

STROKEWORLD REVIEW

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OVERVIEW

Mr. Universum was the hero of the galaxy until a bad alien ensured that he decreased some kilos.

The world and the whole universe were in sweet harmony. Mr. Universum, the uncrowned king and hero of the universe provided for security and the peace for all the peoples in the galaxy. He already struck many glorious battles, triumphed in many fights. Only with one nature our hero got along never completely: with the little green muscle eater. Now and then, always exactly then, if Mr. Universum counted to few on it, this small poison dwarf emerged - in order to make for the hero hell hot, so far however without success. Until someday...

Minimum system requirements: C64 or C128 in C64 mode, 1541/1571 Floppy, Joystick.

Also compatible with: 1541 Ultimate, SD2IEC, uIEC/SD, CMD SuperCPU with SuperRAM card.
This game is available as PAL or NTSC version!

COMMODORE FREE

Stroke World consists of five worlds; each one is divided into five sections. In each world a new graphic set awaits you. To leave a section, you have to kill all creatures on the screen and run to a little signpost to enter the next screen. At the end of each world you will get a password, so you can re-enter that world at every time by typing in this password in the main menu. After you have fought through all the levels there is a really big end boss waiting for you. Can you destroy him?



You will want to download this file as it's a **free** game from PROTOVISION and is available from the following url
<http://www.protovision-online.de/games/strokeworld.htm>

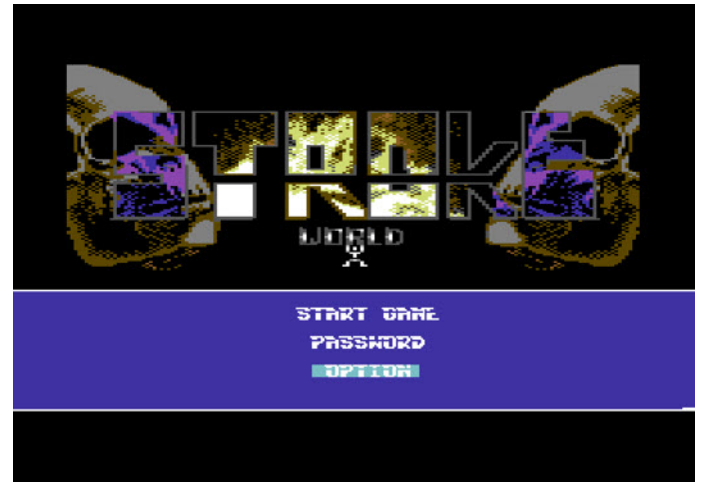
Main PROTOVISION website is located here, and after this magazine you will remember it off hand!
<http://www.protovision-online.de/>

If you enter the shop and look at the games PROTOVISION have 3 categories to choose from they are

- Full price
- Mid price and
- Freeware

In the freeware section are the 2 games

Starting strokeworld we are greeted in GERMAN this is however easily changed by With a joystick in port 1 press fire and you will be given a screen with options



Here you can select amongst other things the language
Select English or Deutsch and then save option
Of course it will be in GERMAN first so it's this option



Ok with that set we can then start the game, the change happens instantly although you will have lost the intro in the correct language, I couldn't find a way to restart from the intro so it seems you have to reload the game to get the intro in the correct language.



The intro sets the scene but if you don't want to read it hit the fire button to start the game

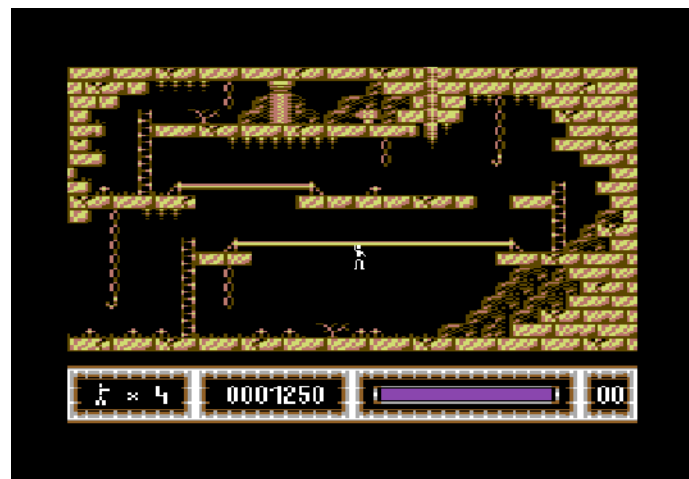
On later levels it's important to plan a route as you could get stuck by jumping down and not being able to get back up.

Now I don't know about the games history but on loading the game we are presented with our hero lost in a cavern

The main character is a stick man! don't be put off though the animation on the character is very good indeed, jumping climbing, very smooth, the other items are basically animated and the background scenery looks very nice.

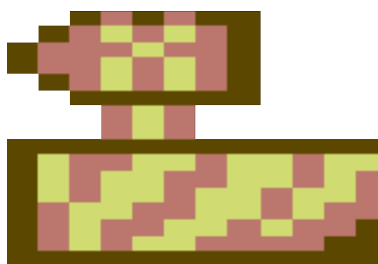


Here our hero skilfully walks across a rope bridge or is it a pipe of some sorts



The basic idea is you can climb and jump and punch (to kill) you have to kill all the enemies and then go to the anvil to exit to the next level

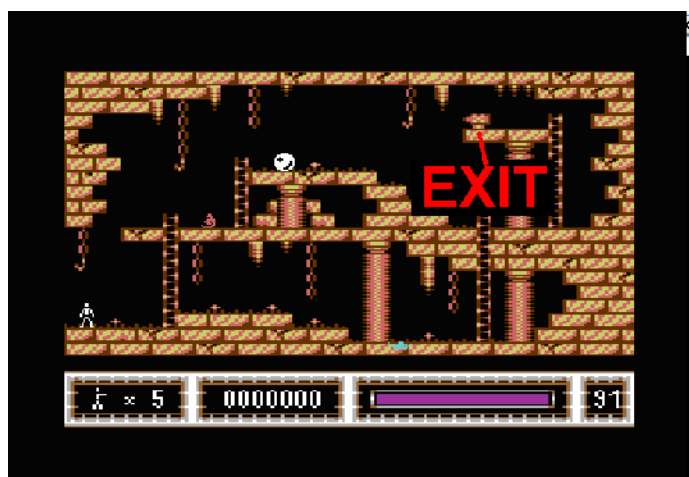
Of course when our hero loses energy he dies (ahhh shame) and does so by "unzipping himself from head to foot and opening himself into 2 pieces, very amusing.



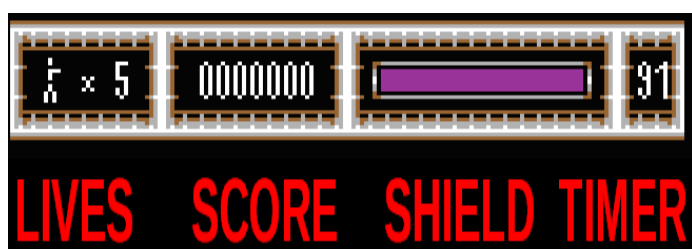
To kill a creature you thump it by pressing the fire button in the direction you want to thump and moving in that direction

Here labelled in the picture from screen 1 just to be sure you know how to exit

If I could find a way to kill these stupid bat things then I would actually be quite good at the game



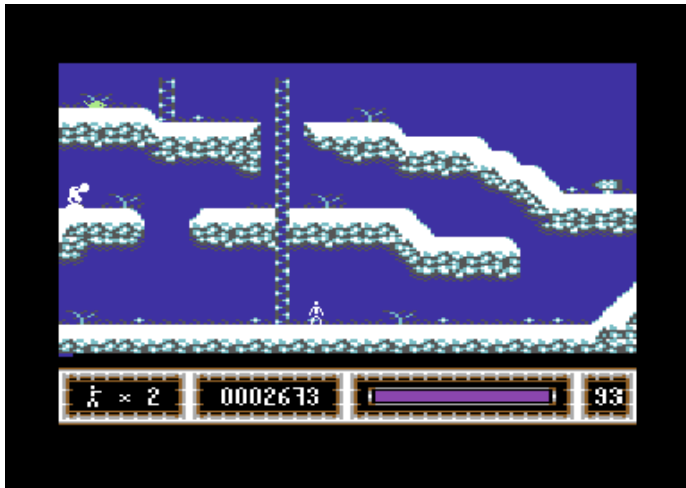
Of course you are up against the clock and you only have a limited number of shields



At the moment I am climbing ladders and pointing towards it hitting like mad in the hope I splat it into oblivion, trouble is its not working to well in this game, these sometimes are quite hard to kill off.

Left on his own our hero becomes board and starts to stretch and then dance about

Here is a scene directly after I received a password



Watch out for the killer snowball throwing snowmen

Remember on the later levels you can use the joystick diagonally, this is very useful for when on the ropes/pipes to swing and jump off.

Drop from a height and our hero will complain shaking his fist violently at you, fall from a great height and its all over, you will splat on the ground.

Sonically the music is excellent nice bobby music on the intro then down to some hard hitting techno on the first 3 screens the snow man levels start to chill out with lots of white noise and a more relaxed pace of music, sadly my game playing hasn't progressed me onto further levels.

The game would benefit from a text doc to set the scene and help with the control system but as you play it will be obvious how to control your man, it's a very solid release and for the price FREE you would be mad not to download a copy and at least give it a test drive. If this is the sort of game PROTOVISION deem as free just think what the paid for versions are like

Review

Commodore Free

Graphics 7/10

Music 8/10

Gameplay 8/10

Overall score 8/10

