



## **COMING SOON TO A MONITOR NEAR YOU**

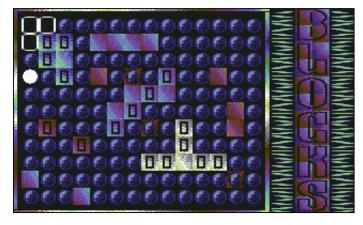
Zzap! 107's ringleader is a man who claims to be descended from Oompa-Loompas. Despite this affliction, Gazunta manages to peer into his crystal ball, where he spies the future of Commodore gaming.

Last year saw plenty of new games hit the C64 scene. Next year looks like it's going to even better for the world's greatest retro gaming machine, as expert coders and artists alike are pushing the hardware well beyond its supposed limits. Here's a quick peek at the hot software you should watch out for over the next few months.

First off, we have *Blocks*. It's a puzzle game whose formula will be familiar to fans of *Soko-Ban*: push objects to their destination through a series of fiendishly-constructed mazes. The early build looks great, with

very attractive graphics, excellent level design, and good, old-fashioned addictive gameplay. If there's any criticism to make, it's that the time limit is too strict even for people who know how to solve each stage.

No good game is complete without a sequel—or so say the creators of *It's Magic 2*. It's the follow up (strangely enough) to *It's Magic*, reviewed on page 24. Protovision promises that it will address the concerns about the first game and make the platform-jumping action even better this time around. The graphics have certainly taken a step forward,



with colourful backgrounds, well animated sprites, and less 'borrowing' from certain other titles. Will the mighty *Mayhem In Monsterland* finally be ousted from the C64 platform game throne? We shall see...

Balloonancy takes its inspiration from Infogrames' Bubble Ghost. Somewhat unusually, its hero is a small sheet of plastic tied into a ball and filled with air. For reasons best known to itself, this balloon-like thing must negotiate a passage through sixteen danger-filled rooms, finding and activating switches that open exits to the next stage. Many

sharp objects litter each screen, contact with any of which leaves you feeling seriously deflated. Early impressions are that this is a solid (if potentially repetitive) action title packed with cute and colourful graphics.

Finally, we have a game that's been promised since 1998, but which we're now assured really will turn up this year. It's called Mood, and it's from the we're-doing-this-just-to-prove-itcan-be-done school of programming. As the name suggests, it's based on id's PC classic, Doom: players collect beefy weapons, blast beefier monsters, and spend a lot of time exploring the pseudo-3D environment. Like Doom, it's a true first-person shooter, too. On the C64. (Yes, that is pretty amazing.) Certainly the graphics could do with tidying up, and there needs to be more variety, but it's still a remarkable technical achievement that shows great potential.

Sounds pretty good, right? You bet. As the C64 turns 20 this year (feeling old yet?), there are still plenty of neat games to look forward to. Keep your eyes peeled for full reviews in the next issue of Zzap!64. If there is one. (Cue spooky music and maniacal laughter, fading enigmatically into the starless night...)





It's Magic 2 should be an improvement on its slightly iffy predecessor

