PET SNAKE

» **FORMAT:** COMMODORE PET
» **DEVELOPER:** DONKEYSOFT » **PRICE:** FREE
» **DOWNLOAD:** KIKSTART.EU/SNAKE-PET
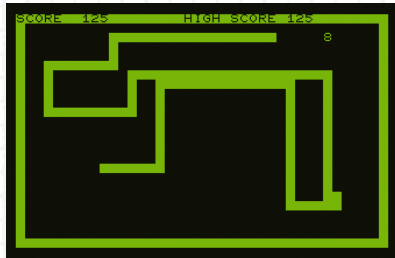
» [PET] Well, that's good news. *Snake* on Commodore PET.

PET Snake is, as might be suggested from the title, a version of the seminal Snake written for the Commodore PET, specifically a 16K machine with a 40-column display. For those who have never owned a Nokia 3310, the titular reptile must gobble up tasty treats while avoiding its own tail which extends after each snack.

Those edible items are represented on the screen by numbers which will decrease over time. Grabbing large numbers is also a double-edged sword, since the value is added to both the score and tail length and further collection becomes even more difficult as the snake's own body starts getting in the way.

This version of *Snake* has the essentials to make it an entertaining challenge, but doesn't add any twists to the formula like some of the other recent variations on the theme like *Minesnake* for the Sharp MZ-80A have done which would have extended the longevity.

» **Score 73%**
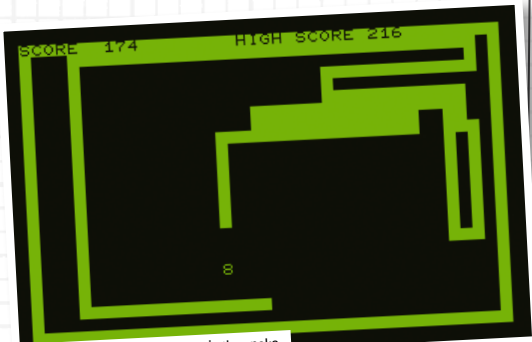
» [PET] It's hard to not tie a knot in the snake.

SPACE JUNK

» [ZX Spectrum] The controls won't click immediately, but stick with it.

» [ZX Spectrum] Hiding in a corner and waiting for the nasties to pass.

» **FORMAT:** SINCLAIR SPECTRUM » **DEVELOPER:** MIGUETELO ART
» **PRICE:** FREE » **DOWNLOAD:** KIKSTART.EU/SPACE-JUNK-SPEC

Automated mining bases in the not-too-distant future that usually harvest resources for humanity have been hacked into, reprogrammed and essentially turned into Earth-destroying bombs. To prevent this catastrophe the player has to guide a craft around each mining facility, moving through some very confined spaces while destroying the generators and avoiding or, in some cases, stunning the now hostile support droids.

There is another problem to worry about, though, since the control system is more than a little quirky – selecting left, right, up or down is self-explanatory, but the direction the craft is currently facing and therefore firing is independent, based on current and previous input. This does make *Space Junk* frustrating, but after the penny drops those controls also make it stand out from other single-screen action games so players who want a little thought with their world-saving blasting should give this a try.

» **Score 81%**

EL TESORO PERDIDO DE CUAUTHEMOC

» **FORMAT:** AMSTRAD CPC » **DEVELOPER:** 4MHZ » **DOWNLOAD:** KIKSTART.EU/TESORO-PERDIDO-CPC » **PRICE:** FREE

It's time to raid a few tombs in search of riches, but also run into all manner of less-than-pleasant wildlife and other hazards along the way. The map initially seems quite small but those wily tomb builders have installed hidden buttons which need to be pushed to progress. And there's a few items which will come in handy as well, including bullets, dynamite and scuba gear – although who leaves these things lying around an ancient tomb without nicking all the treasures is anyone's guess.

Fans of *Rick Dangerous* will want to explore *El Tesoro Perdido De Cuauthemoc* because it has a similar feel to Core's game; the explorer is more hardy than Mr Dangerous and there are thankfully very few places where the safe path needs trial and error to discover. Overall, this is an excellent collect-'em-up with some superb graphics throughout and a solid soundtrack.

» **Score 92%**

» [Amstrad CPC] "Don't tell me truth hurts, little girl, 'cause it hurts like hell."

» [Amstrad CPC] How do I get to the useful-looking scuba diving kit?

retro GAMER SIZZLER

·ROUNDUP

How about a platform-based, archaeological quest to find and collect the legendary *Treasure Of Lumos* on the Spectrum? There are lots of dangers to be wary of, which will take some skill and timing to conquer because these adventures are never easy, but the riches to be gained if you're successful are worth it. Kikstart.eu/lumos-spec will locate a download.

There are more Spectrum-flavoured platforms in *Zabij Ducha* – which translates to English to 'Kill Ghost' – as well, but they constantly scroll over and the player has to jump over the gaps to avoid plummeting to their doom while at the same time weaving between a couple of spectres as they float around. Kikstart.eu/ducha-spec heads over to the WOS forum discussion for more information.