSXdev24 Edition" by Fony (55/100)
- 23 "Sam.Pr Explorer" by Fausto Pracek (50/100)
- 24 "Kitten2 - The Return" by ZioOry (45/100)
- 25 "Catbox" by Gamecast (40/100)
- 26 "Harker's Escape" by Amaury Carvalho (35/100)
- 27 "Sam.Pr" by Fausto Pracek (35/100)
- 28 "Chimney Man" by Gamecast (30/100)
- 29 "Titan Ufo" by Gamecast (30/100)
- 30 "Fort Knox" by Gamecast (30/100)
- 31 "Wizsoul" by Freenit (30/100)

BEST GRAPHICS RANKING

- 1 "Puzzle Pals" by Furcifer Studios (91/100)
- 2 "Princess Paloma's Rescue" by InfiniteMSX (90/100)
- 3 "Robo Race" by Maximilian Wöhrl (85/100)
- 4 "Maiden's Extreme Fist - BUN-GA-RUA" by Retromixis (80/100)
- 5 "Doomlings" by Totta (75/100)
- 6 "Sorcerer Kid Adventure" by VidaExtraRetro (75/100)
- 7 "Catbox" by Gamecast (75/100)
- 8 "Room 5" by MO5.com (70/100)
- 9 "AlienMSX" by Rodrigo Siqueira (70/100)
- 10 "A Great New World" by Phaze101 (70/100)
- 11 "Super Sokoban" by 2NICE (70/100)
- 12 "Pyjamarama" by Fregarni (70/100)
- 13 "Whack 'Em Smack 'Em Byrons" by JessCreations (70/100)
- 14 "Sam.Pr Explorer" by Fausto Pracek (70/100)
- 15 "Chimney Man" by Gamecast (70/100)
- 16 "Molotov" by joesg (65/100)
- 17 "Minas" by Jose E. Robayo (65/100)
- 18 "The Curse Of Lies" by Rei-Vax-73 (65/100)
- 19 "Qbert" by Jelle Roggen (60/100)
- 20 "Harker's Escape" by Amaury Carvalho (60/100)
- 21 "Beep" by Breinthee (55/100)
- 22 "Racing" by bosh77 (50/100)
- 23 "The drop of Abu-Cymbel" by joesg (50/100)
- 24 "Puzzle Mania -MSXdev24 Edition" by Fony (50/100)
- 25 "Kitten2 - The Return" by ZioOry (50/100)
- 26 "Grazers" by Artūrs Grebstelis (45/100)
- 27 "Binary Battle" by Haplo (45/100)
- 28 "Sam.Pr" by Fausto Pracek (40/100)
- 29 "Fort Knox" by Gamecast (40/100)

30 "Titan Ufo" by Gamecast (20/100)

31 "Wizsoul" by Freenit (10/100)

BEST SOUND RANKING

1 "Maiden's Extreme Fist - BUN-GA-RUA" by Retromixis (90/100)

2 "Puzzle Pals" by Furcifer Studios (84/100)

3 "Super Sokoban" by 2NICE (81/100)

4 "Doomlings" by Totta (80/100)

5 "A Great New World" by Phaze101 (79/100)

6 "Princess Paloma's Rescue" by InfiniteMSX (77/100)

7 "Beep" by Breinthee (73/100)

8 "Room 5" by MO5.com (71/100)

9 "Robo Race" by Maximilian Wöhrl (70/100)

10 "Catbox" by Gamecast (70/100)

11 "Molotov" by joesg (70/100)

12 "Racing" by bosh77 (69/100)

13 "Sam.Pr Explorer" by Fausto Pracek (68/100)

14 "Pyjamarama" by Fregarni (67/100)

15 "Sorcerer Kid Adventure" by VidaExtraRetro (66/100)

16 "Titan Ufo" by Gamecast (66/100)

17 "Qbert" by Jelle Roggen (65/100)

18 "The drop of Abu-Cymbel" by joesg (65/100)

19 "AlienMSX" by Rodrigo Siqueira (60/100)

20 "Chimney Man" by Gamecast (59/100)

21 "The Curse Of Lies" by Rei-Vax-73 (59/100)

22 "Minas" by Jose E. Robayo (57/100)

23 "Puzzle Mania -MSXdev24 Edition" by Fony (57/100)

24 "Sam.Pr" by Fausto Pracek (56/100)

25 "Whack 'Em Smack 'Em Byrons" by JessCreations (53/100)

26 "Harker's Escape" by Amaury Carvalho (51/100)

27 "Grazers" by Artūrs Grebstelis (50/100)

28 "Fort Knox" by Gamecast (49/100)

29 "Wizsoul" by Freenit (43/100)

30 "Binary Battle" by Haplo (42/100)

31 "Kitten2 - The Return" by ZioOry (41/100)

Jury Reports

For every MSXdev24 published game a written report and sub-score of each juror is printed below in the next section. The entries are arranged in order of original registration. Whenever an extra point is assigned in case of a tie, it is mentioned in the score bar.

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

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

#01 Princess Paloma's Rescue



Title: Princess Paloma's Rescue

Genre: platform

Author(s): InfiniteMSX

Medium: ROM 256KB

Hardware requirements: MSX2, 64KB, 128KBV, MSX-Music

464/600

Santi

Overall: 76

Mechanics: 71

Princess Paloma's Rescue is a single-screen platformer, evoking classics like Manic Miner, where the goal is to collect all the items in the room (in this case "keys") before proceeding to the door.

Being an MSX2 game, the game has more detailed graphics than other entries, and the music also goes along well with the game. Perhaps the graphic style is a bit inconsistent, with some very nice backgrounds in the intro, but then featuring some characters that look if they were stretched (not sure if this is the case), or some enemies in the game (like the skeletons) that have a clearly different graphic style. I think that if the graphic styles can be more uniform, the whole thing would look better. But overall, there is clearly a lot of work on the visual aspects of the game, and it looks and feels very nice.

Gameplay-wise, the game features all the elements we would expect from classic games as mentioned above, like enemies with fixed patterns, moving platforms, platforms that disintegrate when walking over them, as well as hazards that kill you on touch. This game has a few more elements added, such as switches, and pushable boxes. All of these elements work well and seem very well implemented. Having a password system, and a very large set of levels is a big bonus for the game, as it will keep you entertained for a while! If I could critique a few aspects, the main issues I found are that: (1) the player is a bit slow, and some levels become a bit tedious. It might be nice to increase the speed just a little bit. (2) I would have liked collision boxes that are bit more lenient, as I have seen my character die without a single pixel of collision with a ceiling spike for example haha. But other than that, collisions seem fair. And (2) concerning the enemy movements, we see the usual fixed patterns, but there are some enemies that have some patterns that I felt are a bit unfair. For example, some enemies have a pause when they reach the end, and for at least some of them, this pause has some degree of randomness on how long it is. While I can see this was introduced to break patterns, and make things a bit harder, it is a very unfair difficulty, as in some situations the player is just rolling a dice: there is no way to know if the enemy will turn right away or will stop, and you just gamble on whether you will lose a life, and I think that is the type of difficulty I would consider unfair.

Other than that, I think this is a great entry, and clearly a lot of work went into creating it. So, with just a few adjustments on the gameplay, and maybe with a bit of work on graphic consistency and polish, this could become really good!

<p>Mumbly</p> <p>Overall: 80</p> <p>Graphics: 90</p>	<p>Nice platform game, developed certainly in assembly as everything is smooth, there are good design intentions here.</p> <p>I really appreciated the intro gfx, those are well serving the story immersion. The characters drawn that way reminds me a bit Monkey Island, starting and intro pages are drawn with pleasant colors with enough contrast as well. In game palette the choice is similar, characters are well visible. Also, noticeable the different atmosphere designed across the different level is a +. From a pixel art perspectives nothing bad to write, the level is even higher than the average, and well served by a fluid animation. With this production, you see that the MSX2 screen mode is really well managed. Congratulations for this software!!!</p>
<p>Gryzor87, WYZ</p> <p>Overall: 70</p> <p>Sound: 77</p>	<p>In general, this game feels quite good and is very complete in terms of graphics, color, sound, and effects. It is fairly well balanced.</p> <p>A small statement: Sometimes the collision box can feel a bit unfair.</p>

#02 AlienMSX



Title: AlienMSX
Genre: platform
Author(s): Rodrigo Siqueira
Medium: ROM 32KB
Hardware requirements: MSX, 16KB

423/600

<p>Santi</p> <p>Overall: 85</p> <p>Mechanics: 83</p>	<p>AlienMSX is a classic platformer adventure game, with a background inspired by the movie Alien. You take control of Ash or Ripley (depending on the game level) navigating the Nostromo and trying to rescue the crew and escape the Alien.</p> <p>The visuals of this game are very reminiscent of classic games, with minimalistic sprites and icons, but that work pretty well to have a unique atmosphere. The music also goes along very well with the game, creating tension.</p> <p>Where the game excels is in the gameplay. Even if looking simple, there is a great variety of items, and elements in the levels with which you can interact (guns, screwdrivers, wrenches, keys, teleporters, moving platforms, doors, computers, etc. and of course face huggers and the Alien). So, the gameplay is more complex than it initially seems! And I have to admit that the game is also harder than it seems, as, while it is relatively easy to navigate, it is very easy to get lost in the labyrinth of teleporters and rooms, and to find your way around. Gameplay-wise, there were a couple of things that I felt could be improved. In particular: (1) platforms hurting you when they move towards you is a bit strange. I think they should just push you or act as walls, but now subtract life. (2) it is also very easy to get stuck (and you need to press ESC to respawn). While this is ok, I think it is too easy, and that the map should be perhaps revised a bit to provide paths for the player to navigate. It is ok to have a few dead-ends as traps, but it is just too easy to get trapped.</p> <p>Other than that, I have to admit that this game was one of the most fun to play, and I really liked it, despite the simple graphics, that might initially make it look like this game is a simple one. It is not! It's definitely worth playing.</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 70</p>	<p>Nice platform game, with simple graphics and sound, the playability is okish and slow, but with a lot of playable items and traps to keep the gameplay interesting.</p> <p>Pre-start screen is cool with its lighting effects, I did appreciate the main character walking animation, colors are well chosen, some icons could be better pixelized IMO, but in general, everything is visible and clear, the atmosphere is optimistic and I like it, congratulations for this.</p>
<p>Gryzor87, WYZ</p>	<p>This game is one of the ones we've liked the most, as it has a lot of potential being an exploration game. The fact that there are so many objects and weapons makes it interesting,</p>

Overall: 65 Sound: 60	but it could perhaps have been polished a bit more. For instance, in the sound department, we've noticed that the music loops feel a bit short (especially in the stage two), considering that there are many screens and objects to explore. Also, some deaths or collisions seem a little unfair, such as the sides of elevators or dead-end pits.
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#03 Puzzle Mania -MSXdev24 Edition



Title: Puzzle Mania -MSXdev24 Edition
Genre: puzzle
Author(s): Fony
Medium: ROM 512KB
Hardware requirements: MSX2, 64KB, 128KBV, MSX-Music

330/600

<p>Santi</p> <p>Overall: 56</p> <p>Mechanics: 55</p>	<p>This game is a well-implemented version of a classic sliding puzzle. The game runs very smoothly, the controls are intuitive, and all works very well. I am happy to see that in this version it seems all puzzles can be solved, which is a great addition!</p> <p>Technically the game is quite straightforward, but what it does it does it well. The music goes along well, and the visuals... well, I'm not going to comment on those ;) The QR codes after finishing the game are a nice addition (and again, I am not going to comment on the "rewards").</p> <p>Given that this is a new version of an existing game, I think it'll be unfair to the other new entries to give this game full credit, but nonetheless, this is the best version of Puzzle Mania to date, so, congrats to the creators for keeping working on the game, and making it better with every version!</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 50</p>	<p>How can I say, well the subject is the subject, but not presented in a vulgar way. You like or you don't, I'm not against, the idea to see the model with a QR code is, at least a great idea to me.</p> <p>The digitalization and image post processing are correctly done, the inter level fonts are cool, I don't know if those have been designed on another platform but doesn't seems to be homemade. At least it uses well the MSX2 screen 8 mode and I can feel, by the atmosphere, the fun the author had to film it all ;)</p>
<p>Gryzor87, WYZ</p> <p>Overall: 52</p> <p>Sound: 57</p>	<p>A very charming and fun game, though when it comes to female bodies, the skin tone confuses the pieces and increases the difficulty. The title screen music is excellent, and we think adding some kind of sound effect for when you move the pieces could be a great idea. A "Whoosh" or something similar would fit perfectly. The surprise you get when finishing a level (a QR code) is also quite delightful.</p>

#04 Whack 'Em Smack 'Em Byrons



Title: Whack 'Em Smack 'Em Byrons
Genre: arcade
Author(s): JessCreations
Medium: ROM 32
Hardware requirements: MSX, 16KB

370/600

Santi Overall: 68 Mechanics: 68	<p>This is a fun entry, with a great implementation of the "whack-a-mole" game idea. Technically, the game is quite simple, but everything runs very smoothly and works very well.</p> <p>In terms of graphics and sound, the game also works very well. It features simple, but stylish, graphics that make good use of the MSX VDP. The small music tunes and SFX also go well with the game.</p> <p>The control is also quite good, and maybe the only one thing I'd say is that perhaps swinging the hammer twice quickly is a bit hard, as the hammer stops while "whacking", but other than that it works well. The difficulty curve also works fine, and maybe the only level that I found "out-of-sequence" was the first, which I found maybe a bit harder than the next few levels.</p> <p>Overall, I think this is a simple but fun and nice entry. The game is well polished and I would not have been able to tell that it was built using compiled BASIC. If I was told the game was built using assembler, I would have believed it!</p>
Mumbly Overall: 50 Graphics: 70	<p>Nice small production. It smells like the very first Konami productions on MSX1.</p> <p>First of all, I like the character, he is cute, the animations are well done and gives some personality to the character, that is what I really appreciate. There is not a lot of variety in the gfx assets, but at least the ones that are existing are well done.</p>
Gryzor87, WYZ Overall: 61 Sound: 53	<p>Being a simple game that also brings to mind the hammer game in the arcade room of Sd-Snatcher, it's quite well executed. The sound section features a very well-done sound effect (the laughter and the hits), but perhaps a two-channel background music (like Konami did in 1985) could be added to make the levels more engaging and refine the effects slightly.</p>

#05 Minas



Title: Minas
Genre: shooter
Author(s): Jose E. Robayo
Medium: Disk 720KB
Hardware requirements: MSX, 32KB, FDD

361/600

<p>Santi</p> <p>Overall: 68</p> <p>Mechanics: 68</p>	<p>Minas is a game inspired by a classic BASIC game, but redone in assembler. I think the remake in assembler is clearly visible, with everything moving very well and the game being very responsive.</p> <p>From a gameplay point of view, the game is fun and challenging. It takes a couple of tries to understand what you have to do (the goals and score targets of each level), and hence the first time you play, you'll probably be firing aimlessly and get a game over screen. But once you understand what has to be done, things start to make sense, and the game is quite enjoyable. Allowing a maximum of a single shot in the screen makes the game quite challenging, and constitutes the main difficulty of the game (other than aiming). The addition of a two player mode is also interesting although I was not able to test play it with a friend unfortunately.</p> <p>That being said, there are a few things that perhaps could be improved: (1) the use of SPACE/ESC/UP is a bit inconsistent (SPACE to select menus, UP to fire in-game, and ESC to skip the game over screen), perhaps using SPACE for all of those might be nice (or at least fire with SPACE, I understand that having a separate key for skipping the game over screen has the advantage that the player cannot skip it accidentally). (2) While the target number of mines is visible, when there is a point goal, it's hard to know if you have met it. Maybe a counter for how many points left are needed would help.</p> <p>Concerning graphics/sound, I think the game works pretty well, respecting the looks of the original game, while having nice backgrounds and good SFX that complement the gameplay very well.</p> <p>So, all in all, although this is a simple game, I think that the goal the author set out to achieve (implementing the game in assembler) has worked very well, and the result is a well done, much more playable, and enjoyable game. It also feels very polished, which I always appreciate.</p>
<p>Mumbly</p> <p>Overall: 40</p> <p>Graphics: 65</p>	<p>An humble production, reminds me some Sinclair productions (sold on tape), nothing to say about the playability, gave me some (good) nostalgic moments.</p> <p>The logo is already putting you in the right context, the in game graphics remind me the very first game I've played with on the Sinclair platform (and it's not a bad thing) . The boat sprites</p>

	are well designed and illustrate what we can do with few pixels, so thank you for this, I had a sweet remembering of great moments with my friends in the 80s with this title.
Gryzor87, WYZ Overall: 63 Sound: 57	Even though this game is simple and has a decent set of sound effects and jingles, perhaps some tension-building music could have been included in each level (depending on preferences). But overall, it's not bad.

#06 Chimney Man



Title: Chimney Man

Genre: arcade

Author(s): Gamecast

Medium: Disk 720KB

Hardware requirements: MSX, 32KB, FDD

310/600

<p>Santi</p> <p>Overall: 40</p> <p>Mechanics: 30</p>	<p>Chimney Man is a static-screen action game where you will have to collect keys to let you clean each of the chimneys of the current level.</p> <p>From a graphics and sound point of view, the game looks and sounds pretty good. I thought the backgrounds and buildings were nicely drawn, and the music works well with the game.</p> <p>From a game-play point of view, I thought the controls were ok, and moving the player around feels quite natural. A couple of things that I would have liked improved are (1) the gameplay speed (for example, the elevator is very slow, and you have to wait every time), and (2) the level design is such that each level becomes quite repetitive, as the key is in the same location for each of the chimneys of the level. Perhaps placing keys in different parts of the screen for each chimney could add more diversity.</p> <p>Overall, this s a good start, and could be turned into a nice BASIC game if some work is done on gameplay speed, and more variety is introduced throughout the levels.</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 70</p>	<p>Cool colorful game, which reminds me the very first arcade games of first 80's era, great music, great game principle, thanks for this.</p> <p>I'm already liking the first page with the smoke animation. The in game page are ok, just one small remark is the player visibility at certain locations but most of the case it's not an issue, there are animations on the screen, which is cool, the clouds are not that well designed but you guess these are clouds. The overall atmosphere is well made and the music, I think, is adding something to that statement.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 51</p> <p>Sound: 59</p>	<p>Although this game has well-utilized music and sound effects, it gives the impression that they come from different sources. The title music is quite elaborate, while the "Game Start" jingle seems to resemble that of an old console like the Philips VideoPac G7000. Perhaps unifying these elements in the sound design could enhance cohesion (just a suggestion).</p>

#07 Sam.Pr



Title: Sam.Pr
Genre: maze
Author(s): Fausto Pracek
Medium: ROM 32KB
Hardware requirements: MSX2, 64KB

256/600

<p>Santi</p> <p>Overall: 40</p> <p>Mechanics: 35</p>	<p>If you like solving mazes, Sam.Pr is for you. In this game, you need to find the coin in a labyrinth, which will unlock the exit (which you also need to find).</p> <p>From a technical point of view, the most noteworthy aspect of this game is that the maze is generated every time, as the game features a labyrinth generation procedure, and lets you choose how large the maze you want to play on.</p> <p>Gameplay-wise, perhaps the game is a bit plain. There are no obstacles or enemies in the game, and you just walk along the corridors until you find the exit. The "coin challenge" mode is a nice addition however, and I actually think it should be on by default! I feel that with a few enemies here and there, or some other mechanic to make the exploration interesting, this could turn out into a nice game, since clearly the engine is well programmed, as everything moves very fast.</p>
<p>Mumbly</p> <p>Overall: 40</p> <p>Graphics: 40</p>	<p>This production is really smelling good the begin of the 80's</p> <p>From a graphical perspective, it's indeed basic but I like the sound, even if it's a bit repetitive (I know it's not the subject here). I would have suggested a bit of researches on the character sprite to give him some personality, but ok most probably it wasn't the purpose for this game to elaborate too much on the visual, I understand it since similar productions in the 80's didn't make that effort either.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 45</p> <p>Sound: 56</p>	<p>This game makes appropriate use of both music and sound effects and is correctly executed. Perhaps the game feels a bit simple as it is, but there is room for improvement in other areas (Gameplay or Graphics)</p>

#08 Grazers



Title: Grazers
Genre: arcade
Author(s): Artūrs Grebstelis
Medium: ROM 32KB
Hardware requirements: MSX, 32KB

358/600

<p>Santi</p> <p>Overall: 73</p> <p>Mechanics: 85</p>	<p>The first time I played grazers I first had no idea what was going on, and then I thought that finishing the first level was impossible. But once you understand the rules of the simulation, things start to make much more sense. Once you realize the simplicity of the idea, and how interesting can levels be without changing the mechanics (well, maybe introducing block pushing, etc. later on), you'll see how great a game Grazers is. I love the concept, and the day I understood it, I could not stop playing, slowly advancing through levels.</p> <p>From a graphics and sound point of view, the game is extremely simple. But the key comes when we factor in the game play. The game is based on the simulation of two types of entities: grass and grazers (plus a few environmental elements). Grass grows, and Grazers need to eat grass to reproduce. The purpose of the game in most levels is to control the population of grazers or grass to achieve a certain objective. With these premises, the levels are designed so that your goal is either to make all grazers disappear, or to keep them alive, etc. In a way, it's like the classic "Conway's Game of Life" (or a cellular automaton, if you are familiar with the term), except that you have to control it. I will not go on further on this, but really, it's a very neat idea. Loved it.</p> <p>From a technical point of view, although simple, I thought the world simulation is very well implemented, and the population rules (that need to be applied at every cell of the game at every turn), work flawlessly and very fast.</p> <p>So, in summary, no fancy graphics, music, or advanced visual modes, but very interesting world simulation that leads to a very unique gameplay that, at least I had not seen before!</p>
<p>Mumbly</p> <p>Overall: 40</p> <p>Graphics: 45</p>	<p>Nice small production, the idea is quite interesting, design is really minimalistic and could be better, but it doesn't impact negatively the game concept, no sound as well.</p> <p>Ok, interesting concept, what can I say design wise, the interface GUI, and protagonists are really designed in a minimalistic way. Some intro or/and immersive drawings in the score menu would have been a plus, but the concept is interesting, and I liked those kind of games that, takes conceptual risks.</p>

Gryzor87, WYZ Overall: 65 Sound: 50	The idea behind this game as a viral model is quite solid, and the graphics are also commendable. However, it might lack background tension music that could help create a more immersive atmosphere.
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#09 Wizsoul



Title: Wizsoul
Genre: adventure
Author(s): Freenit
Medium: Disk 720KB
Hardware requirements: MSX2, 64KB, FDD

198/600

<p>Santi</p> <p>Overall: 40</p> <p>Mechanics: 30</p>	<p>Wizsoul is a sort of puzzle game where your goal is to find the true soul in a board. Every move you might take damage if you step on a cell with a large number on it (each cell has a number, but you cannot see it unless you use your scanner, but you have limited uses). So, you have to carefully move through the board until you reach a position with a soul (they are marked), and then you will discover if they are a fake soul or a true soul.</p> <p>The concept is curious, and the presentation is quite peculiar. For one, the author states that all is done in text mode intentionally, as graphics kill imagination. So, we are only shown text-style graphics. I think this game could be interesting if a few improvements were made. For example: (1) each turn is very slow, and if, for example, you press a key when looking at the scanner, 2-3 seconds later, when it's time to make a move, the move that will be made is the one you pressed earlier while looking at the scanner. So, you have to be careful about what to press. (2) as it stands, playing is very random. If you use the scanner to check the surroundings, move right, and then move left, and use the scanner again, you will get different values than the first time. So, it's not like you can slowly gather clues and learn about the environment. It seems to be random. So, basically, unless you use the scanner, every move is a dice roll, and using the scanner is only useful for the next immediate move, and the information is not useful afterwards. Because of this, there does not seem to be any strategy to follow, other than just be lucky. If the previous two points are addressed, I think it would make for an interesting concept, as the player could strategically make use of the scanner to gain information, and save it in situations when they know it is safe, from previous uses, etc. making it a more logical puzzle. But in any case, I did like the mystical flair of all the text and setup of the game, that gives the game an air of mystery, which is pretty cool.</p> <p>In conclusions, Wizsoul is definitively an original game that has some nice potential if a bit more work is put into it!</p>
<p>Mumbly</p> <p>Overall: 30</p> <p>Graphics: 10</p>	<p>Well written text game even if I'm not feeling welcome with the in game menu sentence "Graphics kill mind" uh? Ok, I can laugh with it</p> <p>hmmm, it's a text game, so it will be very difficult to evaluate the graphic design part, I'm not against those kinds of games that privileges the imagination instead of exposing immersive</p>

	graphics to the passive gamer, it reminds me those game listing sold into computing magazine back in time, subject to excitement after spending hours to type those on your preferred 8bit machine :).
Gryzor87, WYZ Overall: 45 Sound: 43	There are quite a few games made using ASCII characters, and they certainly have their audience. However, it's fair to say that some people might find playing in such environments somewhat tough, as they can seem a bit dry. Adding a touch of sound or background music could potentially enhance the overall experience.

#10 Harker's Escape



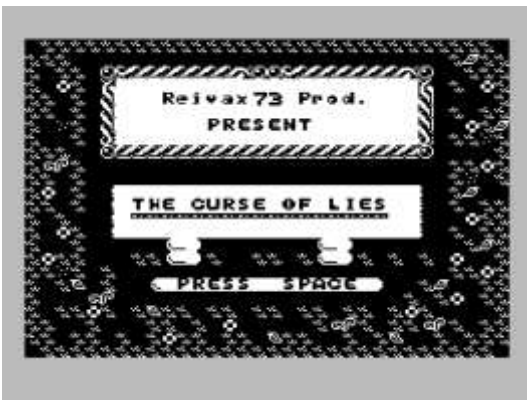
Title: Harker's Escape
Genre: Action Adventure
Author(s): Amaury Carvalho
Medium: ROM 384KB
Hardware requirements: MSX2

261/600

<p>Santi</p> <p>Overall: 45</p> <p>Mechanics: 35</p>	<p>Harker's Escape puts the player in control of Jonathan Harker in his escape from the Dracula's castle.</p> <p>From an audio-visual point of view, the game features AI-generated background to provide context to the scene you are playing, and classical music throughout the game. Player, obstacles and enemies are then drawn as sprites on top of such background. Perhaps the sprite style does not fit very well the AI-generate background, so, I think that making both use a more similar graphic style would have worked better.</p> <p>The gameplay is very classic, having us dodge enemies that follow predefined patterns or behavior that we need to dodge, controlling our very slow moving character. The first levels are relatively easy, but things get complicated once we get down and are in the path (I found the screen with dogs running left and right particularly challenging). I found the levels ok to play, and I was compelled to keep playing level after level. I apologize in advance for my critique, but I have to admit that the "constant space pressing" mechanics does not work well in this game. While it might be ok at the beginning, in the first screen. After playing for about half an hour constantly hitting space without stop is not something I enjoyed. Maybe some middle ground can be found, where life does not constantly decrease, and only does so when close to enemies? At least that would give the player some breathing room.</p> <p>As a side note, I really liked that in the game manual, all the sources were very well attributed, listing the set of classical music songs used, the AI used for generating the backgrounds, the process that was used to adapt them etc. I thought that it was very nice from the author, to give credit where credit is due. So, thanks for doing that!</p>
<p>Mumbly</p> <p>Overall: 50</p> <p>Graphics: 60</p>	<p>Here is an escape game, seems to be MSX2 designed, the overall quality seems good: the intro is well presented but from a playability perspective I've some remarks: it took me a lot of time to finish the first page without explanations. Most probably it's me, but I've found the game not always smooth. The ambience is quite well made and an effort is really visible on the presentation part.</p> <p>From a design perspective, the presentation page is cool, nothing to say, I don't know if those graphics were digitized (I presume yes) or drawn and then converted but these are ok and in line with the game subject, I've found those a bit greenish (like a lot of pictures in screen 8)</p>

Gryzor87, WYZ	This entry has something curious about it. While the backgrounds feature quite elaborate graphics, the sound design comes across as somewhat simple, which aligns with the gameplay. A suggestion could be to slightly improve the gameplay graphics (player and enemies) and refine the instruments used in the music. Additionally, a review of the controls would be beneficial, particularly to protect the spacebar.
Overall: 20	
Sound: 51	

#11 The Curse Of Lies



Title: The Curse Of Lies

Genre: puzzle

Author(s): Rei-Vax-73

Medium: Disk 720KB

Hardware requirements: MSX2, MSXDOS2, FDD

356/600

<p>Santi</p> <p>Overall: 57</p> <p>Mechanics: 60</p>	<p>The Curse Of Lies is a perception game. Given a reference flower, you need to pick the correct option among four, by paying attention to the shape and flower of the reference and choice of flowers. Levels are completed by repeatedly choosing correctly.</p> <p>From an audio-visual point of view, the game looks very good. Although I am not judging the graphic part, I cannot give full credit to the game for this part, as some graphics seem ripped from other games without crediting them in the manual. For example, the main character was borrowed from Gameboy's Link's Awakening. But with that aside, the game looks very nice and I especially like the polished animations in the background that bring everything to life.</p> <p>The game mechanic is quite original and makes for an interesting challenge the first time the game is played. Perhaps I would have liked to see some variety introduced in the game as levels progress, since, as far as I played (I reached level 5), the game play remained the same, without additional challenges. I think that given the interesting basic mechanic, if new elements were introduced throughout the levels that made the game increasingly challenging, the result would be a very cool game.</p>
<p>Mumbly</p> <p>Overall: 55</p> <p>Graphics: 65</p>	<p>cute small nearly monochromatic game, the concept is interesting, the design as well, the sound is quite basic but serve well the game.</p> <p>I'm not against to use black and white colors, some colorful icons will then attract the player focus, the twins characters as well as the environment are well drawn, the overall art concept is charming, I see some effort there.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 60</p> <p>Sound: 59</p>	<p>This game is very well done, and we enjoyed it quite a lot. In fact, we played it through to the end (all the levels). As a suggestion, it could include background music that matches the quality of the title screen music, which is well-crafted, and the sound effects are also quite engaging. With some expansions (additional levels or puzzles), it could have significant potential.</p>

#12 Pyjamarama



Title: Pyjamarama
Genre: arcade
Author(s): Fregarni
Medium: ROM, DISK
Hardware requirements: MSX1, 64KB, FDD

410/600

<p>Santi</p> <p>Overall: 73</p> <p>Mechanics: 74</p>	<p>"This entry is a remake of the classic ZX Spectrum game Pyjamarama. Build from scratch, without access to the original sources.</p> <p>I want to start my review by saying that remaking a game from scratch, and without access to the original game materials is very hard. For those that have never done a remake, it might seem like "you just ported it to MSX", but in reality, recreating a game from scratch is a lot of work: authoring all the rooms, maps, objects to match the original. Play the original many times to get each single enemy, item and behavior to be recreated, etc. is a lot of work. So, even if I cannot give credit for coming up with new gameplay (since the game is a recreation of an existing one), I can sure give credit for the amount of work.</p> <p>This version looks better on MSX thanks to the use of sprites, which is great, removing the color clash limitations of the original.</p> <p>There are a few small things that could be improved though to make the remake even better: (1) I think there is a small bug in the sound routines, as after an SFX is played, it is never fully silenced (pay attention and there is a lingering "beep" after jumping, picking up objects, etc, low in volume, but audible). (2) the jump arc does not seem to be fully correct. In the original, the jump arc reaches just at the same level as the chairs in the game. But here, if you jump next to a chair, you can see that the jump reaches a few pixels lower. The game kind of "teleports" your character to the top of the chair, so you can still reach it. But it does look a bit weird. But other than that (and a few details like barrels being all the same color, unlike in the original, which maybe is due to tile limitations), I think the remake is well done and recreates the original very well. Maybe if the author still has the energy to chase down the last two small things I mentioned, the remake could be even better!"</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 70</p>	<p>Nice platform game, designed for the MSX1 platform, with a nice atmosphere, some effort has been spent design wise to expose a large variety of graphics, rooms are not really looking to the previous one, which is good, less boring. Thanks for this production.</p> <p>First of all, there is a drawn presentation page that is not really my taste, but at least, there is one, I see already the designer effort to comes with some immersive details, here. During the game session, it's really noticeable that there are a lot of assets designed, meaning that one room is not looking like previous one. The character is well made, reminds a equivalent</p>

	<p>character on the Amiga (which is different). So in summary, I see good intensions here from a design perspectives, I would have preferred an MSX2 version using other colors, but I must admit, here I'm picky.</p>
<p>Gryzor87, WYZ Overall: 66 Sound: 67</p>	<p>A truly excellent conversion, even surpassing the original Spectrum version, which didn't have very good sound effects. Here, there's more vibrant color, better effects, and a well-executed adaptation that gets the most out of the original. How great it is to have Pyjamarama on MSX!</p>

#13 Maiden's Extreme Fist - BUN-GA-RUA



Title: Maiden's Extreme Fist - BUN-GA-RUA
Genre: Action-Adventure
Author(s): Retromixis
Medium: ROM 512KB
Hardware requirements: MSX2, 64KB, 128KBV, SCC, PAC(optional)

513/600

<p>Santi</p> <p>Overall: 90</p> <p>Mechanics: 88</p>	<p>This game builds on the mechanics of Yie Ar Kung Fu II and attempts to go one step beyond. I think the authors succeeded on their purpose, as the game clearly takes the original gameplay one level further, adding more complex maps to navigate, items to collect, etc.</p> <p>From an audiovisual point of view, I think the game is very well done. It takes the basic aesthetics of YKF2 and brings it to the MSX2 with great mastery, while still respecting some of the basic tenets of YKF2, such as keeping the decorations to the top part of the screen. The audio (music and SFX) also works very well in my opinion.</p> <p>From a gameplay standpoint, the game introduces interesting room exploration, and (in the story mode) the player needs to collect all the different moves the character can do, one by one. I think this is a good decision, as it naturally makes for different gameplay as the game advances, since the character is more and more capable. And while the regular screens can be a bit repetitive with the waves of enemies coming in predefined patterns, the boss fights are clearly the highlight of the game, requiring figuring out strategies to dodge the enemy's attacks while landing ours. The vending machines with the different ramen flavors are also a good addition to the game, motivating the player to collect money to be ready for the next boss fight.</p> <p>My main critique to the gameplay aspect, is the controls. I understand that the authors tried to follow the classic YKF-style controls, but it makes for a very clumsy control of the character that I think could have been greatly improved (for example, I found it extremely confusing to press GRAPH+SPACE for jumping diagonally, rather than just making a diagonal with the arrow keys, so, I kept kicking diagonally when I wanted to jump; those moves should be totally swapped, leaving the SPACE-related moves for attacks, and UP-related moves for jumping imho). I hope for follow-up versions where this is allowed as a configuration option at least.</p> <p>Other than that, technically, the game is very well done, and I want to praise the attention to detail and the level of polish of the game that is very high (for example when collecting coins, the score does not change immediately, but the number rises until reaching the desired amount passing through intermediate quantities, which I found very cool, and shows the small details that make the difference between an amateur-looking game and a professional-looking game). There were a couple of glitches here and there (e.g., in some screens there is</p>
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	<p>some graphic artifacts when viewing the map), but those were very minor and did not detract from the game, that is a lot of fun.</p>
<p>Mumbly</p> <p>Overall: 80</p> <p>Graphics: 80</p>	<p>Yie are kung fu on MSX2 like Konami could have been released, I did appreciate the way it's presented, the colors, sprites, colors and the playability. Thanks for this little jewel.</p> <p>A lot of good effort has been achieved to raise the design level in this game, there you see it's an MSX 2 game, the color palette is great, the player as well as the enemy sprites are well designed. The presentation page with the logo appearance, I like.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 85</p> <p>Sound: 90</p>	<p>We are perhaps looking at the most elaborate game in the entire competition. While it's true that we have a kind of supercharged Yie-Ar-Kung-Fu 3 with much more exploration, the sound design maybe could have been polished a bit further (such as the endings of notes or certain instruments). Overall, though, it's a solidly high-grade or even excellent game.</p>

#14 Kitten2 - The Return



Title: Kitten2 - The Return

Genre: Arcade, Platform

Author(s): ZioOry

Medium: ROM 1MB

Hardware requirements: MSX turbo R

251/600

<p>Santi</p> <p>Overall: 55</p> <p>Mechanics: 45</p>	<p>Kitten2 - The Return is a platform game where you take command of a cat in search for his kitten.</p> <p>This one was an interesting game. The first time you play, the impression is not the best since the graphics and music are modest, and the control is a bit coarse (character moves block by block and jump is a bit strange). However, I found this game to be a lot of fun. It is quite difficult, and, since I enjoy hard games, I got hooked enough that I played beginning all the way to the final level (did not beat the final boss, however) in my first playthrough.</p> <p>Technically, I think the jump is a bit broken (doing "multi-jump" when going through platforms, for example), and collisions need some time to get used to, but as soon as I got the hang of the mechanics, I was surprised on the amount of content the game had. The game even has end-of-level bosses and different weapons! As a quick note, the game requires an MSX Turbo r to run, but not because it needs a bigger machine, but because it is created using BASIC 4.0.</p> <p>If the game developer is still working on this game, a couple of suggestions would be to (1) revisit collisions, as the collision boxes seem too big, (2) do one more iteration on the jump routine so that it feels more natural, and (3) do some work on the instruction manual (the text is nor readable in many places with those images in the background). But other than that, I thought this was a fun game that could be turned into a great game with a few small tweaks here and there.</p>
<p>Mumbly</p> <p>Overall: 40</p> <p>Graphics: 50</p>	<p>Little colored game created by Zio Ory, most probably developed in basic. From a presentation perspectives it uses naïve art, so most probably dedicated to the tender age, I do like the palette use in the in game part, the playability is quite rigid to me, but it's playable, some animations are cool like the pause anim :). Thanks for this game and your participation.</p> <p>Artwork wise, I feel the game designed for tender age, I do like when kids are exploring our era games. The presentation page is quite fat pixelate, color used are ok for the target audience, the pattern is really drawn on purpose, I presume. In the last page, the art level has been raised a little, everything there (sprites + scene assets) seems to be , more consistent and detailed.</p>

Gryzor87, WYZ	Here we have a game that is quite colorful and visually fun. However, upon starting to play, some aspects can feel somewhat unfair, like the first nearby enemy. In terms of sound, it gives the impression of having a bug, as the music doesn't loop with clarity or smoothness. As a suggestion, this connection should be reviewed, and a bit of polish to the gameplay and overall controls wouldn't hurt.
Overall: 20	
Sound: 41	

#15 Titan Ufo



Title: Titan Ufo
Genre: arcade
Author(s): Gamecast
Medium: Disk 720KB
Hardware requirements: MSX, 32KB, FDD

240/600

<p>Santi</p> <p>Overall: 40</p> <p>Mechanics: 30</p>	<p>Titan Ufo is a shooting game where you take control of not one but two ships, trying to stop the enemy UFOs.</p> <p>The visuals are decent, and the music is well selected and accompanies the game quite well. From a technical and gameplay point of view, however, the game could use a bit more work. On the positive side, I think the idea of having the two ships and having to coordinate them is great! So, the game has a lot of potential! But perhaps a few things could be fixed to make this game great! For example: (1) there are only a few types of enemy patterns and once you know them, it's almost impossible to die. If you leave your side ship 1 step below the top, and your bottom ship to the right, you can just play forever without dying, just killing the UFO that appears from the top-left repeatedly, and ignoring all the others. So, more variety in enemy patterns, and ensuring that there are enemy patterns that force your ships to move would be a great addition. (2) the game freezes some times, and although I understand the author added the F1 key to unfreeze the game, I think this should be fixed in the source code.</p> <p>That being said, I like the underlying idea of the game, and given that the current graphics and sound are already pretty nice, with a bit more work, I think this game could be turned into a fun single-screen arcade. Just a bit more work on the enemy waves. So, I encourage the author to push for upcoming versions!</p>
<p>Mumbly</p> <p>Overall: 30</p> <p>Graphics: 20</p>	<p>Seems to be a basic developed game, the look is a bit space invader like.</p> <p>What can I say, there are not that much researches on the esthetic side, if it was the intention to make a basic developed game and to draw everything with basic graphical command without any predefined asset to load, well it's ok, reminds me those listing magazines in which everything was in the code (music, graphics), it inspired me a lot of nostalgia.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 54</p> <p>Sound: 66</p>	<p>This game is reminiscent of an arcade title from the early 1980s or late 1970s with a single-screen setup. However, at times, the game crashes, making it unplayable, and the music gets stuck as well. It might be worth investigating the issue and conducting a code review to address these problems.</p>

#16 Catbox



Title: Catbox
Genre: arcade
Author(s): Gamecast
Medium: Disk 720KB
Hardware requirements: MSX, 32KB, FDD

367/600

<p>Santi</p> <p>Overall: 47</p> <p>Mechanics: 40</p>	<p>In Catbox, you need to navigate a small maze to collect the key before reaching the exit of every level. There are two things that block your way: two enemies that randomly wander around the screen, and boxes that can be pushed out of the way (but that can also block paths, so you have to be careful).</p> <p>Visually the game looks very pretty and colorful, and the melodies that were selected for it, although not composed by the game authors, fit the game well.</p> <p>Concerning the gameplay, this game borrows some elements from classic games like Eggerland Mystery, where you need to push some boxes to create paths to reach the exit. I think the game mechanics is well set up, and with a few improvements, this could turn into a great game. Specially, since they were able to fit many, many levels. The things that I would have liked to see improved are the following: (1) the game difficulty needs some adjusting: since enemies do not chase you, they usually do not cause any trouble, and all you have to do is collect the key and go to the exit; so, levels are too easy and need a bit more challenge. Even after playing many levels, the difficulty never increased, which reduced the fun of the game. (2) the enemies move randomly, and they even go outside of the screen (and into the scoreboard!), I think more care should be put in that, and make them stay within the game area, otherwise, the game often becomes too easy, as they both leave the game area and you don't even have to worry about them. (3) there is too much time in the game, so, it never plays any role. If there is a time mechanic, you need to make the timer be tighter, so that it affects the gameplay in some way, otherwise, it's like not having time.</p> <p>So, overall, I think this game has some potential. It might have some rough edges right now, but with a little bit of work it can be easily turned into a very nice game!</p>
<p>Mumbly</p> <p>Overall: 70</p> <p>Graphics: 75</p>	<p>Nice colorful Sokoban like game with cool music, the atmosphere in general is quite positive, due to the music and colorful graphics, the playability is ok even if I was surprised to see the phantoms floating in score area. Congratulations for this production.</p> <p>The presentation page is really MSX1 Konami looking, the in game graphics are quite cool and colorful, the cat as well as the phantoms are well drawn considering the MSX1 constraints, I have appreciated the atmosphere in general.</p>

Gryzor87, WYZ	Here we have a game that somewhat resembles the famous Eggerland Mystery (1985, Hal Laboratory), where all the puzzles are presented on a single screen. In this case, the objective isn't very clear, as it also includes elements found in SokoBan. However, in terms of sound design, it can be said that it has been done correctly.
Overall: 65	
Sound: 70	

#17 The drop of Abu-Cymbel



Title: The drop of Abu-Cymbel

Genre: platform adventure

Author(s): joesg

Medium: ROM 32KB

Hardware requirements: MSX, 16KB

345/600

<p>Santi</p> <p>Overall: 77</p> <p>Mechanics: 73</p>	<p>As the name hints, "The drop of Abu-Cymbel" is inspired by classic games like Abu Simbel Profanation, and the biggest idea it takes from them is... the difficulty! This game is hard! From the very first jump, you know you are up for a challenge.</p> <p>The visual style is very much in the line of the classic games it takes inspiration from, but with a humorous tone. If you haven't, please read the manual, it's hilarious (specially the original version). The humor is also translated to the game play, where, for example, in the messages in the third screen (shouted by the "TV presenter"?). The music also goes along pretty well, and makes for an appealing package.</p> <p>Concerning the gameplay, all moves fantastically well, although collision boxes might be a bit too big. Of course, as this game is built with MPAGD, a lot of the credit for that goes to the engine creator, but still, as a user of the engine, you still have to use it well. A few enemy patterns seem quite unfair I'd say (like the TV presenter one, which is really hard to dodge, at least for me; or later on, those springs that push you up onto the spikes haha). But I think the difficulty is by design, and that's exactly what the game creators are going for. Perhaps, given the difficulty, something that would be nice would be passwords (for example, each time you go through a gate), so that you can resume your game from there.</p> <p>All in all, I think this is a nice game. Only designed for those people who thrive in difficult games, of course, but if you enjoy difficulty, this game is for you!</p>
<p>Mumbly</p> <p>Overall: 40</p> <p>Graphics: 50</p>	<p>Nice platform game, well designed for the MSX1 platform, the playability is so, I had to experiment a little the game to proceed on the game, but eh, it's me (I'm nit a good player), the music is good, there is an atmosphere, which is good, it's not king's valley, it's the drop of ABU-Cymbel :)</p> <p>For an MSX1 game, the color are well chosen, difficult to make polishing non monochromic sprites on that platform, so the aesthetic is honorable. The characters might be more funny, the rocks' shapes could be better, ornaments could have been placed there and there, but ok there are nothing bad to tell</p>

Gryzor87, WYZ	Here we have a game with clear references to classic Spectrum screen-based games like Profanation. The implementation of sound and music is quite well done. As a suggestion, the gameplay could be reviewed, as at the start of each new game, we have to wait for an enemy to slowly approach us, which can become somehow annoying/irritating in successive rounds.
Overall: 40	
Sound: 65	

#18 Sorcerer Kid Adventure



Title: Sorcerer Kid Adventure
Genre: platform adventure
Author(s): VidaExtraRetro
Medium: ROM 32KB
Hardware requirements: MSX, 16KB

407/600

<p>Santi</p> <p>Overall: 80</p> <p>Mechanics: 75</p>	<p>Sorcerer Kid adventure is a game inspired by classic platformer adventure games, and I think it is a very good example of the genre.</p> <p>I also like the aesthetics of this game very much, and I think the graphics work very well. Perhaps, there are no flashy visual effects, or advanced techniques, but all fits very well and creates a very nice aesthetics. The selected music is also very fitting.</p> <p>From a gameplay point of view, as other MPAGD games in the competition, it moves very very well and smooth, and all the game mechanics work great. As with other MPAGD games, I cannot give full credit for this part to the authors, but still, one needs a good mastery of the tool to be able to produce a good game. Design-wise, I think the difficulty and game screens are quite well designed, and the difficulty is well adjusted. Enough so that in a first play-through, you might complete only a few screens, but in a second, you'll reach farther, and even farther on a third try.</p> <p>Perhaps, if I had to critique something are the collision boxes, which felt a bit unfair (some times I really thought I had not touched an enemy, or had just touched only one pixel, and the game already considered it a collision). So, maybe that one part can be improved a bit (although I am not sure how much flexibility is there for this in MPAGD). But other than that, I enjoyed playing this game very much!</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 75</p>	<p>Nice enchanting platform game for MSX1, with honorable graphics, I had some difficulties to play with it because of the difficulty level which is, in my opinion, could be better managed for a bad player like me :), the bounding boxes detection between the hero and the enemies is really strict.</p> <p>The dungeon atmosphere used here is quite well done, the atmosphere is cool and work well along the PSG music, I like the character, less the enemies sprite, but these are ok. So in general, it's a very good production that we have here, I see some decorative intentions that I do like. Thanks for this</p>
<p>Gryzor87, WYZ</p> <p>Overall: 51</p>	<p>This game is quite well made and follows the screen-based style of classic Spectrum games. The music is quite refined, though perhaps the sound effects could be given treatment to match the quality of the background music. Other than that, it's fantastic.</p>

Sound: 66	
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#19 Sam.Pr Explorer



Title: Sam.Pr Explorer
Genre: maze, adventure
Author(s): Fausto Pracek
Medium: ROM 256KB
Hardware requirements: MSX2, 64KB

350/600

<p>Santi</p> <p>Overall: 50</p> <p>Mechanics: 50</p>	<p>Sam.Pr Explore is the second Sam.Pr adventure we get in the competition. This time, the labyrinths got smaller, but there are enemies and traps that need to be avoided, and we also get MSX2 visuals.</p> <p>Visually, the graphics nicely exploit the MSX2 capabilities, although if I could mention a few things where they can be improved I would suggest improving the consistency in graphic styles. For example, some background images (like the death/game over/win images) look scanned, whereas the in-game gfx look drawn, making them not fit very well. But other than that, I think the visuals are a significant step up from the previous game!</p> <p>Gameplay and technical-wise, I think this game improves the playability of the previous Sam.Pr significantly too, and the introduction of enemies and hazards makes for a more enjoyable gameplay. There are a few things that I think could be improved technically/gameplay-wise though, that could make the game even better: (1) I think there might be some bug in collision detection, as a few times my character has just died out of nowhere, with no mummy or swords nearby. (2) Collision boxes with mummies are a bit too big vertically, (3) there are a few graphic glitches that could use some work. For example, sprite drawing should be sorted (draw those sprites in a higher "y" coordinate first, and those with lower "y" coordinate later), and room redraw is very visible when picking up a key, for example. That being said, I think that this version of Sam.Pr is a step up, and with a few small touches here and there, and maybe a bit of enemy variety, could result in a very nice game (maybe a third Sam.Pr game? :))</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 70</p>	<p>Exploring genre game, commands response are slow IMO, but it's playable. Music is good, good atmosphere during the gameplay. Some effort has been made from a presentation/aesthetic perspective. Thanks for your valuable participation on this session</p> <p>The presentation page is quite cool, great colorful page, that's pixel art, great colors and shape. The ingame scene assets could be better decorated IMO, just picky thoughts, I like the mummies' shape sprite, the player as well. I just find the pics a bit weird, meaning that these are not really pics designed and placed randomly meaning sometimes closed to each other that gives an amount of pixels on screen, which is not really esthetic. Aside from that aspect the overall design is good, thanks for this game.</p>

Gryzor87, WYZ	In this game, we come across well-crafted music and digitized sound effects, such as the screams that play during the game over screen. While the sound design is quite solid, something important to review would be the gameplay, level design, or enemies. For a maze-like game, perhaps more variety is needed. Additionally, having a set of 2 or 3 background tracks depending on the difficulty level could enhance the experience.
Overall: 52	
Sound: 68	

#20 Molotov



Title: Molotov
Genre: platform, puzzle
Author(s): joesg
Medium: ROM 32KB
Hardware requirements: MSX, 16KB

409/600

<p>Santi</p> <p>Overall: 77</p> <p>Mechanics: 74</p>	<p>As expected from a game by joesg, Molotov is very high in humor. Read the instruction manual, as it is definitively worth it. Molotov is a single screen-platform game where your goal is to collect the three items necessary to create a bomb and destroy certain institutions. But be careful, since once you collect all three you character has very limited time to make it to the target on time, or it will blow himself up!</p> <p>I think this game works very well both visually and audio-wise. Graphics are clear and nicely drawn. No fancy visual effects, but all works very well together.</p> <p>From a gameplay/technical point of view, as with other MPAGD games, the player control is great, the platforming feels very natural and all is very responsive. Again, I cannot give full credit for this, since credit goes to MPAGD, but still, I need to give some credit, since the author still has to have some skill and care to craft a good game with it. In this case, I think levels (with maybe a couple of exceptions as I will mention below) are well designed and result in a fun and decent challenge. Do not expect an easy game, but not as difficult as The Drop of Abu Cymbel. If I can critique one thing, it is that some of the enemies are just very irritating. In particular, the slow walking elderly. If you get stuck behind one of those... well, I honestly just accelerated the emulator. I think they should walk a little bit faster, so that they are still a nuisance, but the player does not feel frustration.</p> <p>Other than that, I think this is a nicely designed game, with a high doses of humor and good platforming.</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 65</p>	<p>Platform game designed on MSX1 platform, with energetic music, the game graphics are not that bad. The animations are smooth, a bit too quickly IMO, the controls are also special but in the overall it's a good game.</p> <p>What I have appreciated first is the character sprites, there, you see some researches to present something fun. The atmosphere is quite well presented, pixelated, but ok. The manual design is really colorful and the first page is really representatives of the game atmosphere.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 63</p>	<p>We love this game! It's fast, dynamic, and the music and sound effects are very fitting. Being a game reminiscent of the Spectrum classics, it could perhaps have had a touch more</p>

Sound: 70

richness in the graphics (more suited for MSX) and better balance in some screens that feel quite challenging. But overall, the concept is not bad at all.

#21 Qbert



Title: Qbert
Genre: arcade, puzzle, action
Author(s): Jelle Roggen
Medium: DSK 720KB
Hardware requirements: MSX2

372/600

<p>Santi</p> <p>Overall: 71</p> <p>Mechanics: 70</p>	<p>This entry presents a version of the classic Q*bert, with a few variations, which we will discuss more below.</p> <p>One of the biggest differences with respect to the original Q*bert game, is that this one scrolls! And scroll is at pixel resolution, which must have been quite a challenge. Technically, I think that is impressive! I don't think the game exploits the fact that there is scroll very much though as levels seems similar (although not identical) to the original Q*bert game, which did not scroll. I would have imagined that having scroll would allow for having larger levels, so that this new feature is exploited, but as far as I could reach in the game, this was not the case. As a result of the scrolling, the game moves a bit slower than the original, but I did not think this was much of a problem gameplay-wise, as it gave you time to think the next movement, and controls were good and natural.</p> <p>Difficulty is also well adjusted, and levels start easy, but starting at Level 3-1 you need to plan your route very well, or you will be circling around the level endlessly!</p> <p>So, overall, I did like this version of Q*bert, and maybe there were only a few things that I would have improved: (1) given we have a scrolling engine, I would have liked larger levels that exploited this fact (otherwise it's hard to justify having scroll, given that it makes the game a bit slower), (2) the remaining lives are drawn almost in the middle of the screen, which is very strange and gets in the way, I suggest moving this to a corner of the screen (top-right, as usual, maybe). Other than that, I thought this was a nice version of Q*bert for MSX2, with nice quality-of-life improvements such as a password system, etc."</p>
<p>Mumbly</p> <p>Overall: 50</p> <p>Graphics: 60</p>	<p>An MSX2 version of QBERT, with more colors and a better playability.</p> <p>The presentation page could be better, I see there an intention there to distort shapes like for kids drawing, nothing bad, which is not my taste but it's ok. I do like the menu idea in which the character is displacing to indicate the menu item to interact with, it's cool. The in game assets are better designed, even basic, the rendering is good, colors are great, but there a clear lack of animation as well as the enemy sprites could be more colored compared to the original. Excepting those small remarks, nothing bad, the game is well responsive, colored. Thanks for this production.</p>

<p>Gryzor87, WYZ</p> <p>Overall: 56</p> <p>Sound: 65</p>	<p>This proposal features good music and vibrant colors. It's unclear whether it's due to the programming, but the game can feel somewhat slow between screens. If these aspects were refined and the overall speed increased, it would improve significantly.</p>
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#22 Robo Race



Title: Robo Race
Genre: Boardgame adaption
Author(s): Maximilian Wöhrl
Medium: ROM 45KB
Hardware requirements: MSX1, 64KB

451/600

<p>Santi</p> <p>Overall: 74</p> <p>Mechanics: 72</p>	<p>Robo Race is an MSX version of the board game Robo Rally. The game mechanics is quite interesting and consists of having to program a robot to accomplish a certain task faster than the opponent robots. To do so, you are given a random set of actions (like advance, rotate, etc.) and you have to select a few of those and assign them to your robot in the order you want them to be executed. After all robots have been assigned actions, they are executed and we see the effects. Plans do not always go as expected, as actions are executed in parallel with the other robot actions, and there are also environmental hazards.</p> <p>Visually, I think the game does a good job, and all actions, robots, and environment are very clearly distinguishable. Perhaps if I could critique one thing, it is the title, which looks scanned, and does not fit very well with the rest of the art style. But other than that, I think the game is visually appealing.</p> <p>Technically, I think the work is very well accomplished, and things like scrolling, action execution, interactions, and even the opponent AI to choose the actions they will execute (I would be interested in learning more about how this was done) are very well done. There is only one thing that I would critique of this game, and it's speed. The execution phase is very slow and gets rather frustrating, specially if playing large maps. I would have liked to be able to either accelerate or skip the execution phase. If this can be fixed, I think this can turn into a very enjoyable strategy game since all the basis is already very solid!</p>
<p>Mumbly</p> <p>Overall: 80</p> <p>Graphics: 85</p>	<p>Really surprising game on the MSX1 platform, those tactical games (I don't know if it's the right genre family for this game, but that's the one popping up in my mind) are quite uncommon on the MSX platform (I have a limited knowledge on the MSX portfolio, to be honest). I do like the concept. The level design is well made, the music is one that goes along with this kind of game for me, thanks for your valuable participation on this competition.</p> <p>First of all the game is rendered with smooth animations, the icons and game assets are colored and very identified, from a game legibility perspectives, the logo, even pixelated is quite cool for an MSX1 production. I do like the concept and the atmosphere (the music is well aligned with this kind of game)</p>

Gryzor87, WYZ	This is a truly interesting proposal based on turn-based gameplay with random movement distribution. The sound and music is really well implemented, and as a suggestion on gameplay, it could be adjusted to always ensure that at least one favorable card appears. Sometimes the rounds are entirely unbalanced compared to our intentions, which can feel a bit frustrating.
Overall: 70	
Sound: 70	

#23 Binary Battle



Title: Binary Battle
Genre: RPG, dungeon crawler
Author(s): Haplo
Medium: ROM 32KB
Hardware requirements: MSX1, 16KB

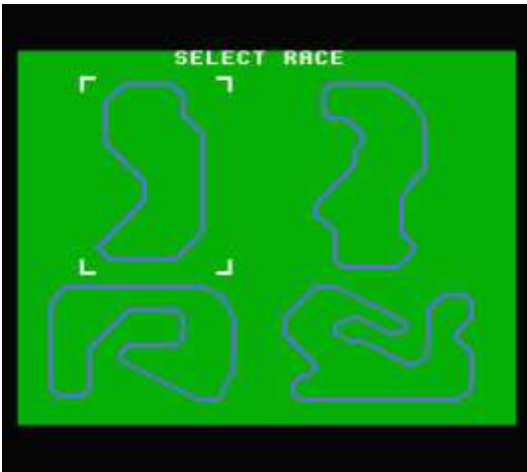
364/600

<p>Santi</p> <p>Overall: 72</p> <p>Mechanics: 75</p>	<p>In Binary Battle we find an example of a modern roguelike, set up in a computer desktop environment where we navigate folders finding and destroying viruses.</p> <p>Although very simple, I like the visual and consistent art style that works well with the game (and the game cover art, specially the one in the manual is very nice!).</p> <p>Concerning the technical aspects and game mechanics. I have to admit that I am a big fan of roguelikes, so, I was bound to already like this game from the moment I learned it was a roguelike hehe. I think that the mechanics works well, and although it perhaps starts a bit too easy (so easy that you can ignore most of the mechanics initially, like overheating), it gets harder and harder in later levels. The recreation of the desktop environment, moving the pointer also works very well. Perhaps the one thing that I found confusing is navigating around folders. It was very hard for me to remember where had I already been and where I had not been. So, I wonder if some sort of minimap (filesystem tree structure) would be possible to guide the player there (maybe via some item that you can buy, so that the player has to earn the right to look at the map?)</p> <p>So, overall, this is a stylish roguelike for the MSX (and we don't have many of these! so this is a welcome addition!), that might not have complex of fancy visuals, but with a decent game mechanics that make for an interesting game once you learn how the different aspects of the game work, and understand the strategy to follow!</p>
<p>Mumbly</p> <p>Overall: 60</p> <p>Graphics: 45</p>	<p>that is a very special "game", I wasn't really excited first when playing but then I saw some humor, and then my interest has grown, I do like it since it's very "special" (the thing with the bitcoins...)</p> <p>Now from a cosmetic perspectives it's really basic, you might say it's not the purpose here, but I would have made some research to make icons a bit funnier, thanks for this production, the idea is cool (never seen that before).</p>
<p>Gryzor87, WYZ</p> <p>Overall: 70</p>	<p>In terms of sound design, this game only features a handful of sound effects. However, the gameplay stands out as a fascinating concept, simulating navigation within an environment resembling an operating system. As a suggestion, the few sound effects present could</p>

Sound: 42

perhaps have been developed further, but the overall game proposal is undeniably original and interesting.

#24 Racing



Title: Racing
Genre: Race
Author(s): bosh77
Medium: ROM 128KB
Hardware requirements: MSX2

393/600

<p>Santi</p> <p>Overall: 70</p> <p>Mechanics: 74</p>	<p>Racing is a classic top-down racing game in the style of classics like Super Cars or Micromachines. You will first do a qualifying lap to determine start position, and then race against all the other opponents.</p> <p>Visually the game is very modest, with very schematic graphics for the tracks. But maybe that is part of the appeal of the game, as it does have a very classic look and feel which I really like. I also really liked that there were different cars with different properties, that give the game replayability. This was neat, and I enjoyed playing the game with different cars! One thing I think I saw is that maybe there is rubberbanding? (enemy cars being faster if they are behind you?)</p> <p>The mechanics are very straightforward: accelerate and turn to reach the goal faster than your opponents. But even with this simple mechanics, the game is fun, and hooked me enough as for finishing the whole game with different cars, just to experiment! Technically, things are also quite simple, but work very well. There is very little in terms of physics simulation (no skidding, for example), but it seems that's not necessary to make the game fun. Perhaps there are few things that I would suggest improving in the game to make it even better though: (1) the most important thing are collisions. They do not feel fair: you crash an enemy from behind and you slow down, while they keep going; they crash into you from behind, and ALSO you slow down and they keep going! I think that should be improved to make is symmetric and be more fair. (2) turning: as it stands, the game turns ""step by step"" (you press the turn key once, and the car turns 1 step, if you want to turn more, you repeatedly press the turn key). I think it'd be more intuitive and more in-line with standard racing games, if you could just keep pressing the turn key and the car would turn continuously. Perhaps with a few more in-between frames for the rotation, to have finer control. (3) Turbo: this one I am not sure about, but is there any penalty for using turbo? I basically played with turbo always pressed, and it never ran out. Maybe there should be a maximum amount of time you can use turbo? With these small adjustments, I think the game could gain in enjoyability and make a good game even better!</p>
<p>Mumbly</p> <p>Overall: 65</p>	<p>Little cute racing game, rendering is great and smooth for the MSX 1 platform.</p>

Graphics: 50	Ok, an MSX1 game, the game rendering is fluid to me which is great, from a graphical perspective, everything is minimalistic like playing with matchbox cars, which is cute, the rotated cars sprite patterns gives a good feelings of movement, the start logo page is okish, lack of colors, meaning sober. The interest of the game is really in the simulation so I cannot say anything else. Thanks for your participation, it's a very well developed game.
Gryzor87, WYZ Overall: 65 Sound: 69	This game is fast, dynamic, and quite addictive. The sound design is adequate, and perhaps an enhancement to the track visuals could be suggested. Additionally, incorporating a two-channel soundtrack to enliven the races and heighten the tension of the atmosphere would be a great touch.

#25 Beep



Title: Beep
Genre: Puzzle
Author(s): Breinthee
Medium: Disk 720KB
Hardware requirements: MSX1, FDD

430/600

<p>Santi</p> <p>Overall: 80</p> <p>Mechanics: 82</p>	<p>Beep is an action puzzle game, where we need to find the correct sequence of moves that allows the player to collect all the items in a level, while dodging enemies and other hazards.</p> <p>Graphically, the game is very minimalistic. But I think this is by design, and the game looks very stylish and slick. Sound is also good I think, no music in-game (only in the title), except when fighting the final boss (yes! there is a final boss!). And using Vangelis' music as the final boss music the authors already gained my support :)</p> <p>From a gameplay/technical point of view, I think the game works very well, and all seems very well implemented. Although the game might seem simple, there are a few details that show attention to detail (such as the trace that the player leaves when moving). A bunch of other things such as passwords to start from the last level you finished, the different game modes, and even adding a final boss, are great additions to the gameplay. The controls work really well, and it moving the character feels very good.</p> <p>So, overall, I think that, while simple, this game is very well implemented, with very consistent style. The only one negative thing I could say about it is that it feels very short. This might be a good thing, as it means that I was left wanting for more. But if the authors are willing to continue working on it and add more levels, I think not just me, but many people will be very happy!</p>
<p>Mumbly</p> <p>Overall: 70</p> <p>Graphics: 55</p>	<p>BEEP is a well made puzzle game, even if some effort has been achieved to improve the overall atmosphere, the overall design stays minimalistic, which is not an issue for this kind of game. I have really appreciated the attention given to the level design here, it's really designed in a smart way.</p> <p>From a presentation perspective, the game is really monochromatic, the player as well of the rest is really tiny to let enough space to the level design, which is the most important aspect of the game. I like the knight displacement animation, the level design is really well made, even if this judgement is not really in my shop, it's not costly to underline it, so this is addictive, ok the graphical aspect is quite basic, but the interest of this game is not graphical.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 70</p>	<p>Despite being made with only two colors (white and blue), this game proves to be very solid and well-executed in both graphics and sound. It is well-balanced and highly addictive. As a</p>

Sound: 73	suggestion, a one- or two-channel soundtrack could be added to each level to make the gameplay more engaging, but overall, everything is very well-balanced.
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#26 A Great New World



Title: A Great New World

Genre: Strategic puzzle

Author(s): Phaze101

Medium: ROM 48KB

Hardware requirements: MSX1, 16KB

note: 0.4 points extra as tie breaker with Robo Race

451⁴/600

<p>Santi</p> <p>Overall: 82</p> <p>Mechanics: 80</p>	<p>A Great New World is a rather interesting skill/simulation game where your goal is to manage the population of the world to maintain the enough of the different types of individuals alive to make your world prosper. The game consists of a series of 4 phases that repeat in iteration (catastrophe, bonakovsky, bottling and predestination), the latter three involving a minigame for the player to solve to get the best results possible.</p> <p>Audio visually, the game is fantastic. The music is great, and the graphics are really well made. The atmosphere that the game creates is really well done, creating the sensation of this dystopian future very well. And it all has a very consistent art style that makes it all fit very well.</p> <p>Gameplay-wise, from the player perspective, it all consists on a series of minigames where you basically require skill and coordination. The first two minigames require you to have good timing and reflexes, and the last one is more about remembering exactly which are the elements that you want to collide with the embryo and which you do not. The first two minigames are great, and work very well. But I don't think the last mini game works very well. The problem for me is that it is too long, and gets repetitive very quickly. So, in a given playthrough of A Great New World, you are mostly playing this last minigame most of the time. Also, perhaps I would have liked some sort of progression in the game. For example, this is a possible idea: maybe in the first iteration everything is automatic (with poor results in each of the phases), then in the second we unlock the ability to do the first minigame manually (so that we can start to improve results), and if we do well, for a few iterations, we then have the option to also do the second process manually if we want (so that we can start doing even better), and finally later in the game, unlock the last mini game (but always allowing the player to skip any of the minigames, even if the outcome of that phase might be bad). Anyway, just a suggestion!</p> <p>So, in summary, I think this is a very interesting proposal, and a very original game, that is very well polished, and has really nice graphics/music and atmosphere! Perhaps, the full gameflow needs a bit of tweaking to hook the player, but the foundation for a really interesting game is there, and it sure makes for a very interesting experience the first time you play!</p>
<p>Mumbly</p>	<p>Really surprising game on which I've spent time (firstly to understand the concept), the concept is a bit out of the fields, which I appreciate, the overall presentation and graphics are</p>

<p>Overall: 70</p> <p>Graphics: 70</p>	<p>good for an MSX1 platform, congratulations for this production, I do appreciate also the effort achieved in the game tutorial.</p> <p>Original presentation page and graphics, the hues and legibility of the graphical elements are well managed in the game pages. Some drawings are there for the game immersion and atmosphere, which is also great.</p>
<p>Gryzor87, WYZ</p> <p>Overall: 70</p> <p>Sound: 79</p>	<p>Everything in this game fascinates us. The sound design is highly fitting, it creates an intriguingly mysterious atmosphere, and it explores a complex dystopian theme. The gameplay is unpredictable, making it feel like solving a riddle, as you can never anticipate what will happen next. It might lack variety in level design, as so far (after progressing quite far), the game features essentially three main scenarios: selection on the Gaussian curve, embryo distribution, and substance supply to the embryo. Nonetheless, it's a very interesting concept with remarkable internal cohesion.</p>

#27 Room 5



Title: Room 5
Genre: Puzzle, adventure
Author(s): MO5.com
Medium: ROM 48KB
Hardware requirements: MSX1, 16KB

484/600

<p>Santi</p> <p>Overall: 88</p> <p>Mechanics: 90</p>	<p>Room 5 is a platformer puzzle game, where you find yourself in a sort of mysterious hotel and need to reach ""room 5"". Other than the game mechanics, a big part of what makes this game so appealing is the mystery atmosphere. This is very well achieved thanks to the music, the visuals, and the mystery phone calls pushing you forward.</p> <p>Visually, I really like how the game looks. I have always loved games with very small graphics and very detailed rooms, and Room 5 achieves exactly that. I love that there are many small things here and there (like the animated white noise in the TVs, the timed-switches that slowly roll back to their original positions, etc.) that bring the rooms to life. All the graphics are relatively simple, but well drawn and with a very good aesthetic taste.</p> <p>Concerning the gameplay, your character is limited to moving left/right and interacting with objects. You are allowed to fall down from platforms, but you cannot jump, and this plays a key role in puzzle design. The first rooms are very simple and just require you to find everything you need to interact with (turning on lights, picking up keys, placing batteries in battery boxes, etc.) but as you progress in the game, rooms get trickier and you need to find the correct sequence in which elevators need to be activated, etc. Increasing the challenge bit by bit. Movement and collisions all work very well, and as mentioned above, I liked that there are lots of small animated things and details in the background, which speaks to a nice care for detail. If I had to critique something, I would have liked to have a key to accelerate time, as some times you find yourself just waiting and waiting for elevators. But other than that, I think all works really well to make a very round game. Having passwords to continue your game, multiple languages, and even an online high-score table, are also great additions that speak again for the care for detail of in the game.</p>
<p>Mumbly</p> <p>Overall: 90</p> <p>Graphics: 70</p>	<p>Room 5 is really what I like in terms of atmosphere, meaning mystery, it's very disturbing to know that the game has been built online. The in game mechanics as well as the minimalistic but well done animations are really cool. I do think that game could be ported to any platform as the basic principle is simple but really efficient.</p> <p>Oooh those games I like, if you put mysteries into a game, I'll be hooked for sure, and this one is well done, the atmosphere is well set. The gfx are simple with minimalistic animated pixel art but well designed, which is a good way to make working the player's imagination. To summarize, the interest of this kind of game is not the presentation aspect, but small attentions in the character and object animations here are noticeable and are a + for me.</p>

	Thank you for this production, it was really a pleasure, for me, to experience it, chapeau bas les Français !!!!
Gryzor87, WYZ Overall: 75 Sound: 71	This game is impressively polished both in terms of graphics and gameplay. Its minimalist visuals are tastefully executed, and the controls respond brilliantly. Without a doubt, this is a well-crafted and highly refined creation.

#28 Super Sokoban



Title: Super Sokoban
Genre: Puzzle
Author(s): 2NICE
Medium: ROM 128KB
Hardware requirements: MSX2, SCC

458/600

<p>Santi</p> <p>Overall: 82</p> <p>Mechanics: 75</p>	<p>As the name clearly indicates Super Sokoban is a reimplemention of the classic game Sokoban, for MSX2.</p> <p>Audiovisually, I think this is the best looking Sokoban I have seen for MSX. Looks great, sounds great, and the control is also great (well, when changing the speed to a faster speed, as the default is way too slow hehe).</p> <p>From a gameplay point of view, there is, of course, nothing new. This is Sokoban. But it is a very well implemented Sokoban. So, like other MSXDev entries that are remakes, I cannot give credit for the originality of the gameplay, but I can definitely give credit for a very good implementation of the game idea. I have to admit it was a pleasure to play, and when I was testing it, I had to force myself to stop playing, since it was too tempting to ""ok, just one more level"". Although game A is the real thing, I think having game B is nice for those who do not care for optimal sequences, and just want to enjoy the game without too much challenge. The password system is also great to have, so that we don't need to restart every time.</p> <p>So, all in all, this is Sokoban, we know what we are getting, but it's the best implementation of Sokoban that I have myself played on MSX.</p>
<p>Mumbly</p> <p>Overall: 80</p> <p>Graphics: 70</p>	<p>MSX is deserving a descent Sokoban version, I think this version could achieve this mission, there are some extra that gives more impulse to the experience, the progressive puzzle level is well made, very good achievement here music and dev side, congratulations to the authors.</p> <p>We are in screen 8 here mode if I'm not mistaking, the menu logo is simple but make the job well, the colors are well chosen there, regarding the rest I feel really like on a mobile game, meaning that the colors are flashy (as it should be on the MSX), even if there a lot of Sokoban clones, this one is smelling good, at least quality in term of playability. The in game GFX are good, with colors well chosen, no bad taste exposed, and it's enough for a (super) Sokoban</p>

Gryzor87, WYZ Overall: 70 Sound: 81	We're not certain if this game is a port of another Sokoban (a type of puzzle game that gained significant popularity in the 1990s). Regardless, this proposal is impressively polished and offers a very smooth gaming experience. Its sound design is quite well executed.
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#29 Puzzle Pals



Title: Puzzle Pals

Genre: Puzzle

Author(s): Furcifer Studios

Medium: ROM 128KB

Hardware requirements: MSX2, 64KB, 128KV, MSX - Music

474/600

<p>Santi</p> <p>Overall: 75</p> <p>Mechanics: 70</p>	<p>Puzzle Pals is a puzzle game where we need to connect pieces of the same type making at least 3 of them in a row. Depending on the game mode, the goal is to either remove all the pieces of the screen, or make a given number of lines.</p> <p>Visually, the game looks slick, and well polished, and the soundtrack works very well with the type of game.</p> <p>The game mechanics borrows from many of the usual "connect 3" games, with the twist that there are three different characters, and each of them swaps or rotates pieces in a different way, creating a bigger challenge. For example, the third character skips a piece in the middle, effectively dividing the screen in between "even and odd" columns. The game also has a pretty large set of levels (more than 40!), which should ensure you have fun for a long time. I think that with these nice twists the game works quite well, and there are only two things that I would perhaps critique, and that if solved I think could make this game much more enjoyable! The first is the difficulty progression. I feel like some levels are quite hard, and then the next one after that is super easy. I think they need to be maybe re-sorted. For example, levels 5 and 8 are relatively challenging, whereas 6 and 7 are very easy. And the second are the controls. The keyboard is not very responsive, very often, I do a keypress and the game does not respond. It feels like if the game was polling the keyboard at certain intervals and if the key was not pressed exactly at the point the keyboard was polled, the keypress is not registered. This is a small detail, but it really affects playability. So, I encourage the authors to take a look to improve at least the keyboard issue.</p> <p>There are other small technical details that I wanted to note, such as the use of a varied-width font, which is not common in MSX games, and was a nice technical addition.</p> <p>So, overall, I think this is a very nice puzzle game, that perhaps just needs a couple of small adjustments to be turned into a great game!</p>
<p>Mumbly</p> <p>Overall: 85</p> <p>Graphics: 91</p>	<p>Cute and well-designed puzzle game, A big effort has been achieved into the presentation and the overall atmosphere of the game.</p> <p>I really do like the menu page design, simple but really effective. The ingame look is very charming with warm colors, the color palette is really well chosen, The top banner is really</p>

	giving a plus in the overall game atmosphere. Really impressive thanks to Furcifer studio for this, the GFX level is really high here.
Gryzor87, WYZ Overall: 70 Sound: 84	Everything about this game is stunning: the graphics, the music, the effects, and the gameplay. It has all the qualities of a solid commercial proposal.

#30 Fort Knox



Title: Fort Knox
Genre: Arcade
Author(s): Gamecast
Medium: Disk 720KB
Hardware requirements: MSX1, 32KB

199/600

<p>Santi</p> <p>Overall: 40</p> <p>Mechanics: 30</p>	<p>In Fort Knox you take control of a prisoner stealing bags of gold from an apparently abandoned mine. To do so, we need to take bags of gold one by one onto our cart, avoiding the eggs that are dropped from a flying bird.</p> <p>Visually, the game looks decent, and the character and levels look pretty good and colorful.</p> <p>Gameplay-wise, the game mechanics is clear, and the ability to move the cart with you is nice. So, that you can place it wherever it's more convenient for you in each screen. However, the game suffers from several bugs and issues that should be fixed. For example, when picking up any object, the eagle resets position. This might seem like it does not matter, but it does because since you can pick up the cart and take it with you. You just need to take the cart with you around the level (and you can even take it up and down stairs), and at any time, you drop the cart and pick it up again, and the eagle resets. So, the eagle can from now on be ignored, as it will never be any danger to us, we just keep dropping and picking up the cart. Since the eagle is the only enemy in the game, it means that one can now freely walk in the level without any obstacle, which makes the game too easy.</p> <p>Overall, this game has some promise, and with a bit more work to address the issues above, and make it more responsive and a bit faster, it could turn into a nice game!</p>
<p>Mumbly</p> <p>Overall: 5</p> <p>Graphics: 40</p>	<p>Fort Knox is a puzzle game, the overall atmosphere is funny due to some character design, the character control has some issues IMO, reminds me the very first arcade generation games.</p> <p>Aaaah remind me the very first arcade game I'm playing with (Money Money), I like those colored atmosphere, there are not that much effort to set the atmosphere here but the essential is there, the way it is drawn is funny with a good selection of colors, certain scene assets could be more elaborated IMO compared to the player and condor character, but it's not essential. Thanks for this production even if I had in the current version some bugs when climbing I don't know why, certainly me</p>
<p>Gryzor87, WYZ</p> <p>Overall: 35</p>	<p>This game closely resembles a 2007 entry called Bag Man, presumably presented by the same studio or individual. That said, there are some gameplay bugs related to the enemies. The controls and movement also exhibit significant artifacts when descending stairs, making</p>

Sound: 49

gameplay somewhat frustrating. As a suggestion, revisiting the code to ensure these actions are obstacle-free would be a valuable improvement.

#31 Doomlings



Title: Doomlings
Genre: arcade, puzzle
Author(s): Totta
Medium: ROM 256KB
Hardware requirements: MSX1, 64KB"

480/600

<p>Santi</p> <p>Overall: 80</p> <p>Mechanics: 95</p>	<p>I would perhaps describe Doomlings as "reverse Lemmings". In this game your goal is to make sure Doomlings die, rather than be saved! To achieve this, you have at your disposal a set of tools that you can place around the map to kill them or affect their path.</p> <p>I honestly think this game is brilliant. From a technical point of view, I am really impressed about the engine, and how all the small Doomlings move around the map interacting with all the elements, and how it is done in a way that keeps a decent frame rate. So, kudos to the creator. And in addition to being technically impressive, the game is fun! So, what else could we ask for!</p> <p>Given this praise, I do want to explain my score a bit, since I really want to give a very high score to this game. But I cannot give full score to the game, as it seems the author ran out of time, and we are seeing only a demo of the game (very few levels), and there were some left over bugs (the game crashed on me once when I gathered ALL my Doomlings into a single tile and placed a mine there, for example). I am still keeping a very high score in gameplay, since I think that is brilliant, and just deducting points in my overall score due to the game not being fully finished. But that being said, I really, really like this game. So, I hope to see a finished version soon, which I will be eager to keep playing. So, congratulations to the creator, since this was my favorite game of the MSXDev this year in terms of gameplay/technical aspects.</p>
<p>Mumbly</p> <p>Overall: 80</p> <p>Graphics: 75</p>	<p>Interesting principle to reverse the Lemmings concept, also impressive that this proof of concept has been fully made in almost one month. The gameplay is really enjoyable and the art part, even if it's a bit inspired by the original game, is great. I do like to experiment the different options until finding the best approach to kill them, congratulation for this POC.\</p> <p>The presentation page is okish: good logo and a background, the two game characters are a bit too high IMO and should be less pixelized in my opinion, but it's ok. The in game graphics are great, I do like the environment, the fluidity of the animation The icons could be better (I didn't understand, for some of them what are their capabilities without experiment those in the game), but these are 8*8 pixels on MSX1, so I understand the constraints there, it's very difficult to render those icons self explainable with so few pixels.</p>
<p>Gryzor87, WYZ</p>	<p>A fresh, original, and slightly playful/cheeky concept brings back the classic Lemmings (Psygnosis, 1991) but with a clever inverted twist. It showcases highly detailed graphics, and</p>

Overall: 70	although it's limited to just five screens, adding more levels could significantly expand its scope and introduce additional puzzles, enhancing its depth.
Sound: 80	

There you have it, the complete MSXdev24 result report from the jury panel. A fair and unfiltered judgement of all the submitted games from this edition.

End notes

FROM THE ORGANIZATION

We, John and Róman, would like to extend our sincere gratitude to everyone involved in this year's development competition. We appreciate the contributions of all participants, donors, sponsors, jurors, and those who assisted in making it a success. Thank you; your efforts have been exceptional.

Awesome!

FROM SANTI

I don't think I can emphasize enough how much I owe to the MSXdev competition. It has not only provided me the necessary motivation to finish many games, but it has helped me in many other ways. Our lives go through ups and downs, and it was during one of those "down" periods in mine when I found MSXdev and decided to participate. The daily motivation it provided lifted me and helped me get through some pretty tough personal moments. So, being a juror this year has given me the chance to repay at least a tiny fraction of what MSXdev has given me!

Having participated in the competition as a contestant several times, this year it was very interesting to be on the other side. As a participant, once the competition results were published, it was often very easy for me to say "oh, come on! game X should have clearly been rated higher than Y!". But this year I got a taste of how hard it is to rank these games! How do you compare two games when one is done with an existing engine, and the other from scratch? When one is a small, very well polished game, and the other is a large ambitious game, but that is perhaps a bit rough around the edges? Or two games that were made for different MSX generations? While some games were clearly ahead of others, the game-by-game scores were pretty hard to set. So, I tried my best. I hope to have been fair to all games.

Other than the difficulty of scoring games, the other two things that stood out for me this year are: (1) the number of entries (over 30 games submitted!), and (2) the originality of some of the game ideas. While most games adhered to classic gameplay patterns, there were several that were quite unique. I liked that! While we all love to play a platformer game or a classic puzzle game, it is super cool to be presented with a new type of gameplay every once in a while.

Thanks to the MSXdev organization for all the hard work they put in taking care of every aspect of the competition, which is a lot of work! Also, thanks to all participants for putting in the long hours needed to create each of the games. I hope we have many more successful future editions of MSXdev, and look forward to contributing to them either as a participant, or, like this year, helping out reviewing games.

Congrats to everyone involved for another successful edition!

FROM GRYZOR87

The contest provides a great opportunity to explore ideas and attempt to develop some concepts through the MSX, a computer designed in the early 80s to make computing accessible to families. As a contest, it is particularly valuable to learn about other people's perspectives and take feedback as purely constructive, focusing on areas for improvement and addressing errors. Throughout my daily job, I've always been greatly motivated by practice and trial-and-error. Any progress I've made is due to the mistakes I've made and the flaws others have pointed out to me. I believe this is the primary goal of the contest—helping us achieve something constructive.

I want to thank the organizers for inviting me to this edition for the second time. The opinions expressed by WYZ and myself regarding each project are entirely our own responsibility, and we share them with the aim of constantly improving and striving to create the best possible experience for each title. All the suggestions we've provided—whether in the sound design or other aspects—are undoubtedly optional and can be taken into account or not. However, based on our experience (more as players than as programmers or musicians), this is something we've engaged with since we were children, whether using MSX systems or interacting with other platforms (consoles, arcades, electromechanical machines, billiards, or even pinball machines). Universally, we can say that a great game is one you're eager to return to for whatever reason—whether it's addictive, intriguing, interesting, challenging, fun, etc.

Good luck to all participants, and I wish you the best for your present and future projects. Let's ensure that the MSX legacy lives on!

FROM WYZ

MSXdev is something truly special. For 20 years, this contest has been at the heart of the MSX programming community, and I've had the wonderful chance to participate both as a programmer and as a judge. It's more than just a competition; it's become one of the backbones of how we create for the MSX system, HW&SW.

At its core, MSXdev is all about quality. It's not just about showing off your skills—it's about pushing yourself to new limits and keeping the MSX spirit alive. As the MSX system evolves, so should the contest. We need to adapt and grow without ever losing that touch of excellence that has always set MSXdev apart.

I also want to say that it's been an absolute pleasure sharing this journey with such an amazing group of fellow judges. Working alongside with Gryzo87, we've celebrated creativity and helped each other see things in new ways.

Here's to continuing the tradition and seeing MSXdev evolve alongside the MSX system, always keeping quality and passion.

Game Over

And with that, it's a wrap! MSXdev24 is over. It's been a fantastic year with lots of new MSX games as a result.

Hope to see you all in the next edition.

STAFF

Róman van der Meulen - Project lead

John Hassink - Project lead

Raul Portales - editor

Arnaud de Klerk - Hosting games online

Julio Marchi (MSXall) - Resource provider for msxdev.org

José Andrés Gil – Web Site administration

Santi - Juror

Mumbly - Juror

Gryzor87 – Juror

Wyz - Juror

THANK YOU FOR PLAYING!

FIN
